

Many Isles

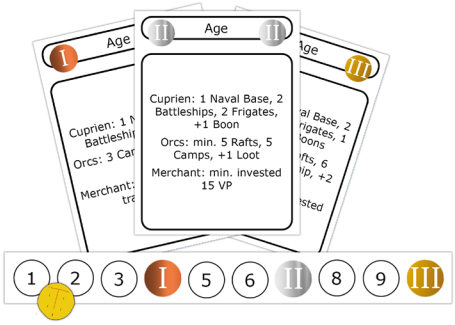


Treasure Defense

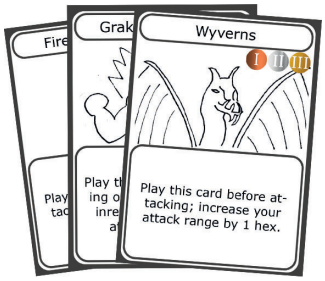
Rule Booklet

In the west and east, human states have arisen, but the center firmly remains in the hands of orc and ogre tribes. Merchant fleets brave savage pirate fleets by sailing the dangerous but profitable Treasure route, while all-too-few warships attempt protecting the trade.

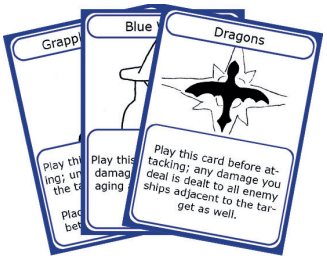
Contents



1 Age tracker card, 1 marker and 3 overviews



22 Loot cards



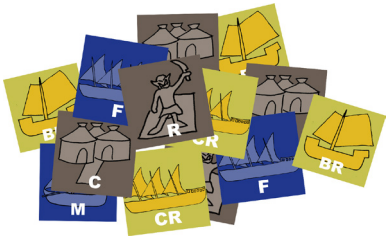
15 Boon cards



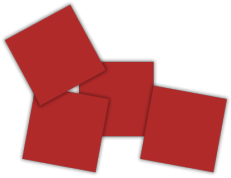
41 Contract cards



3 Player Overview cards



42 tokens
13 Rafts, 4 Battleships, 3 Frigates, 1 Marine, 8 Brigs, 5 Caravels, 7 Camps, 1 Naval Base



15 damage markers



13 ship markers



1 board



60 Victory Points (VP)



3 six-sided dice

Overview

How do you play?

There are three players in Treasure Defense, each with their own goals. In the end, the player with the most **Victory Points** (VP) wins. Each round, the players get to move their ships and attack other ships.
The game can only be played with 3 players.

Factions

There are three factions: **Orcs** (black), **Cuprien** (blue) and **Merchant** (yellow). The Merchant can buy a fleet and attempt to fulfill constantly arriving Contracts. Cuprien, the navy, has very few ships, and is tasked with sinking the Orcs. The Orcish pirates, finally, want only one thing: sink and plunder the human ships.

Orcs

This faction's goal is to sink as many Merchant ships as possible.
Orc ships may not move into Overseas Regions.
Possible Repair Locations: Orc Camps

VP and Loot

Orcs gain benefits on any of these events.

- A destroyed enemy Brig / Battleship / Naval Base: 2 VP, 1 Loot card. Also, advance the Age tracker.
- A destroyed enemy Frigate / Caravel: 3 VP , 2 Loot cards. Also, advance the Age tracker.
- The Merchant retreats a ship: 1 VP. Also, advance the Age tracker.

Cuprien

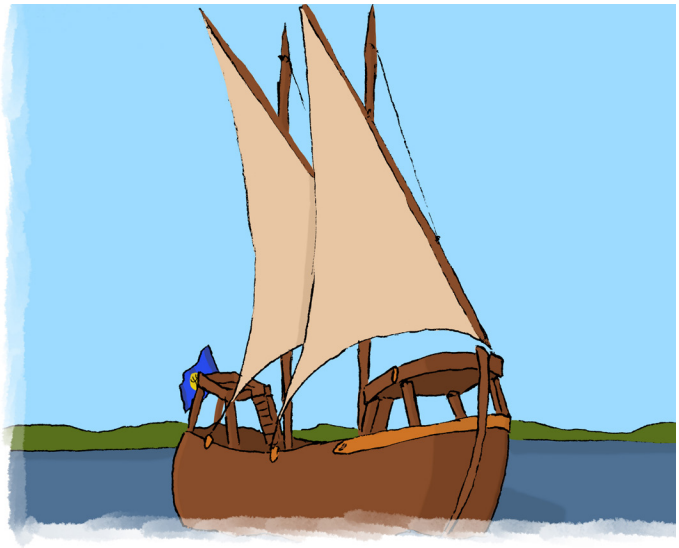
This faction's goal is to sink as many Orc ships as possible.
Cuprien may not attack Merchant ships.
Possible Repair Locations: Naval Base, Overseas Regions

If a single action would provoke multiple of the same benefit, and that benefit is phrased as "a destroyed" rather than "each destroyed", then the benefit is applied just once.

VP and Loot

Cuprien gains benefits on any of these events.

- Each destroyed Raft: 1 VP. Roll a d6; on a 4-6, draw 1 Boon card.
- A destroyed Camp: 2 VP.
- A destroyed Orc Battleship: 2 VP, 1 Boon card. Also, advance the Age tracker.

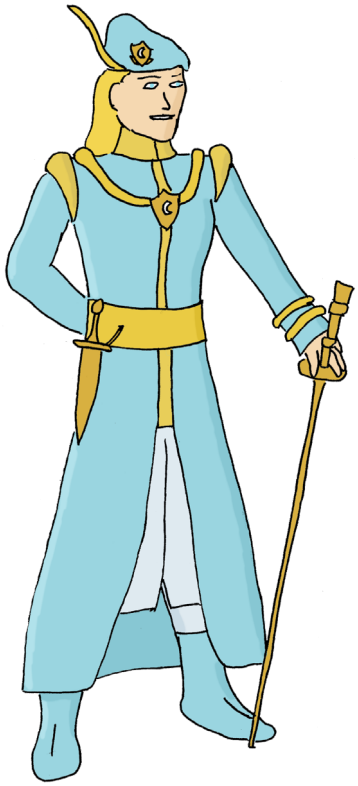


Merchant

This faction's goal is to fulfill as many Contracts as possible.
Possible Repair Locations: Naval Base, Overseas Regions

VP and Contracts

The Merchant gains VP when ships carrying Contracts arrive in the appropriate Overseas Region.



Ages



The game is structured into three Ages, and starts at Age I. These determine notably the action cards available to each faction, how many ships Cuprien has, and the girth of the Merchant's Contracts.

Advancing the Age Tracker

The Age tracker card marks how far you are into an Age. Each age lasts a certain number of events, as is shown on the Age tracker card: Age I lasts 4, Age II lasts 6, and Age III lasts 9.
Advance the marker on the Age tracker card whenever one of these events occurs:

- a destroyed Cuprien or Merchant ship or location
- a destroyed Orc Battleship
- the Merchant discards a Contract from their hand that isn't a "No Deal"
- a Merchant ship arrives or retreats

When the marker reaches the current Age symbol, this Age ends. Finish the turn of the current player, ignoring any new Age-advancing events, then change the Age.

New Age

When a new Age is reached, apply the following changes to the game:

Age I

- Cuprien has 1 Naval Base on Forgotten Islands, 1 Battleship and 1 Frigate in ocean hexes adjacent to it
- Orcs have 3 Camps in coastal hexes, 4 Rafts in ocean hexes adjacent to them, and 2 Loot cards
- Merchant has 4 Brigs (2 in each Overseas Region), 4 Contracts and 9 VP

Age II

- Place the marker on the first field on the Age tracker card
- Sort all your cards in the draw piles
- Cuprien draws 1 Boon card
- Orcs draw 1 Loot card
- Cuprien minimum 1 Naval Base in the Forgotten Islands, 2 Battleships and 2 Frigates
- Orcs minimum 5 Rafts, 5 Camps
- Merchant minimum invested value 15 VP

Age III

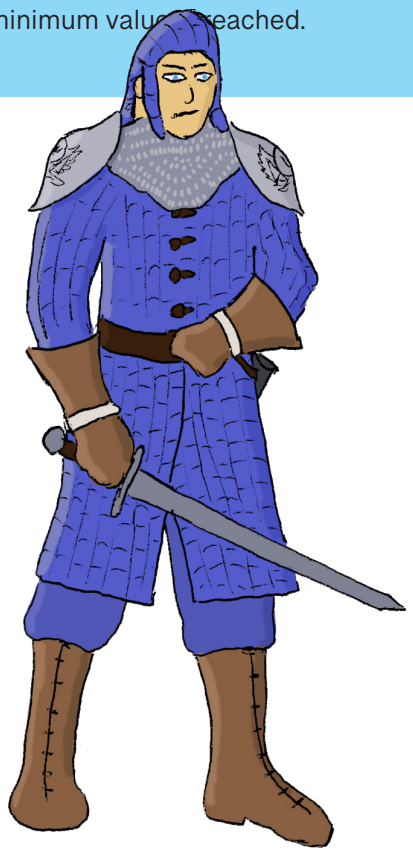
- Place the marker on the first field on the Age tracker card
- Sort all your cards in the draw piles
- Cuprien draws 2 Boon cards
- Orcs draw 2 Loot cards
- Cuprien minimum 1 Naval Base in the Forgotten Islands, 2 Battleships, 2 Frigates and 1 Marine
- Orcs minimum 6 Camps, 6 Rafts, 1 Battleship
- Merchant minimum invested value 21 VP

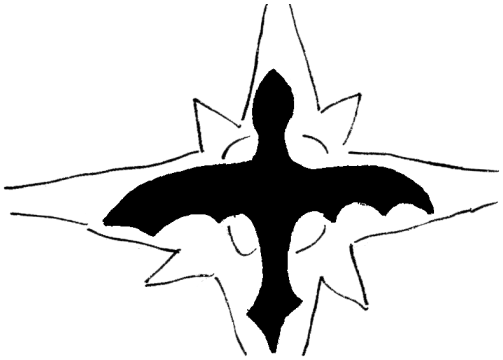
Minimum

At new Ages, factions have minimum amounts of resources. If a faction has less than the minimum amount, they gain new resources.

- Orc Camps spawn on any black coastal hex
- Orc ships spawn on ocean hexes adjacent to Camps
- Cuprien Naval Base spawns on Forgotten Islands
- Cuprien ships spawn on ocean hexes adjacent to Naval Base, Litchy, or Turlu

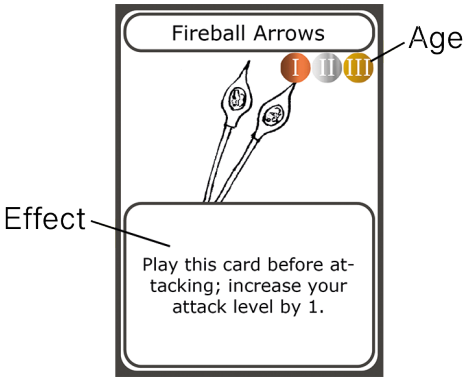
Minimum "invested value" means the total value of the player's ships must be at least that amount. Otherwise, they can place new ships in either Overseas Region until the minimum value is reached.





Action Cards

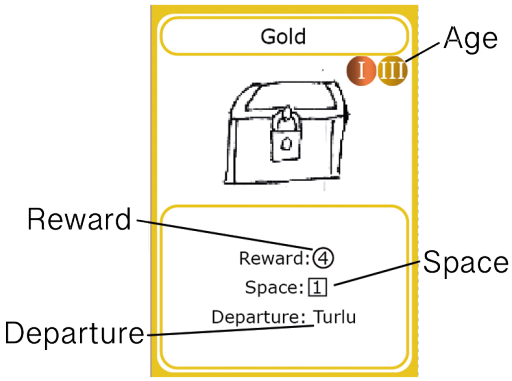
Action cards boost the Orcs and Cuprien's ability to reach their goals. A player can only have up to 5 action cards in hand: they must discard any extra ones.



Age. (Only relevant for Orcs) Each card is part of Ages I, II and/or III. You may only draw cards of the current Age.
Effect. As soon as you play a card, carry out its effects.

Contract Cards

The Merchant has Contracts, certain goods they must freight from one Overseas Region to the other. See "Player Turns" below for more information.



Age. Each card is part of Ages I, II and/or III. You may only draw cards of the current Age.
Reward. The VP amount you gain when the ship carrying this Contract arrives.
Space. How much of the ship's space this Contract takes up.
Departure. There are two departure points for Merchant ships: Turlu and Litchy. Ships will start in ocean hexes adjacent to the relevant Overseas Region, and must enter the other Region to arrive.

Hexes

The board is divided into hexes. There are two kinds of hex:

- Ocean hexes have a light blue background. Ships can move on these.
- Coastal hexes have a black background. Locations can be placed on these.

There can always only be 1 token (ship or location) in a given hex.

Overseas Regions

There are two Overseas Regions: Litchy and Turlu. They are marked by a yellow line. Cuprien and Merchant ships may enter an Overseas Region by normally moving into them from adjacent ocean hexes.
As soon as a ship enters an Overseas Region, remove all damage on it.
When a ship reenters the board, place it in any ocean hex adjacent to the Overseas Region. It can then take actions normally.



Locations

Locations are tokens that are placed on coastal hexes. They have no action options, but they allow adjacent ships to take the repair action.



Orc Camp. These can be spawned with action cards. They allow Orcs to spawn Rafts.



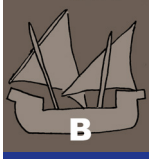
Naval Base. At the start of each Age, this building is fully restored.

Ships

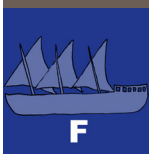
Ships are mobile tokens that can take actions.



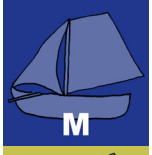
Raft. Attack 2, defense 0, speed 1.
Sealand: You can target Locations when attacking.



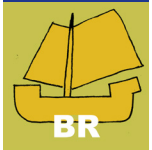
Battleship. Attack 2, defense -1, speed 2.
Retaliate: If an attack against this ship misses, the attacker takes damage.



Frigate. Attack 3, defense -1, speed 3.
Retaliate: If an attack against this ship misses, the attacker takes damage.



Marine. Attack 2, defense -1, speed 2.
Marine: Instead of attacking, you can remove an adjacent Camp from the board.



Brig. Defense 0, speed 2, space 2, cost 3.
Unarmed: This ship cannot attack.



Caravel. Defense 1, speed 3, space 5, cost 6.
Unarmed: This ship cannot attack.

Game Setup

1. Choose Factions

Each player can choose a faction: Orcs, Cuprien or Merchant. When doing so, they should take the following materials near them:

- Their Player Overview card
- Their card stack
- All tokens of their color

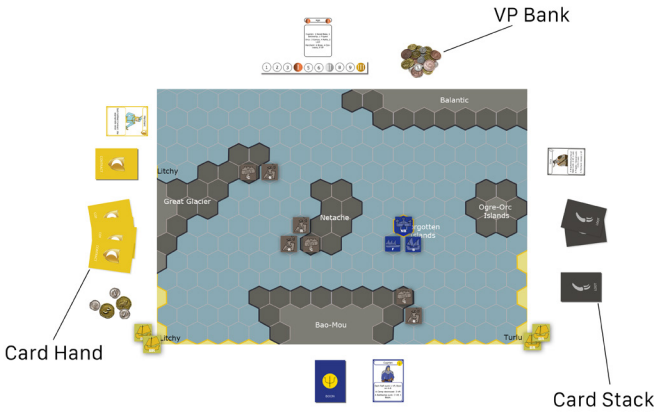


2. Sort Cards

Each player should check their cards for the current Age. Any card not of this Age should be put to the side. Then, the draw piles must be shuffled.

3. Set Up Board

Each player has a certain number of starting tokens, which they should position on the board:



Orcs place 3 Orc Camps on black coastal hexes, and 4 Rafts in adjacent ocean hexes. Additionally, they draw 2 Loot cards.
Cuprien places 1 Naval Base on the Forgotten Islands, and 1 Battleship and 1 Frigate in an adjacent ocean hex. Additionally, they draw 2 Boon cards.
Merchant places 2 Brigs in Litchy and 2 Brigs in Turlu. Additionally, they draw 4 Contracts and gain 9 VP.

Additionally, place the Age tracker card and marker at the top of the board.

Running the Game

The game is structured into turns. They are taken in this order:

1. Orcs
2. Cuprien
3. Merchant

Player Turns

Each ship you control can take the following actions:

Move. Move the ship by as many ocean hexes as its speed value.
You cannot break up movement over multiple parts of your turn.

Attack. Your ship can attack a ship of your choice in an adjacent hex.
Calculate your attack level: it is your ship's attack value + your target's defense value. Then, roll a d6.

Attack Level	1-3	4-6
0	miss	miss
1	miss	damage
2	damage	destroy
3 +	destroy	destroy

If you **destroy** a ship, immediately remove the token from the board. Various factions may gain benefits from this.
If you **damage** a ship, place a damage marker on top of its token. Damaged ships cannot take the attack action and can take the repair action.
If you damage a ship with a damage marker already on it, you destroy it instead.

Repair. If your ship is in a hex adjacent to a location it can use (see "Factions" above), you can replace its attack action with the repair action. Remove any damage markers from the ship when you take this action.

Additionally, factions have unique action options:

Orcs

Play a Card. At any time during your turn, play an action card. After playing the card and applying its benefits, discard it.
Spawn Rafts. At the end of your turn, there is a chance for each Orc Camp to spawn new Rafts. Point at each Camp in turn, and roll a d6:

- If there are currently more Rafts than Camps, a Raft spawns on a 5-6.
- Otherwise, a Raft spawns on a 4-6.

Place any new Rafts in an ocean hex adjacent to the Camp.
Buy Loot. At the end of your turn, you may place 1 VP in the bank and draw 1 Loot card.

Cuprien

Purchase Ship. At the start of your turn, if you have less ships than you had at the start of the Age, you may place any missing ships in either Overseas Region, or in an ocean hex adjacent to Forgotten Islands.

Play a Card. At any time during your turn, play an action card. After playing the card and applying its benefits, discard it.

Reinforcements. If the Orcs have more than twice as many VP as you, you can spawn 1 Frigate that does not count against your Age ship limit.
If at the start of your turn you have more than half the Orcs' VP, immediately remove this Frigate.

Merchant

Draw Contracts. At the start of your turn, draw 2 new Contract cards. You may not have more than 3 Contracts in your hand at the end of your turn.

Load Contracts. Place any number of Contract cards with the same departure value in a pile. Place the marker of a ship currently in that Overseas Region on top of the stack. The total space of the Contracts must not exceed the ship's space. Once the ship is loaded, place its token on an ocean hex adjacent to the departure Overseas Region. While the ship is on the board, leave the Contract pile as is; remove the pile when the ship arrives, retreats or is destroyed

Discard Contracts. At any time during your turn, discard any Contracts from your hand. If some of these Contracts are not "No Deal", advance the Age tracker.

Arrive / Retreat. Whenever you move a ship into an Overseas Region, if the ship lands in the same area as its departure, it **retreats**. If it lands in the other area, it **arrives**. Note that in both cases, the Age advances and factions may gain benefits.
In either case, take the marker off its Contract pile. If the ship retreated, immediately place the Contracts in the discard pile. If it arrived, you gain as many VP as the total value of the Contracts before placing them in the discard pile.
Buy Ships. You may buy ships at any time during your turn, adding the new ships to either Overseas Region. Brigs cost 3 VP, Caravels 6 VP.

Any damage to a ship is immediately removed when it enters an Overseas Region.

Destroyed Ships. If a Merchant ship is destroyed, immediately place its Contracts in the discard pile, and place both the ship token and its marker in the ship reserve.

End of Game

The game ends when the Age marker on the Age tracker card reaches the symbol for Age III. The player finishes their turn, and the game ends immediately.
Each player counts the VP they have in their reserve. The one with the most wins.

Merchant. Additionally, the Merchant receives half as many VP as the invested value of their ships.



The Many Isles

Thank you for purchasing this product of the Many Isles community.
We create much more than this game. Check it out!

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The handy digital version of these rules

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