

EXPEDITIO

1. Map and Control

The map contains 5 regions. Each region is divided into locations. Locations marked “F” are fortified locations. Locations connected by a black line are adjacent. Each location may be controlled by either player or be neutral. Control is shown with double-sided control chits.

When an army with units enters an unoccupied neutral or enemy-controlled non-fortified location, control immediately changes to the moving player. Fortified locations can only change control through a successful siege.

2. Armies

Armies are represented by numbered pieces on the map. Each army consists of one general and the units assigned to that general.

2.1. Generals

Each general has a card. The number in the top-left corner identifies the corresponding army piece on the map. The number in the top-right corner is the general’s battle rating. The card also contains the army’s units.

2.2. Units

Units are represented by colored cubes. Each general starts with 4 units and each player begins with 4 additional units in reserve. Units lost in battle are returned to reserve and may later be mustered again.

3. Sequence of Play

The game is played over 5 rounds. During a round, players alternate taking turns. On a turn, a player may perform up to 2 actions. Players alternate being the first player each round.

Each army may be activated up to 2 times per round. When both players have no activations remaining, or both decline to use their remaining activations, the round ends. At the start of the next round, all army activations reset.

3.1. Actions

Activating an army costs 1 action. An activated army may:

- Move
- Siege a fortified location
- Muster
- Reorganize

3.1.1. Move

An army may move up to 2 adjacent locations. Control of unoccupied non-fortified locations changes as described in Section 1. If an army with units enters a location containing an enemy army, movement immediately stops and all opposing armies in that location become engaged. Armies without units cannot enter locations containing enemy armies. If an army enters a location containing an opposing army with no units, the opposing army immediately retreats 2 locations toward its starting fortified location.

Engaged armies cannot move, muster, reorganize or siege. A friendly army may move into a location containing an existing engagement and join the coming battle.

3.1.2. Siege

Sieges are the only way to gain control of fortified locations. To attempt a siege, roll 1d6 and add the number of units in the besieging army. On a total of 8 or more, the siege succeeds and control of the fortified location changes to the active player.

If the siege fails, place 1 siege point on the fortified location. Each siege point adds +1 to later siege rolls against that location. Remove all siege points when the fortified location is successfully captured.

3.1.3. Muster

Mustering may be performed at any fortified location controlled by the active player. Move up to 4 units from reserve to the activated army. Units on the map can only exist as part of an army.

3.1.4. Reorganize

If two or more friendly armies occupy the same location, activate one of those armies to redistribute units between the friendly armies there.

3.2. Engagements and Battles

Resolving a battle does not cost an action. After resolving either action on a turn, the active player may resolve an engagement. All engagements involving the active player must be resolved before that player ends the turn.

3.2.1. Combined Battles

If two or more friendly armies are engaged with the same enemy army or armies, they fight together. Combine all participating units when determining the number of dice rolled. The participating general with the highest battle rating commands the combined force and determines how many dice that side may reroll.

The player whose movement created the engagement is the attacker; the opposing player is the defender.

3.2.2. Battle Sequence

Each player takes one die for each unit they have participating in the battle and rolls all of those dice secretly. After the initial roll, each player may reroll up to a number of dice equal to the battle rating of their commanding general. Each player then secretly assigns all of their dice among three battle sectors: left flank, center, and right flank.

After both players have assigned their dice, they reveal them simultaneously and resolve each sector.

3.2.3. Sector Resolution

A player's strength in a sector is equal to the total value of all their dice assigned to that sector. The player with the higher strength wins that sector. In case of a tie, the defender wins the sector. The loser of a sector removes 1 participating unit and returns it to reserve.

3.2.4. Battle Aftermath

The side that loses more sectors loses the battle. A side that loses all participating units also loses the battle.

All losing armies retreat 2 locations toward their starting fortified location. Generals are never removed when their army loses all units; they retreat normally and may later muster new units.

4. End of Round

At the end of each round, every controlled non-fortified location must be able to trace a continuous path through friendly-controlled locations to any friendly-controlled fortified location. Any controlled location that cannot trace such a path becomes neutral.

After resolving connectivity, reset each army's activation count and begin the next round, with the other player taking the first turn.

5. Region Control and Victory

A player controls a region if they control more locations in that region than the opposing player. Neutral locations belong to neither player.

After Round 5, the player who controls more regions wins the game.

Prototype: <https://screentop.gg/@Pop/Expedition>