



P.2



P.7



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ARMADÖRA



8+



2 to 4



30'

ARMADORA



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True to their reputation, Dwarfs amassed a large amount of gold. Armadora thus became a highly coveted land for Elves, Orcs, Goblins and Mages who are all now assembling their respective forces. Let the siege of Armadora begin!

Position your troops, raise the barricades, but make no mistake about it, a single error may undermine your strategy!

GAME CONTENTS

- 64 "Warriors" (tiles) - 4 "Reinforcements" (tokens) - 6 "Powers" (tokens) - 40 "Gold" (yellow cubes) - 35 palisades (wooden sticks) - 4 screens - 1 game board - 1 rulebook - 5 zip-lock bags.

SETUP

1. Place the board in the center of the table.
2. Each player choose a character (Orc – Goblin – Elf – Mage).
3. Each player is given his screen and Warriors, as mentioned in the following table:

Number of players	Number of Warriors per player	Warriors Value				
		1 pt	2 pts	3 pts	4 pts	5 pts
2	16	11	2	1	1	1
3	11	7	2	1	1	-
4	8	5	1	1	1	-

4. Players hide their Warriors behind their respective screens.
5. Distribute the 40 "Gold" in 8 piles:
1 pile of 3, 2 piles of 4, 2 piles of 5, 2 piles of 6, 1 pile of 7.
6. Then randomly place these piles on the 8 "Dwarfs Goldmine" zones.
7. Place the 35 palisades to the side of the game board.

(Note that "Reinforcement" and "Power" tokens are only used with the Advanced Rules set).



PLAY

Players take turn in clockwise order. On his turn a player must take one of the following actions:

1. Place a Warrior
2. Place up to two palisades



Place a Warrior

Player may place one of his Warriors face-down on a free square (without Warrior or Gold).

*At the beginning of the game, players will decide whether they can peek again at the face-down Warriors that have already been placed or not. If so, they must remember this.

Place up to two palisades

Player can place palisades on any free lines between two squares. The two palisades do not need to be placed adjacent to each other. No palisades can be placed around the edge of the board.

Restriction : a palisade cannot be placed if it results in creating a Territory smaller than 4 squares wide.

Notes : - If he wishes to do so, a player may only place one palisade instead of two.

- A single territory may contain several gold mines or none at all.

Game in progress



GAME END

When a player has no more Warriors, he can still place palisades. Similarly, he can still place Warriors if he has no palisades left. When a player doesn't want or can't play anymore, he can pass his turn. If so, he will not be allowed to play until the end of the game. The game will end as soon as all players have passed their turn.

VICTORY CONDITIONS

The values of all Warriors are revealed. In each Territory, players add the points from their Warriors. The player with the highest score on a Territory win all its gold. In case of a tie, the gold is equitably distributed among the players. The remaining gold on this Territory is not distributed. Players take the gold cubes and place them in front of them in several piles, one for each Territory. The player with the most gold wins the game.

In case of a tie

The tied players will compare their piles of gold, from highest to lowest.

2 player game - Players A and B are tied

Player A and B's highest piles are compared. The player with the highest pile of gold wins the game.

In case of a further tie, if the highest piles of both player are identical, players will compare their second highest piles and so on until a winner can be determined.

3 player game - Players A, B and C are tied

If the highest gold piles of both players A and B are identical and superior to player C's highest one, then player C is eliminated from the game.

The remaining players will compare their second highest piles and so on until a winner can be determined.

4 PLAYER GAME

- Players facing each other are partners and form a team. A player can talk to his partner but cannot reveal his tokens nor suggest which strategy should the team follow.
- All the team's Warriors points are summed, for each Territory.
- Gained Gold cubes are grouped into piles of the related team.

ADVANCED RULES SET

SETUP

The game as normal, adding the following points:

- All players are assigned a random character (Orc-Goblin-Elf-Mage)
- Players then collect their matching "Power" tokens:
 - Mage and Elf: 2 Powers
 - Orc and Goblin: 1 Power
- "Power" tokens are placed face-up in front of their screen.
- Each player collect his "Reinforcement" token and puts it behind his screen, next to the Warriors. (see drawing opposite)

PLAY

Players take turn in clockwise order. On his turn a player must take one of the four following actions:

- Place up to two palisades.
- Place a face-down Warrior on a free square.
- Place a Reinforcement on top of one of his Warriors that have already been placed on the board.
- Activate one of his Powers* before performing one of the three actions mentioned above.

* A "Power" is always activated first, before placing palisades, Warriors or Reinforcements.

* Players can only activate one Power per turn.



POWERS

MAGE: Look at a Warrior's Value: When using one of his Powers, the player can secretly look at the value of an opponent's Warrior that has already been placed. This "Power" token is removed from the game after use. This Power cannot be used for the partner's Warrior in a 4 player game.



GOBLIN: Place an additional Warrior: When using his Power, the player can place one of his Warriors face-up on a free square. This "Power" token is removed from the game after use.



ORC: Place an additional palisade: When using his Power, the player can place a palisade. This "Power" token is removed from the game after use.



ELF: Unleash an arrow: If an Elf is placed on a Territory, the player may use one of his Powers. When doing so, he can shoot an arrow towards an opponent's Warrior located in the same Territory. If so, the player puts one of his Power tokens on top of the aimed Warrior, reducing the Warrior value by one in the final scoring. The arrow cannot be unleashed if the Territory is full (all squares are occupied by Warriors or Gold). The same Elf can shoot twice the same Warrior, but not during the same turn. At the beginning of the game, if no Territory has been created yet, an Elf can shoot any Warrior on the board.

This Territory is not Full. The Elf can use his Power against the Mage or the Orc located in the same Territory.



This Territory is not Full. The Elf can use his Power against the Mage located in the same Territory.

This Territory is Full. The Elf cannot use his Power here.

As a reminder: The use of Power is an addition to the normal game turn and must be performed first: I use my Power before playing as usual (placing palisades, Warriors or Reinforcements)

REINFORCEMENTS



- A "Reinforcement" token is put on top of a Warrior that has already been placed and increases the value of the latter by one in the final scoring.
- A "Reinforcement" token can only be placed on a full Territory (all squares are occupied by Warriors or Gold)
- There can be only one "Reinforcement" token per Territory.
- A "Reinforcement" token can be put on top of an Elf "Power" token.
- During a 4 Player game, a "Reinforcement" token cannot be put on top of a partner's Warrior.
- If a player has placed a "Reinforcement" token on a Territory, he wins all the Gold of the latter in case of a tie.

The game end and victory conditions are the same as in the basic rules set. During the final scoring, be careful not to forget to increase or lower the value of the Warriors depending on the presence of a "Reinforcement" or Elf "Power" token.







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