

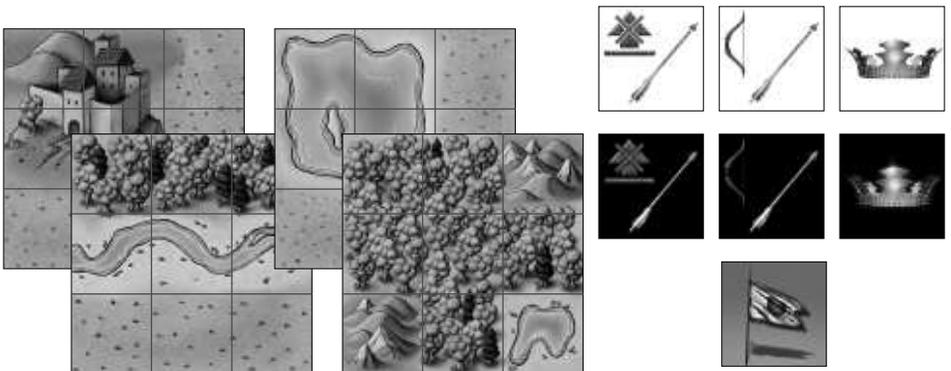
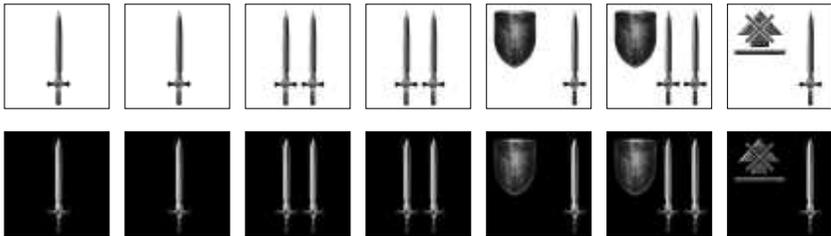
Legie

(Legion)

A Strategic Board Game for 2 players

Game Components

- Sets of 10 playing tokens for each player (1 White, 1 Black):
2 Soldiers, 2 Knights, 1 Scout, 1 General, 1 Tower, 1 Catapult, 1 Archer, 1 King
- 1 Flag token
- 4 two-sided pieces of game board (3x3 spaces each)
- Game Rules



Goal of the game

Each player tries to place all of his tokens onto the game board and remove his opponent's tokens from the board; when playing the Advanced game, he must fulfil some additional conditions.

Basic game

Preparations

Players randomly select the colour of their tokens. Each player takes the 10 tokens of his colour – his military units – and places them face-up in front of him. One of the players then prepares the game board of 6x6 spaces using 4 pieces of 3x3 spaces. A Flag token is put next to the game board.

The game

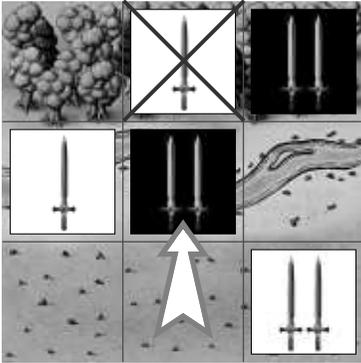
- The player with black tokens begins the game.
- In his turn, the player takes one of his units not laid on the game board and places it on any square space on the game board not occupied by another token. We will call this unit **the Active unit**.
- Every unit has abilities, which are activated immediately after its placement; then one or more opponent's unit may be removed from the game board. Any removed unit is returned to its owner and may be used again during later turns.
- If all of a player's units are on the game board in the end of his turn, the game is over and he wins. Otherwise his opponent begins his next turn.

Units – their abilities and features

- Every unit may have the following characteristics – Strength (only units with a sword symbol), Defence (only units without an immovable symbol) and Special Abilities.
- The basic Strength of a unit is determined by the number of swords shown on it, the basic Defence of every unit, except the Archer, is 2.

Units with a sword symbol

A sword is a weapon for hand-to-hand combat. When a unit with a sword is placed on the game board, it immediately attacks all of his opponent's adjacent units (**i.e. horizontally or vertically, not diagonally**). Compare the Strength of the Active unit with the Defence of the attacked unit. If the attacked unit is adjacent to other units with a sword symbol of Active unit's colour, then you must add their Strength to the basic Strength of the Active unit. When the total Strength of the Active unit is greater than the Defence of an attacked unit, the attacked unit is removed from the game board.



Example:

The active player has placed his black Knight (unit with 2 swords) on the game board. There are two white Soldiers adjacent to his black Knight, so he attacks them immediately. The basic Strength of the Knight is 2 and the Defence of each Soldier is 2. The Knight fights firstly with the Soldier on his left. As the Knight's Strength is not greater than the Soldier's Defence, the fight ends and the Soldier remains on the game board. The Knight then fights with the Soldier above him. As this Soldier is adjacent to the other black Knight, this Knight adds its Strength to the active Knight. This brings the total Strength of the active Knight to 4, so the white Soldier is defeated and must be removed from the game board. The active black Knight may not attack the white Knight, as it is only attached to the white Knight by its corner.

Knight to 4, so the white Soldier is defeated and must be removed from the game board. The active black Knight may not attack the white Knight, as it is only attached to the white Knight by its corner.

Soldier



Strength: 1

Defence: 2

Knight



Strength: 2

Defence: 2

Units with a shield symbol

A shield is a sign of defence, so units with this symbol have their Defence increased by 1. Units with a shield symbol cannot be attacked by units with an arrow symbol.

Scout



Strength: 1

Defence: 3

Special Ability:

- Cannot be attacked by an Archer or Catapult.

General



Strength: 2

Defence: 3

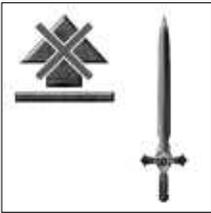
Special Ability:

- Cannot be attacked by an Archer or Catapult.

Units with an immovable symbol

A unit with an immovable symbol cannot be removed from the game board, it remains on the board until the end of the game.

Tower



Strength: 1

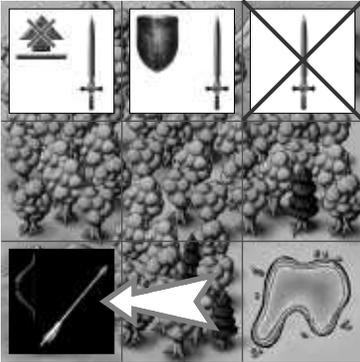
Special Ability:

- When placed on the game board it cannot be removed from it until the end of the game.

Units with an arrow symbol

Shooting is useful for distance combat, so an Active unit with an arrow symbol can attack an opponent's unit without a shield symbol or an immovable symbol laid on any space of game board. The attacked unit is immediately removed from the game board. When the unit with an arrow symbol is placed on the game board and is able to attack any opponent's units, it must attack one of them, even if it leaves the active player at a

disadvantage. If there is no unit on the game board which can be attacked by the Active unit with arrow symbol, no unit is removed from the board.



Example:

The Active player has placed his Archer on the game board. He may not choose the white Tower as a target, as it is protected by an immovable symbol. He may not attack the white Scout, as it is protected by a shield. He must choose to attack the white Soldier which is then removed from the game board.

Catapult



Special Abilities:

- When placed on the game board, it cannot be removed from it until the end of the game.
- After placing a Catapult on the game board, its owner chooses any of his opponent's units without shield symbol or immovable symbol (i.e. Soldier, Knight, Archer or King) on any space. This unit is immediately removed from the game board.

Archer



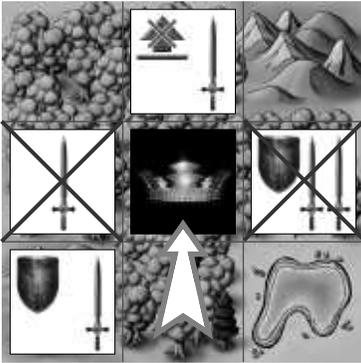
Defence: 1

Special Abilities:

- After placing an Archer on the game board, its owner chooses one of opponent's units without shield symbol or immovable symbol (i.e. Soldier, Knight, Archer or King) on any space. This unit is immediately removed from the game board.
- An Archer's basic Defence is only 1.

Units with a crown symbol

When a unit with a crown symbol is placed on the game board, all opponent's units (except a Catapult or Tower) adjacent to it are removed from the game board.



Example:

The active player has placed his King on the game board. The white Soldier and white General are not protected against the King's special ability, so they must be removed from the game board. The white Tower is protected by the immovable symbol and remains on the game board. The white Scout is not adjacent to the black King, so it is not affected.

King



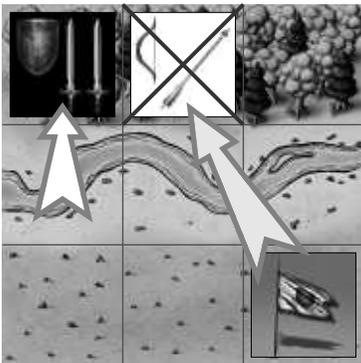
Defence: 2

Special ability:

- All opponent's units (except a Catapult or Tower) adjacent to it are removed from the game board.

Flag Token

When a unit is removed from the game board, the Flag token is moved onto, or placed on, the space where the removed unit had been. No unit can be placed on the space with Flag token. If the player has removed two or more of the opponent's units in one turn, then the player may choose which of the spaces to place the Flag token on. The Flag token must be moved each time a unit is removed from the game board.



Example:

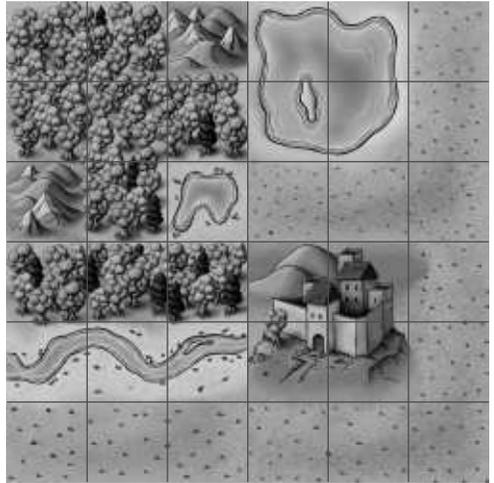
The active player has placed the black General on the game board, which then attacks the white Archer. The General's Strength is 2, so he defeats the Archer's defence, which is only 1. The white Archer is then removed from the game board and the Flag token is moved onto the space where the Archer had been.

Advanced game

Terrain

After choosing colours of units, the player with black units chooses the 4 parts of the board, and the other player prepares the board of 6x6 spaces.

Every type of the space (except plain) has special feature affecting the unit laid on it.



Forest: It is not possible to shoot in the forest. When a unit with an arrow symbol is placed on the forest space, it may not attack any other unit. Units with an arrow symbol placed on a space with any other terrain may not attack units placed on forest spaces.



Water: A warrior with heavy armament will drown in water. Therefore only units with one type of symbol (i.e. Soldier, Knight and King) may be placed on water spaces.



Fortification: Fortification gives more protection to units without a shield (Soldier, Knight, Archer or King). Those units placed on a fortification space acquire the shield symbol. The shield increases the defence of this unit by 1 and protects it against attacks by an opponent's units with an arrow symbol. A Catapult, Tower, Scout or General does not acquire any advantages when they are placed on fortification space.



Mountains: Mountains are difficult terrain, so a unit with an immovable symbol may not be placed on a mountain space.

Scenarios

Scenarios bring alternative endings to the game along with new winning conditions. They must be played with rules for terrain types.

The Return of the King

When playing this scenario, at least one part of the game board must contain a forest space.

Winning conditions: A player wins when he removes an opponent's King from the game board or when he places the last of his units (this unit must not be King) on the game board.

A player automatically loses the game if the last unit not on the game board is the King.

The Caravan

Winning conditions: The player who has longest continuous line of units (i.e. units must be adjacent) after the end of game wins. If both players have an equal length of units, the player who placed his last unit on the game board wins.

The Forest Master

When playing this scenario, all parts of the game board must contain forest spaces.

Winning conditions: The player who has greater number of units placed on forest spaces after the end of the game wins. If both players have equal numbers of units on forest spaces, the player who placed his last unit on the game board wins.

Legion – a strategic game for two players

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