



Uprising Rule Set

Table of Contents

1. Setup	3
2. Play	3
3. End Conditions	4
4. Win Condition	4

HTKB: Simple Games Suite: Uprising Rule Set

The country is fragile and in desperate need of being unified under someone's rule. Your rule!

Number of Players

For up to 4 Players. Each player starts with 3\$.

Setup

[Each Player selects a Warlord and Lieutenant.]

Each Player places its Characters into a region not adjacent to region occupied by another Player.

Give the 1st Player Marker to whichever Player is going first.

Roll a die for each Resource in each Region, place N+D6 of the Resource Tokens in the Region.

Play

Each Warlord has 2 actions per turn

Each Lieutenant has 1 action per turn

As an action, a Character may:

- 1) Move: Pay 1\$. Move to an adjacent Region.
- 2) Intimidate the Populace: Pay 1\$. In its region, if the region is stable, remove a Resource Token, and place a Follower Token. If it was the last Resource Token of its type, then place an Unstable Token in the Region.
- 3) Slay: Pay 1\$. In its region, remove another Player's Follower Token.
- 4) Campaign: Gain 1\$.
- 5) Make a decree: Pay 6\$. In its region, remove 2 Resource Tokens, and place a Follower Token in its Region and all adjacent Regions. If it was the last Resource Token of its type, then place an Unstable Token in the Region.
- 6) Skirmish: Pay 3\$. In its Region or any adjacent Region, begin a Skirmish.
 - a) If a Warlord is present, and no enemy Warlord is, then remove 2 Follower Tokens or a Lieutenant.
 - b) If a Lieutenant is present, and no enemy Lieutenant is, then remove 1 Follower Token.
 - c) For each Follower Token in this Region, you may remove it and one Follower Token of each opponent in this Region.
- 7) Promote Lieutenant: (Warlord only) Pay 10\$, in its Region or an adjacent Region (either) with at least 2 Follower Tokens, remove 2 Follower Tokens, [select a new Lieutenant,] and place a Lieutenant in the Region.

End of Round

Each Player gains 2\$ for each Follower Token in a region.

Each Player who has the most Follower Tokens in each Region gains 2\$.

Pass the 1st Player Marker to the left.

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End Conditions

The game ends after 12 rounds, or if all Regions are Unstable.

Scoring

Go to War:

A mandatory Skirmish occurs in each Region

Reset Victory Points to 0.

Consolidate Power:

The player with the most followers in each Region gains 3 Victory Points.

The player with the most followers on the board gains 2 Victory Points.

For every 5\$ a player has, it gains 1 Victory Point.

Win Condition

Most Victory Points wins.

If there is a tie:

Each player, in turn order, may (pay to) Move without Intimidating.

Then Go to War again