

Scythe: Easy-To-Forget Rules

OVERVIEW

During the game players place stars on the Triumph Track for achieving various goals.

The **game ends immediately** when a player places their **6th star**.

While **placing stars** is important for **endgame scoring**, so is:

- Controlling as many **territories** as possible, especially the central factory.
- Increasing your **popularity** to at least the 2nd (if not the 3rd) tier.
- Accumulating as much **money** as possible (\$1 = 1VP).

SETUP

Banned Combinations: Rusviet/Industrial and Crimea/Patriotic.

Factory Cards: Place facedown a # = **player count + 1**.

Home Base: Place **character**, and **airship** if using. Place a **worker** on **2 adjacent hexes**.

6-7p Games: Crimea/Polania have **substitute ability tiles** (not used in 1-5p games).

Wind Gambit: Randomly choose **1 aggressive (red)** and **1 passive (green)** **ability tile** to use airships. Draw 1 random resolution tile (if desired), to change endgame conditions.

Rise Of Fenris: This expansion contains many **optional modules**. Consult its rulebook.

Start Player: Lowest-numbered player mat. Play proceeds clockwise by faction home base.

BASIC CONCEPTS

Territory: Any hex including lakes and the factory, but not home bases.

Primary Terrain: Any territory that produces something (i.e. *not* lakes or the factory).

Resources: May only be spent from territories you control. Only workers can deploy/build.

UNIT	Combat	Transport	Movement	Activation	Control
Character	Yes	Resources	Restricted by rivers and lakes	Encounters/Factory	Yes
Mechs		Resources/Workers		N/A	
Workers	No	Resources		Produce/Deploy/Build	
Airship	See Ability Tile		Can't use tunnels	N/A	No
Structures	Structures are not "units", but control territories if no enemy units are present				

CHARACTERS

Encounters: Activated by characters, after movement/battle but before bottom-row action. Character movement ends at encounter tokens. Benefits may be only partially claimed if desired. Any acquired physical pieces must be placed on your character's hex.

Factory: When your character first arrives here, look through all Factory cards and choose one to keep as a 5th action. If you control the Factory at endgame, it's worth 3 territories.

Recruit Ongoing Bonus: Triggered when you or the player immediately on your left/right takes the matching bottom-row action. They're *not* triggered by Encounter/Factory cards.

Faction Tokens: Max 1 per territory. Placed by Togawa/Albion/Fenris characters post-movement/battle/encounter.

Scythe: Easy-To-Forget Rules

FACTIONS

Rusviet: You cannot use your Factory card action if you used it on your previous turn.

Crimea: Only 1 combat card (per turn) may be spent as a resource.

Nordic: The swim (across rivers) ability applies to workers, not your character/mechs.

Polania: You may use proceeds from one encounter option to pay for your second option.

Saxony: Stars may be earned for both objectives and any number of combat victories.

Togawa: Armed trap tokens control territories, unless an opponent's structure is present.

Albion: A flag token (nonadjacent to home base) counts as an extra territory, if controlled.

Vesna: Randomize home base, gain 6 random mech mods (keep 2-4), draw 3 Factory cards.

Fenris: Randomize home base, gather 16 influence tokens which:

- Cannot be placed on the Factory/Lakes or home bases, or where there is an encounter/flag/trap token or enemy units; Can be placed on primary terrain where there are no other tokens at all, or there are only structures/airships.
- End enemy units' movement and force the enemy to pick the influence token up.
- Are worth -\$1 for endgame scoring.

ACTIONS

Trading: Gained resources must be placed on a territory you control with a worker.

Movement: Top-row actions move 2 or 3 different units. Factory cards move 1 unit twice (or +1 to airship range). You may pick-up/drop-off workers/resources anywhere along the way. Each enemy worker that you cause to retreat loses you 1 popularity.

Production: With a mill built, you potentially have 4 different territories that produce.

Deploy: Place new mechs on a territory you control with a worker. Uncovered abilities apply to mechs & characters, not workers & airships.

Build: Place new buildings on a territory you control with a worker.

Enlist: Upon enlisting the "enlist" recruit, don't gain a combat card (you will from now on).

COMBAT

Resolution: Battles occur after all movement is complete, but before activating encounters and tokens, and before taking a bottom-row action. If an attacker initiates 2-3 battles in one turn, they determine the order of resolution.

Combat Cards: You may play 1 card per character/mech involved the battle. If you spent at least 1 power/card and lost the battle, draw a new combat card afterward.

Attacker Advantage: Attackers win ties and apply any mech abilities before the defender.

Workers: Attacker (but not defender) loses 1 popularity per worker they cause to retreat. You may attack a hex with enemy workers even if you have 0 popularity.

Stars: If a 6th star is placed but combat still remains to be resolved, the game ends immediately and any attacking units move back to the territory from whence they came.

ENDGAME

Trigger: The game immediately ends when a player places their 6th star token, even if they have other things they could do that turn or other things would happen afterwards.

Resolution Module: From the Wind Gambit expansion, this changes the endgame trigger.

Tiebreakers: Units/Structures > Power > Popularity > Resources > Territories > Stars.