

EPIX

A game by Rikki Tahta
for 2 to 4 players
illustrated by Naiade

The king has died childless and the land has had its last days of peace and prosperity. Now the power hungry nobles each see their opportunity to seize the throne and launch a war without mercy to assert their own rights. Only force of arms, and the gold to pay for it, matters.

Who shall succeed to grab the throne
in the chaos that ensues ?



There are two ways to play the game:

1. The basic rules are recommended for your first game.
2. The advanced rules, include additions to the basic rules that are printed in a blue background. (You may ignore these extra rules for your first game)

AIM OF THE GAME

- Either to be the first player to capture any other player's Castle.
- Or to control more Provinces than any other player at the end of the 4 season.

CONTENTS

- 1 Double sided game board for 4 players on the front (4 Castles) and for 2 or 3 players on the back (2/3 Castles)
- 40 Units in 4 colors (10 units per player)
- 12 Action cards (3 different cards per player)
- 20 Special Ability cards
- 1 First Player card
- 1 Season card and Marker to count turns
- 39 Gold coins: 10 x  & 29 x 

Units:



Soldier x3



Knight x2



Camp x3



Catapult x2

4 players



3 players



2 players

Action Cards



Recruitment



Tax

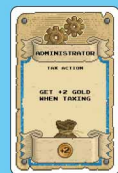


Move & Attack

1st Player Card



Season Card



Special Ability Card

SET UP

- 1 Select the correct board for the number of players.
- 2 Each player chooses a color and receives
 - the 10 Units in his color.
 - 3 different Action cards (*Recruitment, Tax, Move & Attack*).
 - 15 Gold coins (*The total amount of Gold each player has is always known throughout the game*).
- 3 The remaining Gold coins are left next to the board to form the Treasury.
- 4 The first player is chosen randomly and gets the First Player card.
- 5 The Season card is placed next to the game board and the season Marker is placed on the first line (*Spring*).
- 6 Each player places a Soldier on his Castle.
- 7 For the advanced rules, deal out a number of Special Ability cards equal to the number of players plus one and place them face up next to the board (*For two players deal 3 cards, for three players deal 4 cards, for four players deal 5 cards*).



A player's Lands comprise its Castle and the two adjacent Provinces

- A player can always recruit Units in his Castle.
- A player can always recruit Units in the two Provinces adjacent to his Castle (*provided they are free of enemy Units*).



A Province is an area defined by the dotted yellow lines (15 Provinces on the 4 player board)

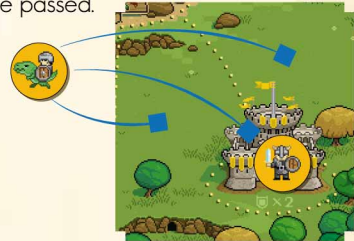
Important: A Castle is treated like a Province. It also has Permanent Garrison (*not shown*) which always defends against an attack.

PRELIMINARY DRAFTING PHASE

Before the first round of play (*the first season*), a preliminary drafting phase occurs. Starting with whoever holds the **First Player card**, players take one of the following **three actions** in turn, and continue until all players have passed.

1. Recruit a Unit in his Lands (pay its cost and place it)

A player recruits **one Unit** (*Soldier, Knight, Catapult, or Camp*). He pays its cost (as indicated on the *Recruitment Action Card*) then places it in his **Lands** (in his **Castle** or in one of the two adjacent *Provinces*).



Important: two identical units may never be in the same Province or Castle.

2. Bid on a Special Ability Card

A player can bid (or over-bid) for any Special Ability cards in the game

- If he is the **first bidder**, he places on the card that he wants a minimum bid of **1 Gold**, and an **unused Unit** of his color (to indicate that the bid is his)
- If there is **already a bid** on the card then he has to pay **more gold** to over-bid the existing bidder, and must **return** the previous bid and Unit to the relevant player. He may over-bid his own previous bid.



3. Pass

Once a player passes he may no longer **re-enter** the preliminary drafting phase and the other players **continue** drafting without him

End of the preliminary phase

When all players have passed the preliminary drafting phase ends, the Special Ability cards are distributed to the winning bidders and the first round of the game starts.

Special Ability cards are **always** kept visible to all players at all times and are available for use throughout the whole game. Any cards not purchased are **discarded**.

PLAYING THE GAME

The game takes place over **four rounds** (*the four seasons*).

First 3 seasons (Spring, Summer and Autumn)

Each season consists of five phases

1. Auction the First Player card.
2. Simultaneously choose an Action card
3. Action Card resolution
4. Income
5. Change of season.



1. Auction the First Player card



After stating how much **total** Gold they have, **each** player takes up **all** their coins and **secretly** puts coins in their fist as a **bid** (they may bid nothing) and holds their fist over the table.

All players open their hands and reveal their bids together. The player with the **highest** bid **pays** his bid into the Treasury and takes the **First Player** card, keeping it for himself or giving it to an opponent. The other players **keep** the coins they bid.

In the case of ties the winning bid is the **previous** holder of the First Player card or the **closest** to him in clockwise order.

2. Simultaneously choose an Action card



Players **simultaneously** choose **one** of their 3 action cards (*Recruitment, Tax or Move & Attack*), and place it **face down** in front of them.

3. Action Card resolution

1. The holder of the First Player card reveals his Action card. The effects of this card are immediately applied.
2. Then the next player in clockwise order reveal his Action card and performs its action, and likewise until all players have taken their action

The 3 Action cards in detail

1. Recruitment



Choosing this action, the player **recruits** new units at the prices shown on the Recruitment Action card and places them on the map

- Soldier : 2 Gold
- Knight : 6 Gold
- Camp : 2 Gold
- Catapult : 2 Gold

Some Special Ability cards can change these costs.

Rules for the placement of all Units

- a. There can only be Units of **one** color in any Province.
- b. Two **identical** Units **cannot** be in the same Province, or Castle (*there cannot be 2 soldiers in a Province or 2 Knights etc ...*).
- c. A unit can always be recruited a player's Castle, or in the two Provinces of his Lands if those Provinces are **free** of any enemy Unit.
- d. A unit can be recruited in **any** Province that already contains other Units of the same color.

Exception: Camps may never be recruited in a Castle.
Exception: Knights may never be recruited in Kilimandjora.

2. Tax



Choosing this action, the player receives 3 Gold from the Treasury.

3. Move & Attack



Choosing this action the player may move or attack with each of his Units in any order he chooses:

- a. Move his Units into **empty** or **friendly** adjacent Provinces (*friendly Provinces are those with Units of his own color*).
- b. Attack enemy Units in **adjacent** Provinces (*enemy Provinces are those with opponents' Units*).
- c. Leave his Units standing where they are.

a. Moving



Soldier: can move only into one adjacent Province to its position (*including his Castle*) after which he may no longer move or attack this turn.



Knight: can keep moving from Province to adjacent Province (*including his Castle but never into Kilmandjora*) provided they are empty or friendly.



Camp: cannot move.



Catapult: cannot move.

b. Attacking an enemy Province

Any Unit **except** a Camp, can attack an adjacent enemy.

If there are more than one opposing Units in an enemy Province: the attacks **must** be made in the following order: first against any Soldier, then Knight, then Camp.



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Detail of an attack

1. Place the Unit making the attack on the **border** of the Province it is attacking. That makes it easier to see and keep track of attacks.

2. The attacking player tells the defender his **total** amount of Gold then hides a **secret bid** in his fist and holds it over the table.

The defender **must** now guess the **attacker's bid**

- a. if he guesses correctly the **attack fails**: the attacking unit is **removed** and **returned** to the attacker's supply.
- b. if he was wrong, the **attack succeeds**, the defender's unit is **removed** and **returned** to the defender's supply.

Whatever the outcome of the attack, the Gold bid by the attacker is **always** spent.

3. After an attack:

- a. If there are enemy units **remaining** in the province, the attacker **may continue** to attack them one by one with the Gold he has left. Or he **may choose to stop** the attack and fall back to his Province.

•b. If all enemy units were defeated, the attacking unit **must** move into the Province. A soldier will do nothing else this turn, a Knight can continue to move and attack.

Abilities of Units in attacks



Soldat : May only attack one adjacent Province.

Double Defence. Some Provinces and Special Ability cards give a Unit a Double Defense. Instead of a single guess a Unit with Double Defence can make two simultaneous guesses at the attacker's bid (eg. "I think you have bid 2 or 5 Gold"). If either of the two guesses is correct, the attack fails.



Knight : May make unlimited attacks. After a successful attack into an adjacent Province it may continue to move or attack until it either fails in an attack or chooses to stop.

Remember: If there are any enemy Units in a Province a Knight may not move through them without attacking, and a Knight may not move into or attack the Kilimandjora province.



Camp : May never attack, only defend. If it is defeated in an attack it is captured by the attacker.

Capturing a Camp: When a Camp is defeated it is **immediately** replaced by a Camp Unit of the attacker's color, provided the attacker has one available in his supply.
The captured camp will now give the new owner 1 Gold in the income phase.



Catapult: May never defend, only attack. A Catapult may attack into one adjacent province (except it can never attack into Kilimandjora).

•If the Catapult is located in Kilimandjora it can attack up two Provinces away and thus directly into Castles.

•A catapult destroys **all** enemy Units in the enemy Province. (They immediately return to the defender's supply and enemy Camps and Catapults cannot be captured).

•A Catapult attack on a Castle only destroys the Units located in that Castle; a Catapult can never destroy the Permanent Garrison of a Castle.

Important: Each Catapult may only be used **once** and is **returned** to the attacker's supply after attacking.

Capturing a Catapult: A Catapult on its own may not defend itself and is **automatically** captured by Unit that moves into the Province without the need for an attack. A captured Catapult is **immediately** replaced by a Catapult of the attacker's color, provided the attacker has one available in his supply.

Important : A captured Catapult may not be used by the attacker on the turn it is captured.



the yellow soldier attacks the blue knight....



...his attack succeeds and the blue Unit is removed.
Then he attacks the Camp...



...his attack succeeds, the yellow Soldier enters the Province ...



... the Camp is captured and replaced with a yellow Camp ...

Permanent Garrison of a Castle. Each Castle has a Permanent Garrison that is **not** represented by a Unit, but is **always** present. Whenever a Castle is attacked, it is **first** defended by any Units placed on it, and then finally **after** those have been defeated, by the **Permanent Garrison**.



Castle: If a Castle is attacked, any Soldiers or Knights in the Castle have a **Double Defense** and once they are defeated, the **Permanent Garrison** of the Castle then also has a last **Double Defense**. (*Catapults may never defend and are ignored in a Castle's defense*)

Don't forget any changes to the rules created by the Special Ability Cards.

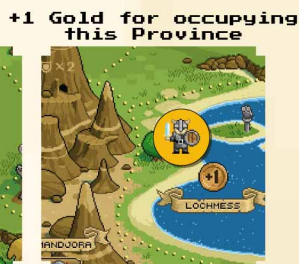
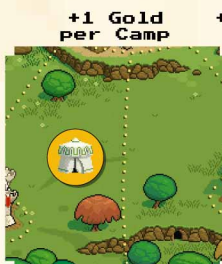
4. Income



Once **all** the action cards have been played, move to the income phase.

Each player receives from the **Treasury**

- 1 Gold for each Camp that have on the board
- 1 Gold for each Province marked +1 Gold that they occupy;
- Any Gold from their Special Ability cards.



5. Change of Season



The **Season Marker** is advanced on the Season card and starts the next season.

Winter

Unlike previous seasons, players now simultaneously select **two** Action cards (*instead of one*).

Whoever holds the **First Player** card reveals his two Action cards **at the same time**.

He **chooses** the order in which to play the cards.

All effects of the first Action card must be taken and finished **before** playing the second card. Mixing the effects of both cards is **not allowed**.



Important: the last player in Winter does not take his turn if he cannot possibly win the game himself. (*Therefore he cannot act as kingmaker merely choosing the winner*)

END OF GAME

A game can end in **two ways**:

1. When a player captures any **enemy Castle**, he is **immediately** declared the winner. To take a castle, he must defeat its **Permanent Garrison** (*which is the final step after destroying all Units in the Castle*).
2. At the end of the **Winter Season**, if no player has captured an enemy castle, the player occupying the **most Provinces** is the winner.

In the event of a tie, the player with the **most Gold** remaining wins.

SUMMARY

SOLDIER



Recruitment cost



Moves into one adjacent Province



Can attack one adjacent Province



Defends itself
(Double Defense in Kilimandjora)

CATAPULT



Recruitment cost



Does not move



Destroys all Units in a Province
(or in a Castle but not the Permanent Garrison)



From Kilimandjora it can attack any Castle

Cannot attack Permanent Garrison of a Castle

Cannot attack Units in Kilimandjora

Removed after attack



Does not defend

Can be captured by an enemy Soldier or Knight
(But cannot be used until the next round)

CASTLE



Camps may not be placed here

Soldiers & Knights have Double Defense



The Permanent Garrison is always present and has a Double Defense



Catapults placed here do not defend

To capture a Castle, one must defeat each Unit in the Castle and then the Permanent Garrison

KNIGHT



Recruitment cost



Can keep moving into multiple Provinces



Can keep attacking into multiple Provinces



Banned in Kilimandjora



Defends

CAMP



Recruitment cost



Cannot be placed in a Castle

Does not move



Does not attack



Defends itself (Double Defense in Kilimandjora)

Can be captured by an enemy Soldier or Knight



Provides 1 Gold in the Income phase



KILIMANDJORA



Soldiers and Camps have Double Defense



Knights may not be placed here



Catapults placed here can attack Castles

Catapults may not attack Units placed here

LOCHMESS



Provide 1 Gold in the Income phase



BROCELAND



Provide 1 Gold in the Income phase

