Rulebook for Leader's Legacy

A Grand Strategy game by Martin Gallogly
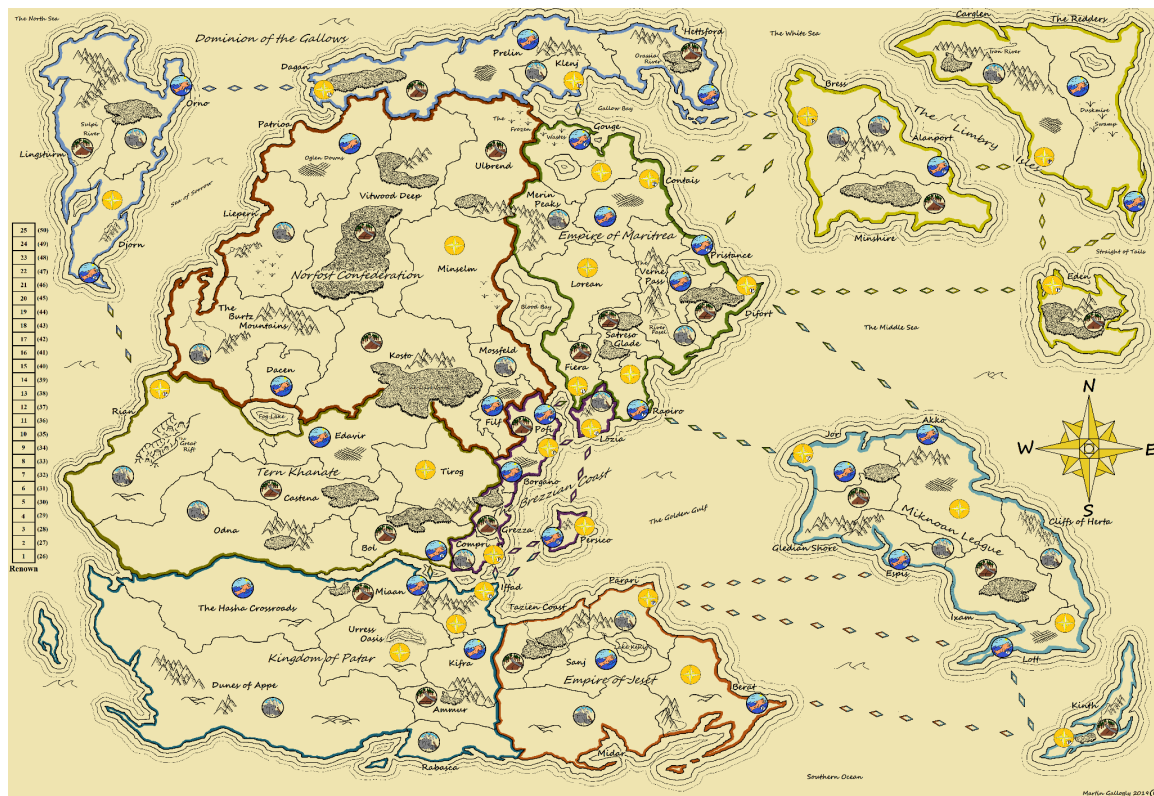
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INTRODUCTION

Leader's Legacy is a dynamic and rich board game of strategy and wit, daring and luck, in which players take on the role of a Leader of a fledgling nation. Through trade, war, and alliances, players must forge a place for themselves in the world, and keep a watchful eye on their enemies, who will surely try to seize power for themselves!

OBJECT OF THE GAME

The object of Leader's Legacy is to be the first player to reach a set amount of Renown. To earn Renown, players build vast cities, cultivate unknown lands, and complete objectives.

SETTING UP THE GAME

The Board

1. Place the board in the center of the play area.

2. The Event Deck and Attack Deck are shuffled and placed face down next to the board.

3. The Resource cards are separated into their individual piles and placed face up next to the board.

4. The Side Objective cards are shuffled and 3 of them are dealt face up next to the board.

Picking and Placement

1. Players each choose their color and receive a reminder card.

2. The Leader Cards are shuffled and each player is dealt one card face down.

3. After all players have received a Leader Card, the player who was dealt first is allowed to pick again at random. If they do, they must keep the second Leader that they receive, and return the other. Each player is allowed to do this in turn.

4. Players draw Attack cards, with the highest card determining which player will place first.

5. The first player chooses one province on the board and places an army there, thus claiming that province.

6. Play proceeds clockwise, with each player placing one army at a time in this manner, until the final player's turn to place an army. That player claims two provinces, and then the order reverses counterclockwise. This continues until each player has claimed a total of 5 provinces.
-EXAMPLE DIAGRAM-

7. Players receive an additional 5 armies to distribute among their provinces. All of these provinces begin as Villages, and so cannot exceed their population limit of 3 armies.
-EXAMPLE DIAGRAM-

8. Players again draw Attack cards to determine who takes the first turn, and turns proceed in a clockwise order.

THE TURN

The phases of a player's turn are listed below. One Player's completing all 5 phases is referred to as a turn, during which time they are referred to as the "Active Player". Each player taking their turn is called a round. It is important to remember that once a player has moved from one phase of their turn to the next, they **cannot go back.** For example, once a player begins attacking, they can no longer build anything or purchase armies.

1. **Event Phase** - Event Card is drawn (If applicable)

2. **Bounty Phase** - Resources are collected, settlements are populated, Leaders regain missing Health/Energy, Cultural Leaders collect Renown.

3. **Building Phase** - Resources can be spent to build settlements, ports, or purchase armies.

4. **Combat Phase** - The active player can attack other players' provinces.

5. **End Phase** - Armies that exceed their settlement's population limit are removed from the board. Military Leaders collect Renown.

THE BOARD

The continent of Kern is divided into nine regions, and each region is divided into individual provinces. Those provinces produce the resources that are used for purchasing and building everything in Leader's Legacy. Most provinces are interconnected by land borders, and some are connected to one another by sea routes, marked as dashed lines on the seas.

LEADERS

Leaders are the defining members of a player's nation. They help inform that player's strategy throughout the game. Their areas of expertise range from trade to warfare, building to seafaring, and even divining the future. The three types of leaders are **Military Leaders**, **Civic Leaders**, and **Cultural Leaders**.

Military Leaders

Military Leaders specialize in cultivating a robust army and using it to dominate the continent of Kern. They earn 1 Renown during the End Phase of any turn in which they conquered at least one province. Additionally, they earn 1 Renown for conquering a **City,** 2 for conquering a **Capital**, and 3 Renown when they or one of their armies succeeds in incapacitating an enemy Leader.

Civic Leaders

Civic Leaders excel at trading, building, and utilizing their resources more efficiently than other leaders. They earn 1 Renown for building a **City** and 2 for building a **Capital**.

Cultural Leaders

Cultural Leaders are able to create advantages for themselves in unique ways, and maximize their Renown by controlling **Regions**. They earn 1 Renown during the Bounty Phase of their turn for each entire region they control.

LEADER CARDS

Each leader has a corresponding card detailing their specific strengths and weaknesses. Here is an example card: -EXAMPLE DIAGRAM-

Health

A Leader's Health is how a player keeps track of the vitality of their Leader. One point of Health is recouped by the active player's Leader during that player's Bounty Phase. If a

Leader's Health reaches zero, he or she is incapacitated(see **Becoming Incapacitated**).

Armor

Each Leader's Health is protected by their armor score. The armor of a Leader reduces damage that the Leader receives from losing battles or other causes.

Command

The Command score of a Leader measures his or her ability to marshal armies. A Leader's Command stat determines the number of Attack cards drawn by that player when that Leader engages in combat. It also determines the number of free moves that the Leader can make during that player's turn.

Energy

Energy is the measure of a Leader's ability to act. Leaders spend energy when they use different Abilities, and when they engage in an attack. The active player's Leader recoups one point of Energy during the Bounty Phase of their turn.

ABILITIES

Each Leader has 3 unique abilities, which can impact the game in a variety of ways. They are divided into two types; **Passive Abilities** and **Active Abilities**. Abilities can be used at any time on any player's turn, as long as the Leader has enough energy to use them.

Passive Abilities

Passive Abilities are benefits that are present at all times, and usually don't require Energy to utilize. A good example is Flynt Mire's "Cold Blooded" ability, which allows him to regain additional Energy after rounds in which he didn't move. It is important to remember that as long as a Leader is incapacitated, their Passive Abilities do not apply, unless otherwise stated on the Leader Card.

Active Abilities

Active Abilities are used to immediately impact the state of the game. They always cost energy to use, and sometimes additional resources. Some Active abilities will also designate their range of use, measured in provinces. A good example of an active ability is Flynt Mire's "Assassinate". -EXAMPLE DIAGRAM-

BECOMING INCAPACITATED

When a Leader's Health reaches zero, they are considered incapacitated and are removed from the board. This can happen as a result of a defeat in combat or being struck by an enemy Leader's abilities. While incapacitated their Leader is incapacitated, a player

doesn't gain any Renown based on their Leader. Additionally, their Leader's Passive Abilities stop working.

Being Revived

If the active player's Leader is incapacitated, that player may pay 2 Food and 2 Gold to revive their Leader in any City or Capital that they control. Leaders cannot be revived without controlling a City or Capital.

Capturing Leaders

If a Leader is forced to leave a province because it has been conquered by another player, but does not have an adjacent settlement to move to, that Leader is remove from the board and is considered incapacitated until their ransom is paid. Cost of ransom is 3 Gold, and must be paid to the player who captured the Leader. When ransom is paid, the Leader may be placed in any settlement that player controls.

RENOWN

Renown is the measurement of a player's advancement on the world stage, and determines who wins the game. Players earn Renown in various ways, but the main ways are by controlling **Settlements**(see **Settlements Table**) and completing **Objectives**. Leaders also earn Renown for their acts of leadership.

OBJECTIVES

Objectives are the various benchmarks set at the beginning of the game for players. Each Objective has a set point value that is earned upon completion of that Objective. There are **Main Objectives** and **Side Objectives**.

Main Objectives

Main Objectives are goals that are used in every game of Leader's Legacy, and are tied to a specific **Region**. There is one Main Objective for each region, and one Main Objective for each type of Leader.

Side Objectives

Side Objectives are goals that are chosen at random at the beginning of each game of Leader's Legacy, and can vary widely depending on the game. Only three Side Objectives are drawn each game.

RENOWN EARNED FROM LEADERS

As previously mentioned, Leaders can earn Renown for their nation by playing to their own strengths. These points, once earned, can NEVER be lost, regardless of whether that Leader is incapacitated or not.

SETTLEMENTS

Settlements are any **Provinces** that are controlled by any player. There are four levels of settlements: **Villages**, **Towns**, **Cities**, and **Capitals**. Each settlement begins as a Village, and can be upgraded by the player that controls it into a Town, and from there to a City, and then finally a Capital. Upgrading settlements provides various benefits, including increased **Resources** and armies. Most importantly, controlling upgraded settlements is worth Renown.

Settlement Table

Settlement/ Building	Village	Town	City	Capital	Port
Cost to Build	1 Wood	2 Wood, 1 Stone	1 Wood, 2 Stone, 1 Gold	2 Stone, 3 Gold, 2 Food	2 Stone
Resources Collected	Single	Single	Double	Double	Gold or Food
Armies Produced	None*	One per round	Two per round	Three per round	N/A
Defensive Bonus	None	None	Look at 1 Attack card	Look at 1 Attack card	N/A
Renown	None	One	Two	Four	One
Population Limit	3 Armies	4 Armies	6 Armies	9 Armies	N/A
Free Moves for Armies	None	One per turn	Two per turn	Three per turn	One per turn, only by sea

*Villages that produce Food can instead produce one army, if that player chooses to forgo the Food during their bounty phase.

Village

Villages are settlements that are built in previously undeveloped land. As a result, the player building a Village must move at least one available army from an adjacent province into the new Village. There is no limit to the number of armies that can be moved into a village when it is built, though the population limit will always be applied at the end of turn. A player's Leader can also be moved into a newly built Village alongside the incoming army.
-EXAMPLE DIAGRAM-

Town

Towns are settlements that have been upgraded from Villages. Unlike Villages, towns produce an army each turn, and allow for a free move in or out of the province.

City

Cities are the next level of settlement after Towns, and represent a huge leap in production and power projection. They produce more armies than Towns and can accommodate more armies too. They also allow the player to look at the top card of the attack deck before defending the city, then put that card on the bottom if they want. In addition, Cities double the resource production of that province, though resources from ports are not doubled.

Capital

Capitals are the highest level of settlement, and can only be built when a player controls the entire region that they are being built in. Once built, that settlement is the capital of that region for the rest of the game, and can never be changed. Only one Capital can be built in each region.
-EXAMPLE DIAGRAM-

Ports

Ports are the gateways to the seas for Leaders and armies alike. Ports can be built only in settlements that are connected to sea routes. They produce one resource, either Food or Gold, and allow for travel between two sides of a sea route(see **The Board**). Players that control a Port on any sea routes can traverse all the provinces connected to those sea routes as if they were connected by land.
-EXAMPLE DIAGRAM-

Population Limits

Each type of settlement has a limited number of armies that it can support, known as its population limit(see **Settlements Table**). Any player who's settlements exceed that limit at the beginning of his or her End Phase must remove any excess armies.

RESOURCES

Resources are the currency with which everything in Leader's Legacy is bought, built, or bartered. The four resources are **Food, Wood, Stone,** and **Gold**. Each Province produces one of those resources for the player that controls the Province.

Food

Food is the primary resource used for producing armies in Leader's Legacy. It allows villages to produce armies at home, and alongside gold it is used to purchase armies anywhere in a player's empire.

Wood

The most fundamental building resource, Wood is used in the construction of new Villages, Towns, and Cities. As a result, Wood is essential to expanding a Leader's holdings in the early and middle stages of the game.

Stone

Stone is a useful resource at almost any stage in a game. Used in building at all levels except villages, stone helps players grow the infrastructure necessary for a robust empire. It is also the only resource used in the construction of ports, which allow armies and leaders to cross the seas.

Gold

Gold is used for building Cities and Capitals as well as purchasing armies. As a result, Gold grows in importance in the later stages of the game.

ARMIES

Armies are the pieces that occupy the board at large, and are used for settling new provinces, as well as conquering neighboring empires. Each player begins the game with 10 armies, distributed among all the settlements they control. When an army is defeated, it is removed from the board.

Players can produce and purchase armies in a few ways:

- First, Settlements produce armies at the same time as they produce resources. Towns for example produce one army for themselves each turn(See **Settlements**). Those armies must be placed in the settlement that produced them.
- Second, Armies can be purchased during the building phase of your turn, at the cost of 1 Gold and 1 Food apiece. Those armies can be placed anywhere in that player's empire.

COMBAT

Combat is defined as one Player's armies attacking another Player's province. Combat always takes place in the defending player's province.

Steps of Combat

1. **Declare Attackers** - The active player announces which province is being attacked, and from which province he or she is attacking. The active player must also announce whether their Leader is engaging in that combat, if applicable.
2. **Defender's Check**- If the defending player has a City, Capital, or an applicable leader ability, they look at the top of the attack deck, choosing whether to put it back or put it on the bottom of the deck.
3. **Draw Attack Card(s) -** If the attacking Player's Leader is engaged in the combat, they draw attack cards equal to their command stat(see **Leaders in Combat**) then choose one to reveal. Otherwise they draw only one card and reveal it.
4. **Resolve Attack Card -** The attacker or defender loses armies equal to the revealed attack card's value, or the number of enemy armies, whichever is lower.
5. **Damage to Leaders -** If the losing player's Leader was engaged in the attack or was in the province being attacked, that Leader loses Health equal to the number of armies lost, minus that Leader's armor. Incapacitated Leaders are removed from the board immediately.
6. **Settlement Capture** - If all armies in the defending province are removed, the attacking player moves any number of armies from the attacking province into the conquered province. If the attacking player's Leader was in the attacking province, they may also move into the conquered province. If the defending player's Leader is still in the conquered province, that Leader retreats to an adjacent province, or else is captured by the attacking player until ransomed(see **Capturing Leaders**).

-EXAMPLE DIAGRAM-

Leaders in Combat

Whenever a Leader is in a province that is attacking another player, that Leader may engage in combat alongside their army. That means declaring that they are engaging in combat during the Declare Attackers step, and spending one Energy to do so.

MOVEMENT

Movement is the travelling of armies or Leaders from one Province to an adjacent province. This can happen in a number of ways, but most commonly it happens when players settle new land by building Villages, conquer another player's provinces, or travel through their own lands using **Free Moves**.

FREE MOVES

Free Moves are the primary method for players to transfer armies or their Leader from one of their provinces to another. One Free Move means one army or Leader moving from one Province to an adjacent Province. A player can use Free Moves during any phase of their turn after the Populating Phase.

Free Moves for Leaders

Leaders are allowed to make a number of Free Moves during their turn equal to their command stat.

Free Moves for Armies

The number of Free Moves available to a player's armies is determined by the settlements that player controls. Towns, for example, allow for 1 Free Move per turn. Thus, if a player controls a Town in Minselm, he or she can move one army between Minselm and any adjacent Province.
-EXAMPLE DIAGRAM-

Multiple settlements that grant Free Moves can be used in conjunction with each other. For example, if a player controls a Town in Minselm and a City in Vitwood, he or she could move a total of 3 armies from one to the other. They could also move one army from Minselm to Vitwood, and then move 2 from Vitwood to any adjacent province(s), and vice versa.
-EXAMPLE DIAGRAM-

EVENTS

Events are happenings that occur throughout the game, and affect it in various ways, both good and bad. Their effects are immediate, and last for as long as the particular card indicates. Whichever player goes first draws the first Event card. After that the event cards are drawn by players on their turn, in counterclockwise order. -EXAMPLE DIAGRAM-

TRADING

Trade can be the lifeblood of a player's economy. In Leader's Legacy, players are allowed to trade anything that they have, from resources and provinces to favors and alliances. The only exception is that players cannot trade armies or Renown. Players that share a land border can trade with one another during either of those player's turns. In the case of players connected by a sea route, the active player must have a port to trade with the other player.

Trading Provinces

When trading a province to another player, there is a waiting period of 1 round from when the trade is agreed upon to when the province changes hands. When that round is complete, all armies in that settlement switch to the new player, and all Renown associated with the settlement are transferred to the new owner.

End of the Game

The first player to reach the Renown goal wins the game. The goal is based on the

number of players participating.

- 3-4 Players: 30 points
- 5 Players: 25 points
- 6 Players: 20 points

Alternative Win Condition

Players can also choose to play without Renown, and instead play until one player holds three objectives.