

Dragon Masters alternative rules v12.0

This is a game for a maximum of four players. It is an adaptation of the rules, with added aspects to make the game more playable, but it also adds more complexity. You will need at least two copies of the game in order to play this variant, and some additional pieces from Mighty Empires.

There is a considerable change with most of the cards and tokens, so make sure to understand their new uses. You can find this information in the last pages of this document.

Note: the terms “area” and “space” both refer to an area on the map that is cordoned off by tan lines.

Beginning forces

Each player begins with their own set of pieces called their “supply.” In each player’s supply, they have 1x castle, 1x city, 6x villages, 1x prince, 9x armies, 1x navy, 12x flags, 2 Battle dragons, and 1 Emperor Dragon. It is recommended that you paint a color dab onto each of these pieces to show player ownership.

A player’s supply of pieces can never be used by any other player but them (except after the fall of their capital). When pieces are needed, they can be taken from a player’s supply or they can be taken from the “pool” or “hatchery.”

When a piece belonging to a player is destroyed, it is returned to their supply. Any settlements that are part of a player’s supply, which are captured by an enemy, are exchanged for one belonging to the victor (if they have one). The settlement is then returned to the player’s supply. Any settlement that cannot be exchanged must be razed.

The “Pool”

There is a place for common pieces that all the players can use. This is called the “pool.” These pieces have a neutral identification, and carry no banner. Anyone may select pieces from this pool when they are needed, but once a piece type is gone then no more of it is available until some have been returned to the pool. As these pieces are removed, they are returned to the pool.

At the beginning of a game the “pool” consists of:

- 2x castles per player
- 2x cities per player
- 2x villages per player
- 2x navies per player
- 10x armies per player
- 2x Emperor dragons per player
- 4x Battle dragons per player
- 1x Horse card per player +1 additional for 2-3 players, +2 for 4
- 1x Wizard card per player +1 additional for 2-3 players, +2 for 4

The “Hatchery”

This is the place where all dragon pieces, that are not part of a player’s supply, remain. It is a pool for all respects, and dragons are taken from it as needed, subject to its piece limitations.

If a dragon from a player's pool is eliminated or ceases service, then it is returned to a player's supply. If it is a dragon from the "hatchery," then it is returned there instead.

Dragon Hordes

A player can have any number of dragons in their service. These active dragons are called a "Horde," and it can consist of both Emperor and Battle dragons. The contents of a player's Horde should be kept secret from the players (except when used). Nobody may ever look at a player's horde unless allowed by a card.

Dragons pledge themselves to a King at birth, but it is up to them when they believe their service is completed. For this reason, dragons that are used for combat may decide that they have done their service and will leave the King. Note that when a dragon is used in combat, and it survives, then a roll is made for it. On a 1-3 the dragon leaves the King's service and is returned to a player's supply or the hatchery, as appropriate.

Dragons may only be used in one combat or defense during a player's turn. When one is used it is placed in the area of the player's home castle (it will be able to be counted by the other players for the purposes of determining how many dragons a player has).

At the conclusion of a player's turn, all used dragons are returned to the player's Horde.

Banners

Each army, navy, settlement, and area must be led by a banner. A banner is any flag piece, army with a colored flag on it, prince, or navy that bears the player's symbol on it.

Banner pieces are used to mark leadership over an area. Each area, except a player's capital, must have leadership. A player has 1x prince, 9x armies, 1x navy, and 12x flags that can be used for this purpose.

An army or navy may not sustain itself unless it is led. They may not move into an area unless there is a banner accompanying them, or a friendly banner is already in the territory. Likewise, settlements and areas cannot exist unless they are led. This can be accomplished by the presence of a flag, army, navy or prince.

One banner: an army, prince, flag, or navy is enough to lead all pieces in an area. If, at the end of a player's turn, or at anytime during another player's turn, if an area does not have a banner to lead, then all pieces in that area are removed and returned to the player, or pool from which they came.

A flag may be picked up and placed at any time (even during combat), and any number of times during a player's turn. A flag can also be placed in a space after a combat has been resolved.

Any area with a flag must be fought. Normally, a flag, although it acts as a banner, has no defense. However, the area can be defended by dragons. If there is no defense, then the area is taken.

Note: a flag is simply placed in an area to control it, but an army, prince, or navy from a player's supply can do the same. If you wish to mark a settlement with a flag, that is fine, but remember that if the settlement is lost, the banner marks the area, not the settlement. Also remember that if you use an army, prince, or navy as the banner, and they are lost, and the area does not have a flag in it, then the area will be

lost, along with any settlement in it.

Game setup

1. Place exploration markers on territories per the normal game rules. Since you need two copies of the game to play this, you may wish to combine the tokens from both games into one large pile and draw from it.
2. Each selects a set of pieces and rolls a die. The high side places a castle and prince piece from their supply upon one of the castle areas. The player to the left places next, until all have placed. The player who went first then proceeds to take their turn.
3. Any unclaimed castle area is neutral. Place a castle, a flag, and one prince piece in it.
4. Decide on normal game or longer game:
Normal game - Shuffle the “Year End” card into the draw deck.
Longer game - Take out the “Year End” card. This will be shuffled into the remaining draw deck once all players have done five turns each.
5. Shuffle into the deck one neutral invasion card per player.
6. Shuffle into the draw deck an identical set of all nine spell cards in the deck (Fear, Command, Luck, Convert, Counter Spell, Grim Reaper, Teleport, Sleep, and Fireball).

Sequence of play

Each player does the following in turn order:

1. Hatch Dragons - as per the normal rules.
2. Collect income and purchase - see below.
3. Raise armies - as per the normal rules.
4. Movement and exploration - as per the normal rules.
5. Combat - see below.
6. Draw event card - as per the normal rules (check specific card uses to see how certain cards are interpreted).
7. Add one neutral army to each nation.

Settlements

Settlements are castles, cities, and villages. Each has a cost to construct and each provides income, which is a bonus to the area's revenue, as follows:

Settlement	Cost	Income	Ability
Castle	20 gold plus 1 city	+3 gold	Raise one army per turn, +3d6 combat dice
City	15 gold plus 1 village	+2 gold	Raise one army per turn, +2d6 combat dice
Village	10 gold	+1 gold	+1d6 combat dice
Area	—	1 gold	

Example, an area with a city in it is worth $1+2 = 3$ gold, and an additional 2 dice to the area's defense.

You may not upgrade a settlement you just bought or upgraded that turn.

A player can establish additional settlements on the board provided that there is a banner in the space to lead it (either from a player's supply, or by the presence of an army, navy, or prince in the area).

Settlements provide additional dice in combat. They only take one hit to be neutralized, and they are always the last piece to be hit in any combat. Settlements are not destroyed when they take this hit, and they are captured if all defending armies, princes, dragons, and navies in the area are destroyed. They may be taken over (provided that the victor has an army, prince, or navy in the area with a banner), and converted (by replacing it with your own settlement), or a player may destroy it and collect money equal to its income value, at which point the piece is returned to the appropriate pool.

At any time during a player's turn, a settlement may have a banner removed, or one added. If a player fails to have an appropriate banner, then the settlement will be removed at the end of their turn.

Example: Player A moves his army (with a banner) into a territory containing a village of his that has a banner on it. Since he has an army with a banner, he decides to remove the banner from the village in hopes that he will be able to use that banner when he attacks player B's city. Since the village has an army (with a colored flag) with it, it may be led.

Navies

Navies are the only pieces that can move into sea areas. They can only be recruited at a castle or city settlement that is located on an island or on a coast. During the "raise army" step, a navy is recruited instead of an army. Each navy can explore a coastal area, and can attack or defend any island, sea, or coast. Each one may transport up to five armies/princes, which will fight in any combat that the navy is involved in. If a navy is taken as a hit in an all sea territory, then any troops aboard it are lost.

Neutrals

Each unoccupied castle area is controlled by a neutral power. Each area begins with a castle and prince piece, and produces one army at the end of a complete turn (once all players have completed their turns), up to a maximum of 10 army and prince pieces throughout their entire Empire.

Neutrals will always defend their territory when attacked. The player to the right of the attacker will defend and remove losses for them. Neutrals never retreat. If their prince is killed in combat, place it back in their capital at the conclusion of the turn. This will count as its single reinforcement that it normally gets.

There are some event cards in the deck, called "Neutral Armies Attack," that allow the neutrals to invade. When this card is drawn, the neutrals will proceed with an invasion phase. Neutrals never invade their own areas.

For each neutral capital, randomly determine by die roll, which area that they will attack. The neutral army will then invade with half of their total armies (rounded up), and this force will include their prince piece. If the neutral does not have a prince on the board, then exchange one of the armies in the capital with one before the invasion step.

The player to the right of any player being attacked will roll for the invader and make decisions for them. A neutral will never retreat and they will destroy any settlements they capture (no money is involved). If the neutral wins, and has at least two armies remaining, then randomly determine another territory that they will attack and move in all but one of the armies. A prince always continues with the invasion force. Repeat this process until the invasion force is destroyed.

If the area they attack has an exploration marker on it, do not reveal it. If the space is later invaded by a player, then resolve the exploration first.

If the area they invade is a sea one, then exchange one army for a navy. As the invasion force proceeds to the next area, the navy is left behind. If it invades another sea or island area then exchange another army for a navy.

Afterwards, exchange the prince peace with a regular army piece from the capital.

The player that drew the invasion event will draw a new card.

Example, the invader begins with four armies, one of which is the prince, in their capital. There are five areas surrounding their capital, so the player controlling the invaders calls out a number for each of them: 1,2,3,4 and 5, and ignores a 6. They roll a d6 and get a four, so the Prince and one army move into the area identified as being 4. In that area is a blue army. Combat is conducted and the blue army is destroyed.

Next, the areas around the invasion force are given another random number. Since the invaders cannot move back to the capital, that area is ignored. The roll is a 1, so the Prince moves into the area, which is unoccupied. The exploration tile is not looked at and remains in the area. Now, since the invasion force is down to one army/prince the invasion ends.

The next time the “Neutral Armies Attacks” card is drawn, for each neutral nation, count from its capital and determine the greatest number of areas any single army has advanced from it. Next, convert any ships in their capital to army pieces and take half of the army units (rounded up) in the capital and place them in this area of their greatest advance. From this area, proceed to perform the invasion sequence as described above.

Example, counting from the capital, the neutral has advanced two spaces north, 3 west, 1 east, and none in the south. Its greatest advance was three spaces west, so that will be the position where the invasion will start from. In the capital are five armies, so three of them are placed in this starting invasion space before determining where the force will invade.

Movement and exploration

All armies, princes and navies have one movement point. A horse card will allow all armies and princes in an area to move two territories.

As an area is entered, resolve any exploration. Each exploration is resolved before moving on to the next one, and each exploration is resolved before any combat.

As an area is entered and left, the player can pick up or place a flag.

If an area is ever left vacant, without a banner, then place a new exploration token in the area.

Note: refer to the final pages in this rule set for the “new” interpretation of exploration chits and event cards.

Combat

Combat is fought in rounds. The attacker chooses which battle is to be fought first. It will be resolved before moving on to the next combat. During each round the attacker and defender do the following:

1. Both the attacker and defender commit to their hands any dragons that will be used in the combat. These are revealed simultaneously.

Note: a dragon can only be used in one battle, and may only be used in an area where there is a friendly banner.

2. The attacker can cast a spell for each wizard card that they have. Such spells commits one wizard to the combat for each spell used.

Example, player A has two wizards and plays two spells. Both wizards are then committed to the combat.

3. Both the attacker and defender roll dice for every army, ship, prince, settlement, or dragon involved in the battle. Each piece requires a 6 to hit, and blocks a hit on a roll of 1. Each piece rolls the following:

Piece	Dice rolled
Army	1d6
Prince	2d6
Ship	2d6
Dragon	1d6
Emperor Dragon	3d6
Village	1d6
City	2d6
Castle	3d6
Encountered Armies (tokens)	2d6 per strength point

4. Remove loses. Each hit by an opponent that is not blocked causes a hit. Each hit must be satisfied by the removal of a piece (army, navy, prince, dragon, or settlement). A settlement is the last hit to be taken in any combat.

Note: In a situation where an attacker loses his last piece in the combat, and at the same time, the defender takes their final hit on the settlement, then the settlement is lost, but the area remains in the defender’s control (assuming there is a banner in the space). If there is no banner, then the area becomes free and a new exploration token is placed in it.

5. The attacker decides to retreat or attack again. If they remain, then the defender may retreat or defend. If both stay, then proceed with step two and fight another round, until one side is defeated or retreats.

In any retreat, it must be to a SINGLE friendly territory that has a banner in it. If none exists, then the retreat may not be made. For this purpose, previously captured territory does count as friendly. When a player retreats, their settlement is captured.

6. Following the battle, both players roll to see if their surviving dragons end their service. For each, roll 1d6; if it is a 1-3 then the dragon believes his servitude has been paid and they will leave the player (it is then placed back in a player's supply or the hatchery, as appropriate. Any dragons that continue their service go back to the player's Horde and can be used again, but only once per combat phase.

Place any casualties back in their appropriate places.

If any princes were eliminated, then it is returned to a player's supply. When a player loses their prince, that player forfeits their movement and exploration step next turn. A new prince (another son), can be raised next raise armies step.

If a settlement was lost by taking a hit or retreat, the victor can decide to keep it or raze it. If it is razed, the player collects $\frac{1}{2}$ its income (rounded up) value in gold and then removes it, returning the piece to the loser's supply (if it was part of it), or to the "pool" (if it was part of that). If the player decided to keep the settlement, then follow these procedures:

- a. if the settlement belonged to the defender's "supply" then it is given back to them and the attacker replaces it with one of their own from their supply. If they do not have one, then the settlement must be razed.
- b. if the settlement belonged to the "pool" then it may be captured so long as the victor has a banner, or places a banner, in the space.

Raids

There are no raids in the game.

Horse cards

A horse card may be purchased for 15 gold each. A player may have more than one, but only one may be bought at a time. A horse in a player's possession allows all armies in a single territory to move two areas. When armies from a space begin to move, flip over a horse card to move it twice. Each horse card that is used is flipped over to show that it has been used. These are flipped back to their front side (to be used again) at the end of the turn.

A player loses possession of his horse card if, during an attack (only) the force that used the horses (even if it joined others in an attack), loses the battle it was involved in. To "lose" a player must have been defeated, either eliminated or retreated. The horse card is then returned to the pool. If a player used more than one horse card to attack, then all are returned to the pool.

Wizard cards

A wizard card may be purchased for 20 gold each. A player may have more than one, but only one may be bought at a time. A wizard in a player's possession allows them to use him to cast any SINGLE spell card during that player's turn.

A Wizard that casts a spell before, or during a battle, is assumed to be involved in it, and will be eliminated if the battle is lost. To “lose” a player must have been defeated, either eliminated, or retreated. The Wizard card is then returned to the pool. If multiple wizards were used, then all are returned to the pool.

If a player’s last wizard is lost, then any spell cards that are in-play (such as “luck”) are returned to the discard pile.

Event, spell, disaster, and encounter cards

These cards may be played anytime during a player’s turn except after they have drawn a new card.

Player elimination

If a player’s (or neutrals) home castle falls, then the player is out of the game. The victor takes control of any territory, flags, settlements, armies, navies, horses, and wizards that the conquered player has on the board, or that is in play, at the time of the capital’s fall. In addition, any dragons they still had are released from their service and are returned to the hatchery or to the player’s bag. Unfortunately, the Prince was able to make an escape with what was left of the treasury, so all gold is lost and the Prince piece may not be used.

The capital may not be razed, and is instead taken over by the conqueror. In addition, any pieces that are on the board at the time of the capital’s fall remain in play and now belong to the conqueror. Those pieces, and those remaining in the supply, are now considered part of conqueror’s supply. Thus, banners from the conquered nation will now work for the conqueror, and their flags may be picked up and placed as per the rules.

When raising armies and navies, pieces from the conquered side can be raised in appropriate settlements of the conqueror, and vice versa.

Drawing Event Cards

If a player has three cards in their hand (or four if they have played “luck,”) then they must play or discard one of them before drawing a card. Once a player draws a card, their turn is over, and they may not play any cards--unless the card is an “Invasion” or “Year End” card, which the player plays. Once these have been resolved, the player then draws another event card.

Procedure for “Year End” Card

When the “Year End” card is drawn the first time, it is reshuffled with the discards, and then the discards are placed on the bottom of any leftover event cards. The player that drew the “Year End” card then draws a new event card. The next time it is drawn the game ends.

Victory

As a modification to the normal rules for victory, a player wins if they conquer a number of capitals equal to one less than the number of players.

2 players - conquer the other player’s capital.

3 players - conquer one player’s capital and one additional capital (either a player’s or neutral).

4 players - conquer one player’s capital and two additional capitals (either a player’s or neutral).

Alternatively, when the “Year End” card is drawn a second time, the player that holds the most capitals (be they a player’s or neutral’s) wins the game.

Specific card uses

1. As a general rule, whenever a card calls for the removal of an army, a player’s prince may not be taken if there are other armies in the same territory as he.
2. As a general rule, any cards that allow armies to be recruited or purchased are done in the space where the card is played, and may not be accomplished in an all-sea area.
3. As a general rule, any armies recruited or purchased by a card, may be taken from a player’s supply or from the “Pool.”

A) Disaster cards

Malaria, Fire, Flood, Earthquake, Trolls, Tidal Wave, Famine, Drought, Tree Men, Volcano, Plague, Cannibals

These cards may affect cities too. These are reduced down to a village on a d6 roll of 4,5,6. Otherwise there is no effect. A player may reduce a city from the “pool” with a village from the “pool,” and a city from their “supply” with a village from their “supply.” No other reductions are possible.

Scurvy, Mutiny

A navy may be taken if there are no armies to take.

Buccaneers

Change to 1d3 gold.

Avalanche

No change.

B) Encounter cards

Catapult

This counts as a combat unit and rolls 3d6, but is removed for one hit, or at the conclusion of a battle.

Alchemist

Change to 2d3 gold.

Assassin

The Prince is placed back in his home capital. The player does not miss any movement and exploration phase.

Conscripts

No change.

C) Event cards

Magic Sword

Kills all enemies encountered by an exploration tile (including those found in ancient ruins, catacombs, dungeons, cave complexes, and ruined temples).

Pegasus, Flying Carpet

Can go to any area except all sea (island is fine) or a player's/neutral's capital.

Dragon Rustler, Magic Arrows, Dragon Slayer

An Emperor Dragon may be chosen.

Thief

Change to 1d3 gold.

Fools Gold, Merchant, Gold Ring

Change to 2d3 gold.

Oracle

1. When you gain a dragon, roll on the chart for what it is.
2. Change to: Gain 1d3 gold.

Princess

The Prince is placed back in his home capital. The player does not miss any movement and exploration phase.

Hag

Force a player to pay 2d3 gold or roll. A player can also refuse to pay, or they may not have enough to pay. The person playing the hag chooses the specific loss. Can also affect a city on a roll of 4.

Gambler

- 1,2 = lose 2d3 gold.
- 3,4 = gain 1d3 gold.
- 5,6 = gain 2d3 gold.

Magic lamp

Gain 2d3 gold or 1 army.

Uprising

Destroy one army in the same area as a city or village and take it over if it is alone. May not be used in a capital.

Mercenary Knights

Up to 2 armies may be purchased for 6 gold each.

Hunter

Remove a horse card from a player and place it back in the pool.

Sorcerer, Peasants, Scout, Volunteers, Crystal Ball, Sabotage, Amulet

No change.

D) Spell cards

Teleport

Can go to any area except all sea (island is fine) or a player's/neutral's capital.

Command

When exchanging armies, enemy armies that do not have flags must be selected first. These are then placed with attacking armies. If the defender only has armies with flags left, then each one can be selected so long as the attacking player has an army in their supply that has a flag. This army is then exchanged for the defending army and the affected player's army is returned to their supply. A Prince may not be selected.

Grim Reaper

Remove 2 armies or ships, and a village or city, from the same area. May not be used in a capital.

Fear

Ships may also be affected. A Prince is immune. His presence in the area adds +2 to rolls. Any army or ship that is in a settlement space is also +1.

Fireball

Can affect a City: roll a d6 – on a 4,5,6 the city is removed.

Convert

May also be used at sea.

Luck

Play in front of you. It does not count as one of the four cards.

Sleep, Counter Spell

No change.

Specific exploration marker uses

1. As a general rule, whenever a marker calls for the removal of an army, a player's prince may not be taken if there are other armies in the same territory as he.
2. As a general rule, any markers that allow armies to be recruited or purchased are done in the space where the card is played, and may not be accomplished in an all-sea area (except castaways).
3. As a general rule, any armies recruited or purchased by a marker, may be taken from a player's supply or from the "Pool."

A) Land counters

Mithril Mine, Silver Mine, Gold Mine, Treasure Chest, Bag of Gold, Toll Bridge

Each gold referred to is 1d3 each.

Skeleton Horde, Trolls, Daemon, Chaos Warriors, Wulfboyz, Orc Warband, Ogres, Zombies

Each strength point fights with 2d6.

Elven Archers, Dwarf Warriors, Mighty Hero, Imperial Knights

No change.

Poisoned Well, Village, Dragon

No change.

Curse

Roll d6: 1,2,3 Battle Dragon, 4,5,6 Emperor Dragon.

Lost

A player forfeits their next movement and exploration phase.

Cave Complex, Ruined Temple, Catacombs, Ancient Ruins, Dungeon

As normal with these changes:

1. Each gold referred to is 1d3 each.
2. When fighting armies they roll 2d6 per strength point.
3. When lost, lose your next movement and exploration phase.

B) Sea counters

Abandoned Ship, Pirate, Treasure Island

Any reference to gold is 1d3 per gold.

Sea Counter: Becalmed

The player loses their next movement and exploration phase.

Lost

The player loses their next movement and exploration phase.

Yellow Fever, Dragon

No change.

Kraken, Hurricane

If the only ship is lost, all armies on it are lost unless the ship is on a coastal or island space.

Castaways

Good, even if in an all-sea space.

Good Wind

All ships in this space, along with those being transported, may move again.

Sea God

Protects from Hurricane and Kraken. Also protects from Tornado with WD 145 expansion.

From WD 145

A) Land counters

Chaos Dwarfs, Dark Elves, Skaven

Each strength point fights with 2d6 each.

Village, Dragon, Old Dragon

No change.

Bandits, Bag of Gold

Each gold is 1d3 each.

Wild Horses, Wandering Mage

Gain one card of the appropriate type.

Foul Sorcery, Horse Thief

Lose a card of the appropriate type in your possession.

Dragon's Bane

Lose: 1,2,3 Battle Dragon, 4,5,6 Emperor Dragon. If you roll what you do not have, then lose the other that you do have.

Natural Defenses

Any settlements in this space roll +1d6 dice in defense.

Dragon Orb

Dragons may not be used in a space with this counter.

Magic Standard

Gives your forces a +1 to hit in combat. Remove after using.

Sell Swords

Pay 1d6 gold, and gain an army, or fight it. It fights with 2d6.

Plague

All players must lose: 1,2,3 army, 4,5,6 village or city.

Master Thief

This can be played on any player to steal one coin. Have the player "cup" his coins and then draw one. That coin is returned to the bank.

Dwarf King

This counter may be kept and played at the beginning of a player's income phase to double all their mine production.

Abandoned Dwarf Stronghold

Modify text as follows:

Roll of 1:

1 – "Paralysis" - lose your next movement and exploration phase.

2-3 – “Speed” - repeat your movement and exploration step.
4-5 – “Strength” – gain one army in this space.
6 – “Poison” – lose one of the armies that is exploring.

Roll of 2: “Treasure Chamber” – 1 = find 1d3 gold, 2-5 = find 2d3 gold, 6 = find 3d3 gold.

Roll of 3: Fight 2 strength points of orcs. They roll 2d6 per strength point.

Roll of 4: “Teleporter” – all your armies in this space can transport to any controlled space that you own.

Roll of 5: “Dwarfs” – gain one army in this space.

Roll of 6: “Chaos Gate” – draw another land counter and apply its affects.

Chaos Gate

Keep this counter in the space. Whenever any army, ship, or prince enters the space, draw another land counter and follow its directions. There can be multiple counters in this space as a result.

B) Sea counters

Sea Fog

Roll a random direction to move in for all ships in this space. All ships, and those that they are transporting, move into the space rolled.

Corsairs

Fight with 2d6.

Sea Elves

Gain one army. This may be placed even in an all-sea space.

Treasure Island

Any reference to gold is 1d3 per gold.

Drifting Hulk

No change. Use counter as ship.

Cataclysm

Draw and play the top card of the draw deck.

Maelstrom

Keep this counter in the space. Whenever any ship enters the space, draw another sea counter and follow its directions. There can be multiple counters in this space as a result.

Tornado

Lose all your ships and place your armies on the nearest Island or coast. This is prevented by the Sea God counter.

Wrath of the Gods

Discard Sea God counter.

Other

Provided below is a template for an invasion event card. Make four of these for your deck and glue them to the back of card.

There is also another castle area marker. This is to place in the area where the islands are, as a possible starting position for a fourth player. I place it in the island area, between the three top corner areas, so that it is positioned between all three of them. The island spaces under this marker still function. For this capital, allow the player to begin with their navy instead of their Prince.

