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Game: **THE LAST KINGDOM BOARD GAME**

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THE LAST KINGDOM BOARD GAME

SETUP

Place the **board** in the center of the table. Shuffle the **7 action plaques** and place them in a randomized row in the area above the market action track's 7 slots at the top of the board. *For a 2 player game, use the 2 player side of the plaques.*

Each player chooses a **leader mat**, or is dealt one randomly. Return unused leader mats to the box.

Players compare the **initiative numbers** on their leader mats. The player with the lowest initiative takes the **conflict token**, and the player with the second lowest takes the **succession token**.

Place your leader mat in your play area, then take your matching **2 leader cards**, **4 affinity markers**, **character figure(s)**, plus **allegiance marker**, **allegiance ring(s)**, and a **player screen**.

Place all the unused character figures to the side of the board. Return unused leader cards, affinity markers, allegiance markers, and player screens to the box.

Place your figure in its **starting region**. Flip your allegiance marker to its starting allegiance, and place the allegiance ring, flipped to that side, around your figure's base. **If your allegiance ever changes, the allegiance rings of all your figures must change to match.** Place your starting number of **action tokens** behind your screen, and place your **4 affinity markers** on their starting affinity positions on the affinity tracks.

Separate the 4 types of **army tokens**: Danes (red), West Saxons (blue), Mercians (yellow), and Northumbrians (green), into separate piles next to their matching army pools on the right side of the board.

Place armies in each of the 5 regions by reading the icons under each region's name and adding the corresponding army tokens.

2 players: Place 5 Danes, 1 West Saxon, 1 Mercian, and 1 Northumbrians (a total of 8 army tokens) into the bag, then draw 1 randomly for each. After this, return the bag to the box.

Place the **invasion token** on the *prepare for invasion* board space.

Separate the **victory point (VP) tokens**, **action tokens**, and **5 peace tokens** into separate piles nearby, along with the unused allegiance rings.

Place the **2 strength markers** on the 0 space of the conflict region track at the bottom of the board.

Divided the **round cards** into separate decks, backs marked I and II. Remove all the **hero cards** (marked with & icons) from each deck, then remove any hero cards that match the leaders players are using and return them to the box.

Without looking at them, randomly select 3 round I hero cards and 3 round II hero cards and shuffle them into their respective decks. Return the rest of the hero cards to the box without looking at them. Place each round deck on their matching board spaces.

2 players: Place the **momentum marker**, locked marker, and 1 additional allegiance marker nearby. Flip the momentum marker like a coin to set its side.

PLAYER TURNS

The game is played over **2 rounds**, each consisting of **3 phases**.

Before the start of round I, place the conflict and succession tokens. The player with the conflict token places it in any of the 5 regions on the board, marking the first **conflict region**.

Immediately set the strength markers of the Danes and Saxons on the **conflict region track** at the bottom of the board to reflect each faction's strength in the conflict region.

The player with the succession token places it in any of the 4 remaining regions, marking the next region to have a conflict.

The player with the third lowest initiative takes the first turn (in a 2 player game, the player who placed the succession token takes the first turn).

1: DRAFT

1. Deal each player **5 round cards** from the current round's numbered deck.
2. Each player looks at their 5 cards and selects one to keep, placing it facedown in their play area. When all players are ready:
 - In round I, pass your remaining 4 cards to the player on your left, and accept the cards from the player on your right.
 - In round II, pass your remaining 4 cards to the player on your right, and accept the cards from the player on your left.
4. Each player should now have 4 round cards they have drafted, in addition to their 2 leader cards with which they started the game. These 6 cards are combined to form each player's hand.
5. If players have any **instant cards** in their hand after drafting, immediately play those cards faceup onto the table and resolve their actions.

Instant secondary actions cards are played immediately after a round's draft phase or as soon as they enter a player's hand.

2: CONFLICT

If it is **round II**, place the **conflict and succession tokens**.


Players take turns in clockwise order until all players choose the *Pass Turn* option, consecutively.

There are 2 types of options that involve taking actions:

Primary actions: You can only perform 1 primary action using the action market or by playing a card, and your turn ends after resolving it. Primary actions change the state of the board in some way, whether it be adding, removing, or moving units, changing your allegiance, or moving the entire conflict to another region.

Passive secondary actions: Any number of these can be performed before a primary action is performed, or before passing.

You must perform any type of action to its fullest, if possible. If you cannot, perform as much of it as you can.

Any action that allows you to move a  can be used to move a leader or hero or army. Note that faction-specific shields are only used to move armies of that faction, and they cannot be used to move heroes/leaders.

You must choose 1 of the following 5 options on your turn:

1. PERFORM A MARKET ACTION

There are **7 market actions** listed on the action plaques at the top of the board. To perform these, you must spend **action tokens** from behind your screen; the costs are indicated on the board next to where each plaque sits on the market track.

After resolving, move the plaque on the market track to the rightmost slot (the most expensive), and then slide the other plaques to the left to fill the gap.

2. PLAY A CARD

Place a card from your hand faceup in your play area and resolve its text. There is no cost to play a card.

3. MOVE YOUR LEADER

Primary action: Spend the number of action tokens listed on your leader mat to move your leader figure(s) to an adjacent region.

4. PASS TURN

Pass your turn to the next player when you do not take an option with a primary action. Before passing, you may perform passive secondary actions, such from a market action or playing a card, but if you are unable to perform a primary action, then you must pass.

However, you are not out for the remainder of the current conflict. On your next turn you may perform a primary action if you wish, or pass again.

If every player consecutively passes and it is the original passing player's turn, then taking turns for the current conflict is over: proceed to *Resolve the Conflict*.

5. PREPARE FOR INVASION

This is a special form of *pass turn* for only one player during each conflict (even the last player to pass may choose this action).

Instead of passing normally, take the **invasion token** from the board, placing it in your play area. **You now cannot take another turn for the remainder of this conflict**, but will participate in scoring when the conflict is resolved. You also receive 2 benefits:

- Gain action tokens equal to how many peace tokens are currently on the board.
- You place the succession token before the start of the next conflict (the invasion token marks this ability)

If, after all players have passed, no one has performed the *Prepare for Invasion* step, the last player who passed automatically gains the invasion token, but does not gain the bonus action tokens.

RESOLVE THE CONFLICT

Once all players consecutively pass, **the faction with the higher strength wins**: immediately place a **peace token** in that region, flipped to the side of the victor. Then all players gain benefits for both winning or losing.

Armies are worth 1 strength each, and leader and hero figures have variable strength.

If there is a tie in strength, nobody gains benefits for winning or losing and a peace token is not placed. Instead, do not disband excess armies and move the conflict and succession tokens normally. This region will have another conflict this round.

If there is a tie in the fifth and final conflict region, nobody gains benefits for winning and losing, and a peace token is not placed. Then ignore this region: it will not have a peace token for this round. Instead, proceed to the next phase.

WINNING THE CONFLICT

The winning players gain VP tokens, secretly placing them behind their player screens. Each victorious player chooses a combination of up to 5 armies and/or hero figures in the conflict region that are aligned to the winning faction. Hero figures belong to the faction noted on their hero cards. Leader figures cannot be counted for scoring.

The position of your affinity markers tells you the number of VPs you score for each of your faction's armies.

On-your-own bonus: You score an additional 5 VPs if you are the only winning player in the conflict.

LOSING THE CONFLICT

Losing players score no points, but instead gain 2 action tokens, placing them behind their player screen.

On-your-own bonus: You gain an additional 2 action tokens if you are the only losing player in the conflict.

MOMENTUM (2 PLAYER GAME)

In a 2 player game, after scoring for a conflict, set the **momentum marker** to the winning side. In the next conflict, whichever side the marker is showing is considered to have **+1 player** for determining the on-your-own bonus.

DISBAND EXCESS ARMIES

If there are more than 5 armies in the region after a conflict, armies must be disbanded until there are 5 or fewer. To do this, follow this rule: *"Have one of every army, if possible."*

No matter which type of army, start by removing 1 from whichever type has the most. If multiple armies are tied for the most, remove 1 from each of the tied types. If there are now 5 or fewer armies, then disbanding is done. If there are still more than 5, continue disbanding until there are 5 or fewer.

RESET FOR NEXT CONFLICT

1. Move the conflict token to the region with the succession token: this becomes the next conflict region.
2. The player that currently holds the invasion token chooses which region to place the next succession token. The region cannot already have a peace token, and if there is only one region left without a peace token, the succession token is not placed and is removed from the board.
3. Place the invasion token back onto its space on the board.
4. Proceed to the next conflict with all players taking turns until they consecutively pass. **The player to the left of the player who passed last takes the first turn of the next conflict.**

Once all 5 conflicts have been resolved, proceed to the cleanup phase (round I) or the final scoring phase (round II).

3: CLEANUP (ROUND I ONLY)

1. Gain up to the amount of starting action tokens listed on your leader mat and place them behind your player screen.
2. Discard all round cards in your play area to the discard pile, except for any hero and instant cards that have a permanent effect (these continue providing you with their benefits in round II).
3. Discard all unplayed round cards in your hand to their respective discard piles, and gain **1 additional action token for each card discarded from your hand**.
4. Return your 2 leader cards to your hand.
5. Remove all peace tokens from the board.
6. Give the conflict token to the player who last had the invasion token, and give the succession token to the player to that player's left. Place the invasion token back on its spot on the board.

These players place the conflict and succession tokens at the start of the next conflict phase and the next clockwise player (or, in a 2 player game, the player who placed the succession token) takes the first turn.

Now start round II.

3: FINAL SCORING (ROUND II ONLY)

Total the VP tokens from behind each player's screen.

The player with the most VPs is crowned the ruler of Britain.

On a tie, the player aligned to the faction with the most peace tokens on the board at the end of round II wins.

If the tied players are aligned to the same faction, add their total affinity levels and the player with the most wins.

On a further tie, the leader with the highest initiative number wins.

THE LAST KINGDOM BOARD GAME

PLAYER TURNS

Before the start of round I, place the conflict and succession tokens. Set the strength markers on the conflict region track to reflect each faction's strength in the conflict region.

The player with the third lowest initiative takes the first turn (in a 2 player game, the player who placed the succession token).

1: DRAFT


1. Deal each player 5 cards from the current round deck.
2. Each player selects 1 to keep. In round I, pass your remaining cards to the player on your left, and accept the cards from the player on your right. In round II, reverse this order.
4. Add your 2 leader cards to your 4 drafted cards for a total of 6 cards.
5. Immediately play and resolve any instant cards.

2: CONFLICT

If it is round II, place the conflict and succession tokens.

Players take turns in clockwise order until all players choose the *Pass Turn* option, consecutively.

You can only perform 1 primary action and your turn ends after resolving it. Any number of passive secondary actions can be performed before a primary action, or before passing.

Any action that allows you to move a  can be used to move a leader or hero or army.

1. PERFORM A MARKET ACTION

Spend action tokens to perform a market actions on an action plaque. Then move the plaque to the rightmost slot and slide the other plaques to the left to fill the gap.

2. PLAY A CARD

3. MOVE YOUR LEADER

Spend the number of action tokens listed on your leader mat to move your leader figure(s) to an adjacent region.

4. PASS TURN

Pass your turn to the next player. You may perform passive secondary actions, but if you are unable to perform a primary action, you must pass. On your next turn you may perform a primary action if you wish, or pass again.

If every player consecutively passes and it is the original passing player's turn, proceed to *Resolve the Conflict*.

5. PREPARE FOR INVASION

This is a special form of *pass turn* for only one player during each conflict. Take the invasion token. You now cannot take another turn for the remainder of this conflict, but will participate in scoring when the conflict is resolved.

- Gain action tokens equal to how many peace tokens are currently on the board.
- Place the succession token before the start of the next conflict (the invasion token marks this ability)

If, after all players have passed, no one has performed the *Prepare for Invasion* step, the last player who passed gains the invasion token, but does not gain the bonus action tokens.

RESOLVE THE CONFLICT

Once all players consecutively pass, the faction with the higher strength wins: place a peace token in that region, flipped to the victor's side. All players gain benefits for both winning or losing.

On a tie, nobody gains benefits for winning or losing and a peace token is not placed. Do not disband excess armies and move the conflict and succession tokens normally.

WINNING THE CONFLICT

Each victorious player chooses a combination of up to 5 armies and/or hero figures in the conflict region that are aligned to the winning faction. Leader figures cannot be counted for scoring. The position of your affinity markers tells you the number of VPs you score for each of your faction's armies.

On-your-own bonus: You score an additional 5 VPs if you are the only winning player in the conflict.

LOSING THE CONFLICT

Losing players score no points, but gain 2 action tokens, placing them behind their player screen.

On-your-own bonus: You gain an additional 2 action tokens if you are the only losing player in the conflict.

MOMENTUM (2 PLAYER GAME)

In a 2 player game, set the momentum marker to the winning side. In the next conflict, whichever side the marker is showing has +1 player for determining the on-your-own bonus.

DISBAND EXCESS ARMIES

If there are more than 5 armies in the region after a conflict, armies must be disbanded until there are 5 or fewer.

RESET FOR NEXT CONFLICT

1. Move the conflict token to the region with the succession token: this becomes the next conflict region.
2. The player with the invasion token chooses which region to place the next succession token. The region cannot already have a peace token, and if there is only one region left without a peace token, the succession token is not placed and is removed from the board.
3. Return the invasion token to its space on the board.
4. Proceed to the next conflict with all players taking turns until they consecutively pass. The player to the left of the player who passed last takes the first turn of the next conflict.

Once all 5 conflicts have been resolved, proceed to the cleanup phase (round I) or the final scoring phase (round II).

3: CLEANUP (ROUND I ONLY)

1. Gain up to your amount of starting action tokens.
2. Discard all your round cards, except for any hero and instant cards that have a permanent effect.
3. Discard all unplayed round cards in your hand and gain 1 action token for each card discarded from your hand.
4. Return your 2 leader cards to your hand.
5. Remove all peace tokens from the board.
6. Give the conflict token to the player who last had the invasion token, and give the succession token to the player to that player's left. Place the invasion token back on its spot on the board.

These players place the conflict and succession tokens at the start of the next conflict phase and the next clockwise player (or, in a 2 player game, the player who placed the succession token) takes the first turn.

Now start round II.

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
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5. Immediately play and resolve any instant cards.

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Now start round II.

ACTION PLAQUE EFFECTS

TO SEE IS TO BE WISE

Primary action: You must change your allegiance.

2 player side: You must also lose 1 action token (you can still perform this action even if you do not have 1 token to lose).

I SHALL TAKE WHAT IS MINE

Primary action: Move any 2 armies into an adjacent region. From that region, move any 1 army to a different adjacent region.

2 player side: Also, select 1 card at random from your opponent's hand, look at it, and return it.

NO MERCY

Primary action: Select 2 adjacent regions and remove 1 army from each region. Then, gain 2 VPs to place behind your player screen.

2 player side: Instead of gaining 2 VPs, gain 3.

'DESTINY IS ALL'

Passive secondary action: Look at the top 3 cards of the round II deck and add one to your hand. Put the other 2 at the bottom of the deck without showing your opponents. This action does not end your turn.

I AM DANE

Primary action: Add 2 Danes to any region.

ENGLAND IS BORN

Primary action: Add 1 Mercian, 1 West Saxon, and 1 Northumbrian, each to separate regions.

2 player side: To **double down**, you must be aligned to the faction listed on the plaque (Saxon or Dane). Take the extra allegiance marker and place it on top of your own marker. The other player cannot now double down (neither as Saxon or Dane), nor can you change allegiance, for the rest of the current conflict.

When the conflict is resolved, if both you and your opponent share the same allegiance and your faction wins, only you score VPs – the other player has lost the conflict and they receive 2 action tokens. **Neither you or your opponent receive the on-your-own bonus**, however. After the conflict resolves, return the allegiance marker to its place near the board.

MAKE THE RIGHT CHOICE

Passive secondary action: Gain any 1 affinity (West Saxon, Mercian, Northumbrian, or Dane) of your choice. This action does not end your turn.

2 player side: After gaining 1 affinity of your choice, take the **locked marker**, flipping it to your current allegiance's side. You are no longer able to change allegiance for the rest of the current conflict's duration while holding this marker – you are locked with this allegiance. If the other player uses the same plaque's action, they then take the locked marker from you and set it to their allegiance. After the conflict is resolved, return the locked marker to its place near the board.

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