Rurik
STONE & BLADE

1-4

35'/

14+

Overview

The throne of Kievan Rus is finally within your grasp — if you can rise above your sibling rivals! Build epic structures, capture your enemies for ransom, and deal with rebel opposition. Will you seize your destiny or fade into obscurity?

Rurik: Stone & Blade is a modular expansion for *Rurik: Dawn of Kiev* and requires a copy of the base game to play. The expansion is divided into core content and three modules. It is recommended to integrate the core content into all future plays of the game. You can add an individual module or any combination of modules.

▶ **Core Content:** More gameplay variety with minimal rules overhead.

▶ **Module A - Epic Structures:** Build structures to cement your legacy.

▶ **Module B - Warfare:** Capture opposing troops and hold them for ransom.

▶ **Module C - Rebel Factions:** Suppress the growing rebel opposition.

NOTE: *This expansion rulebook assumes that you are familiar with the base game. If the rules for the base game and the expansion ever appear to be in conflict, the expansion rules take precedence.*

Core Content

The core content offers more gameplay variety and changes how players evaluate their options. Play as new leaders, build new structures, and gain new benefits from warfare and trade. Who will make the best use of their inheritance?

COMPONENTS

3 Leader Miniatures and Cards

16 Structures

There are two new structure types, with two of each type per player color.

Tavern

Stable

12 Trade Boon Tokens

Three per player color. Reward players for collecting more goods.

6 Warfare Reward Tokens

Provide extra incentives for players to attack opponents.

16 Victory Point Tokens

Used to track victory points earned in various ways.

4 Rebel Miniatures

Provide uncertainty over what rewards are available during a game.

4 Rebel Reward Tokens

Provide the same rewards added by the new rebel miniatures, for players using the Rebel Rewards Variant.

11 Goods

Increase the supply for each type of good.
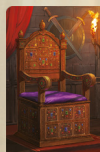
x3
x2
x3
x2
x1

15 Inheritance Cards

Inheritances are dual purpose cards. They provide different starting bonuses for each player. In the Rebel Factions module, they also dictate where the rebel faction takes actions.
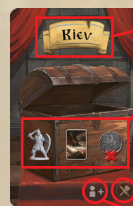
Region
Starting bonus
Module icon
Player count

Front

Back

4 Deed Cards

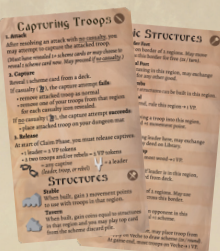New deeds reward ruling specific sets of regions or building new structures.

7 Intrigue Cards

Intrigue cards introduce new effects, requiring players to adjust their strategy as they play.

Disrepair
Strongholds have no effect (but they can still be built).

4 Reference Cards

4 Solo Cards

One solo reference card and three solo leader cards.

Maria

NOTE: *All printed components (i.e., cards and punchboard pieces) are marked with a module icon to help identify them.*

SETUP ⚔

Follow the setup for the base game, with these changes:

A. Give each player <u>two</u> **coins** (*instead of three*).

B. Add the four new **rebel miniatures** to those from the base game.

C. Shuffle the four new **deed cards**, marked with the *core content icon,* ⚔ into the deed deck.

D. Before placing troop miniatures, shuffle the **inheritance cards** and deal three to each player, face down. Make sure to use the cards marked for the current player count. Each player selects two of these cards to keep and returns the other to the game box.

E. Each player places <u>two</u> troops on the game board (*instead of three*).

F. After all players have placed their leader miniatures, in clockwise order, beginning with the first player, players each reveal their selected inheritance cards and gain the starting bonuses shown. Return all inheritance cards to the game box.

G. Each player takes three **trade boon tokens** in their color and places one below each of the three central boat columns on their household mat (*wood, fish, honey*).

H. Each player takes two **stables** and two **taverns** in their color.

I. Select five **warfare reward tokens** at random. Place them face up next to the claim board, with one token next to every space on the right side of the warfare track. Return the remaining token to the game box.

J. Place the **victory point tokens** off to the side.

K. Choose whether to play with **intrigue cards.** If you do, shuffle the intrigue cards and place three cards face up in a row, above the strategy board. Return the others to the game box.
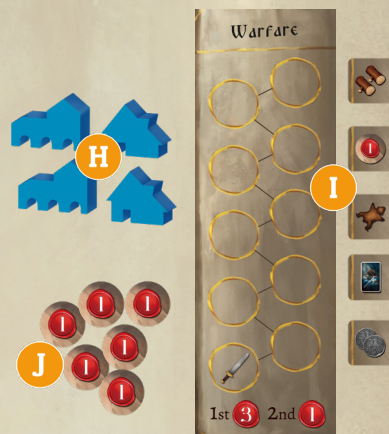
NEW LEADERS ⚔

Gleb

Once per round, when you attack in Gleb's region with no casualty, gain two movement points to use with any of your troops located in his region (*including Gleb*).

Sviatoslav

Before you spend any build points on your turn, you may move Sviatoslav to an adjacent region with a rebel or spend one coin to move Sviatoslav to any adjacent region.

After you move Sviatoslav, you can build in any region; you are <u>not</u> required to build in his region.

Theofana

Once per round, when you tax in Theofana's region, you may move her to an adjacent region or gain one coin from the supply. If you use this ability, you cannot tax again this turn.

Prior to his death, Vladimir the Great arranged for his lands and possessions to be divided among his many children, in a fashion typical to dynastic succession in Kievan Rus. The Grand Prince hoped that this transfer of assets would keep all his children content. However, the generous inheritance given to each child was clearly not enough for many of them, who took matters into their own hands to gain more at the expense of their siblings.

INHERITANCE CARDS ⚔️

You can gain various **starting bonuses** from inheritance cards: troops, coins, goods, structures, schemes *(top of deck)*, and deeds *(top of deck)*. Some inheritance cards have a **coin cost**, which requires you to spend one coin in order to gain the bonus.

When you gain a structure or troop from an inheritance card, you must place it in the region listed on the card OR spend one coin to place it in any region.

If you do not want the bonus from an inheritance card *(or cannot pay its coin cost)*, you may **forfeit** it instead to gain two coins from the supply.

Example A: *Yoma has the Rostov and Kiev inheritance cards. For the Rostov inheritance, he spends one coin and may either place a stronghold in Rostov or spend another coin to place it in any region. He places the stronghold in Rostov because he has only one coin left and does not want to forfeit the Kiev inheritance. For the Kiev inheritance, he spends one coin, places a troop in Kiev, and draws the top card of the deed deck.*

TRADE BOON TOKENS ⚔️ 🎒

When you completely fill a boat column that has a trade boon token below it, gain the trade boon token and place it on your dock.

When accomplishing deeds or converting goods, you may spend one trade boon token from your dock in place of one good. You may spend multiple trade boon tokens at once. Return trade boon tokens to the game box when spent.

Example B: *Emily collects honey and places it on her boat, which completely fills the honey column. She gains the trade boon token and places it on her dock.*

Later in the game, Emily has two taverns built but does not have any honey, so she spends the trade boon token, instead of one honey, to accomplish the Mead Brewery deed.

STABLE AND TAVERN ⚔️

There are two new types of structures that you can build: **stables** and **taverns**. Each region may still contain no more than three structures total, including no more than one structure of each type *(no matter who builds them)*.

▶ **Stable**: When you build a stable, **gain three movement points** to use with any of your troops located in the region where you built the stable.

▶ **Tavern**: When you build a tavern, **gain coins** from the supply equal to the number of structures located in the region where you built the tavern *(including the tavern itself)*. If you have not played a scheme card yet this turn, you may **play the top card** from the scheme discard pile and return it to the game box.

WARFARE REWARD TOKENS ⚔️

When you advance your warfare marker to a space on the warfare track that has a warfare reward token next to it *(i.e., after every second attack)*, gain the reward shown on that token. The reward then remains available to the other players.

INTRIGUE CARDS ⚔️

Intrigue cards are a completely **optional** part of the core content. They introduce a new **effect** each round, but only one intrigue card will be active at a time.

NOTE: *You may combine the intrigue cards from this expansion with the 11 cards from the Kickstarter edition of the base game.*

At the start of rounds 2–4, the **leftmost** intrigue card activates. Some effects are immediate, while others are ongoing and will remain in effect until the end of the round. At the end of rounds 2–4, flip the active intrigue card face down to signify that its effect no longer applies.

Epic Structures 🔨

*This module introduces many additional structures for players to build. Will you be the first to construct these **epic structures** and unlock their powerful effects?*
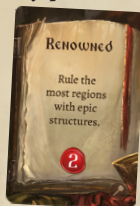
COMPONENTS

13 Epic Structures and 11 Epic Structure Cards

Epic structures introduce ongoing effects and new ways to score victory points.

Restriction — Reward

Effect — Module icon

1 Agenda Card

New agenda promotes an alternate strategy.

SETUP 🔨

Follow the setup for the base game, with these changes:

NOTE: *Read the text out loud on each epic structure card used so all players can hear.*

▶ Shuffle the **Renowned** agenda card into the agenda deck.

Shuffle the **epic structure cards** and reveal a number of them equal to the number of players plus one *(e.g., five cards in a four-player game)*. Place these cards face up next to the game board. Return the others to the game box.

▶ Place the matching **epic structures** below the revealed epic structure cards. Return the others to the game box.

GAMEPLAY 🔨

You can build **epic structures** to gain rewards and unlock effects. Epic structures do <u>not</u> belong to any player. Their effects, once unlocked, apply to all players. Epic structures count toward the **three structure limit** in a region.

On your turn, you may build <u>one</u> of the available epic structures. To do so, you must spend build points as normal in a region you **occupy** *(i.e., where you have one or more troops)*. In addition, you must meet the listed **restriction**. Place the epic structure in the region where you have chosen to build it. Then gain the **reward** shown.

Example C: *Stan has two build points. He spends them to build the Capital Port in Volyn, where he does <u>not</u> rule. Volyn is a region that produces fish, which meets the restriction. Stan gains any one good from the supply (he chooses fur) as a reward for building the Capital Port. The ongoing effect of the Capital Port is now unlocked.*

When you build an epic structure, its unique **effect** is unlocked. Some epic structures have ongoing effects, and some epic structures have game-end effects.

EPIC STRUCTURE CARD REFERENCE 🔨

Border Fort

Reward: Draw one scheme card.

Restriction: Must be built on the border between two regions.

Effect: On your turn, you may move one troop from one of these two regions to the other without spending any movement points. *The Border Fort is <u>not</u> in either region and does <u>not</u> count toward the three structure limit in either region.*

More than one structure can occupy the same border between two regions, including both Border Forts. You may <u>not</u> use the Border Fort to move into the region with the City Gate.

Capital Port

Reward: Gain any one good.

Restriction: Must be built in a region that produces fish.

Effect: When you tax in the region with the Capital Port, you may exchange any one good for any other good from the supply.

If the good that you collect from taxing in this region fills a central boat column, you gain the trade boon token before you trigger the ongoing effect of the Capital Port.
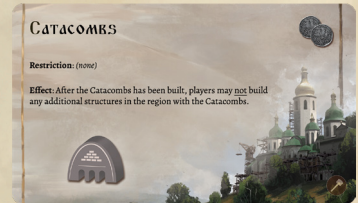
Catacombs

Reward: Gain two coins.

Restriction: *(none)*

Effect: After the Catacombs has been built, players may <u>not</u> build any additional structures in the region with the Catacombs.

Cathedral

Reward: Gain one victory point token.

Restriction: Must be built during rounds 1–3 and replace your church.

Effect: At the end of the game, the player who rules the region with the Cathedral gains one victory point token.

You must build the Cathedral in the same region from which you removed your church.

City Gate

Reward: Gain two tax points.

Restriction: Must be built in a central green region.

Effect: When you move a troop into the region with the City Gate, you must spend one additional movement point.

Agatha <u>cannot</u> use her ability while moving into the region with the City Gate.

Library

Reward: Choose one deed card.

Restriction: Must have accomplished one or more deeds.

Effect: When the Library is built, reveal three deeds and place them on this card. Once per round, when you move your leader into the region with the Library, you may exchange one of your deeds for any deed on this card.

Logging Camp

Reward: Gain one wood and two coins.

Restriction: Must be built in a region that produces wood.

Effect: At the end of the game, the player(s) with the most wood gain(s) one victory point token.

Palace

Reward: Gain one victory point token.

Restriction: Must be built in a region occupied by multiple players.

Effect: At the end of each round, if your leader occupies the region with the Palace, draw the top card of the deed deck.

Siege Tower

Reward: Gain one attack point.

Restriction: Must be built on the border between two regions.

Effect: On your turn, you may attack with a troop in one of these two regions as if it were in the other region. *The Siege Tower is not in either region and does not count toward the three structure limit in either region.*

More than one structure can occupy the same border between two regions, including both Siege Towers. If you suffer a casualty during this attack, the troops you remove must be from the region where the attack occurred and may include the troop who used the Siege Tower.

Town Wall

Reward: Gain one victory point token.

Restriction: Must be built in a region with two other structures.

Effect: When you attack an opponent in the region with the Town Wall, you must reveal one additional scheme card when you check for a casualty.

Veche

Reward: Draw one scheme card.

Restriction: Must place a troop from your supply on this card.

Effect: Once per round, when you move a troop into the region with the Veche, you may place a troop from your supply on this card. If you do, draw a scheme card. At the end of the game, the player(s) with the most troops on this card gain(s) one victory point token.

> *The Veche has its origin in town meetings and councils across Kievan Rus, which were convened by ringing a bell in the town square. As these councils solidified, the bell became a symbol of the power of Novgorod's republic, lasting well into the 15th century.*
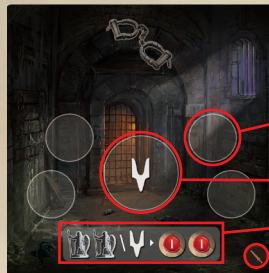
Warfare 🗡

COMPONENTS

🔗 = captured troop

V = leader

Spaces for troops or rebels

Space for leader

Reward

Module icon

*This module introduces additional incentives and opportunities for players to attack each other. Instead of just defeating troops in battle, now you can **capture troops** for ransom! Choose when to attack wisely, as there are now additional casualties in the scheme deck.*

4 Dungeon Mats

Players hold captured troops in their dungeon until they are released for rewards.

5 Conversion Tokens

One for solo mode and one new type for multiplayer, with one for each player.

Multiplayer   *Solo mode*

5 Scheme Cards

New schemes are valuable but provide increased risk when attacking.

4 Deed Cards

New deeds synergize with an attack strategy.

1 Agenda Card

New agenda promotes an alternate strategy.

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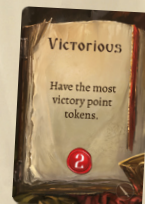
SETUP ⚔️

Follow the setup for the base game, with these changes:

▶ Shuffle the new **agenda**, **deed**, and **scheme cards**, marked with the *warfare module icon,* ⚔️ into their respective decks.

▶ Give each player a **dungeon mat**. *(They are all identical.)*

▶ Give each player one new **conversion token** for multiplayer to place above the dock on their household mat.

CAPTURING TROOPS ⚔️

Immediately after resolving an attack, you may attempt to *capture* the attacked troop *(opponent or rebel)*. You may **only** attempt a capture if you revealed **at least one** scheme card during the attack and did not suffer a casualty.

If you would normally reveal **zero** scheme cards during an attack *(e.g., attacking a rebel or using Boris's ability)*, you may voluntarily reveal **one** scheme card to check for a casualty in order to be eligible for a capture attempt.

Before you attempt a capture, resolve the rest of the attack. If you attacked an opponent, advance your warfare marker. If you attacked a rebel, gain the reward *(and, when applicable, use Sviatopolk's ability to replace the rebel with one of your troops)*.

When you attempt a capture, reveal one card from either scheme deck and check for a **casualty**, which will determine the outcome of the capture attempt. Then discard the revealed scheme card.

▶ If you reveal a scheme card with a casualty icon, the capture attempt **fails**. Remove the attacked troop from that region as normal and suffer the casualty *(or double casualty)*.

▶ If you reveal a scheme card with no casualty icon, the capture attempt **succeeds**! Place the attacked troop on your dungeon mat.

NOTE: *You may not attempt a capture if you are out of room on your dungeon mat, which has a limit of five troops (one leader and four other troops).*

Example D: Emily attacks a rebel. Normally she would not check for a casualty, but she wants to capture the rebel, so she chooses to reveal one scheme card (1). There is no casualty icon, so she does not suffer a casualty. Now she attempts a capture by revealing one more scheme card (2). Again, there is no casualty icon, so the capture attempt succeeds! Emily places the captured rebel on her dungeon mat.
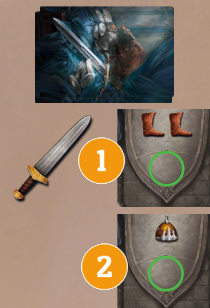
RELEASING TROOPS ⚔️

At the start of the Claim Phase *(i.e., before Step A)*, you must *release* captured troops from your dungeon mat. When you release captured troops, gain the reward shown.

Upon release, return captured leaders and troops to their owners, and place captured rebels next to your household mat.

Captured Troops	Release?	Reward
one leader	Yes	2 victory point tokens
two troops and/or rebels	Yes	2 victory point tokens
one troop or rebel	No	N/A

You release captured leaders by themselves, but you only release troops and rebels in groups of two *(i.e., two troops, two rebels, or one troop and one rebel)*. If you have a single captured troop or rebel on your dungeon mat, they remain there until the next Claim Phase.

CONVERSION TOKENS

The new conversion token functions like the conversion tokens from the base game. When you use it, flip it face down and perform the listed conversion. You may still use no more than one conversion token per turn.

Spend one *defeated rebel* and two coins to gain one attack point.

NOTE: *Captured rebels on your dungeon mat still count as* **defeated rebels**.

DOUBLE CASUALTY ICONS

If you reveal a scheme card with a **double casualty icon** when you check for a casualty, remove two of your troops from that region *(if possible)*. If you only have one troop in that region, remove just that one troop instead.

Double casualty icon

Rebel Factions

This module changes how players interact with the rebels and introduces a common goal that players will race to accomplish first. Will you defeat the **rebel faction** *for personal accolades or will you leave your siblings to deal with the nuisance?*

COMPONENTS

3 Rebel Faction Cards

One rebel faction will oppose players each game. Each rebel faction introduces an ongoing effect that hinders players in regions with rebels until they are defeated.

1 Rebel Den

Identifies the first region where a new rebel might be mustered each round.

Effect text

Icons to remind of effect

Defeat condition

Reward

Difficulty level (1 VP = Easy, 2 VP = Hard)

Module icon

Front

SETUP

Follow the setup for the base game, with these changes:

▶ Shuffle the **rebel faction cards** and select one at random. Choose the side of the card with the desired **difficulty level**: easy *(one victory point)* or hard *(two victory points)*. Place this card next to the game board, with that side face up. Return the others to the game box.

▶ Shuffle the **inheritance cards** into a face-down deck. Make sure to use the cards marked for the current player count, including all cards chosen by players for their starting bonuses *(as part of core content setup)*. Place this deck next to the selected rebel faction card. Return all unused cards to the game box.

▶ Reveal the top card of the inheritance deck and place the **rebel den** in the region listed on that card.

GAMEPLAY

The **rebel faction** musters one rebel per round and has an ongoing **effect** that hinders players in all regions with rebels. When one player meets the *defeat condition* of the rebel faction, they may defeat it to gain a **reward**. Once defeated, the rebel faction no longer musters rebels and its effect no longer applies.

At the start of the Claim Phase *(i.e., before Step A)*, if the rebel faction has not been defeated, they **muster** one random rebel miniature as follows:

▶ If there are no rebels in the region with the rebel den, place the rebel in that region.

▶ If there are any rebels in the region with the rebel den, reveal the top card of the inheritance deck and place the rebel in the region listed on that card.

On your turn, you may *defeat* the rebel faction if you meet the defeat condition. If you do, gain the reward shown: one victory point token (*easy*) or two victory point tokens (*hard*). Return the rebel faction card to the game box but leave the rebel den in play.

The rebel den counts toward the **three structure limit** in a region, so only two other structures can be built in the region with the rebel den.

REBEL FACTION CARD REFERENCE

Armed Uprising

When attacking a rebel, you must check for a casualty (*as if attacking an opponent*). However, do <u>not</u> advance your warfare marker.

Difficulty	Reward	Defeat Condition
Easy	**one** victory point token	Have **four** defeated rebels.
Hard	**two** victory point tokens	Have **five** defeated rebels.

Local warlords are supplying weapons and organizing rebels to fight back with ferocity.

Pagan Unrest

When building a church in a region with any rebels, you may <u>not</u> target a rebel.

Difficulty	Reward	Defeat Condition
Easy	**one** victory point token	Have **two** churches and **two** defeated rebels.
Hard	**two** victory point tokens	Have **three** churches and **three** defeated rebels.

Not everyone is happy about the recent conversion to Christianity. Many are openly defying this new religion in favor of the old Slavic gods.

Prior to the conversion of Kievan Rus to Christianity, the people followed a plethora of pagan traditions and gods, including a large emphasis on water and forest spirits. Shaman-like "volkhvs" proclaimed prophetic powers and held significant social and religious power among the people. Volkhvs led several notable uprisings in response to natural calamities that occurred during the 11th century in Suzdal, Novgorod, and other regions, as an attempt to revive discarded religious beliefs from the past.

Peasant Mutiny

When taxing in a region with any rebels, you must spend one additional tax point.

Difficulty	Reward	Defeat Condition
Easy	**one** victory point token	Have **four** different goods and **two** defeated rebels.
Hard	**two** victory point tokens	Have **five** different goods and **two** defeated rebels.

The rural populace has grown resentful of the continual requests for tribute from multiple princes and has vowed to refuse payment.

Base Game FAQs

Do I rule a region with my stronghold if no troops or rebels occupy the region?

Yes.

Can I take actions in a region where I have one or more structures but no troops?

No. You must have one or more troops in a region to take an action there.

Some parts of the rulebook mention "occupy" and some parts mention "rule." Why does this distinction matter?

You can muster, attack, build, and tax in regions that you occupy (*i.e., where you have one or more troops*). You rule a region where you have more troops than any other player. Rule matters for the rule track, how many build/tax points are necessary to take the corresponding action in that region, and when resolving attacks against a player.

Can I combine bonus tax points with other tax points? (same question for build points)

Yes. If you take a bonus action that gives you tax or build points, you can combine them with tax or build points from your main action and/or other bonus actions.

What happens if I build a church in a region with no opposing troop and no rebel?

You simply place the church in the region and nothing else happens. You only place a troop in the region if you first remove an opposing troop or rebel.

If I want to spend multiple attack points against an opponent in a single region, how does the timing of my potential casualty for each attack work?

You resolve each attack point separately, one at a time. So after the first attack point, you check for a casualty. If you still have at least one troop in the region, you may spend the second attack point in that region.

Can I move goods from my dock to my boat between the "Advance on Claim Tracks" and "Earn Income" steps of the Claim Phase?

No. Effectively, steps A–F of the Claim Phase occur at the same time and therefore there is no opportunity to move goods. The steps are merely there for ease of game flow.

What happens if I run out of troops on the game board?

In this rare scenario, you muster your leader and one troop in any region before you resolve your next advisor or before the next Strategy Phase, whichever happens first.

What happens if there are no more cards in the deed deck?

If the deed deck is depleted, take the deed cards from the discard pile and shuffle them to form a new deed deck.

Can I remove my leader to accomplish a deed (such as Retire Veterans)?

Yes. You may remove your leader to meet the troop removal requirement of a deed card but only if they are your last troop in the region.

Credits

For more information, visit: www.piecekeepergames.com

Deed Card Reference

Besiege Citadel

Cost: Attack an opponent in a region with their stronghold and spend two coins.

Reward: Advance your warfare marker one space.

Deadly Plot

Cost: Attack an opponent in a region with their leader and discard one scheme card.

Reward: one build point

Mead Brewery

Cost: Have taverns in two regions and spend one honey.

Reward: one tax point

Conquest

Cost: Attack any opponents three times in one turn.

Reward: two movement points

Distant Rule

Cost: Rule Pereyaslavl, Polotsk, and Rostov.

Reward: Advance your warfare marker one space.

Peace Treaty

Cost: Release one captured troop, remove one of your troops, and spend two coins.

Reward: two tax points

Create Republic

Cost: Rule Novgorod, Chernigov, and Volyn.

Reward: one tax point

Horse Breeder

Cost: Have stables in two regions and spend one wood.

Reward: one muster point

Agenda Card Reference

Renowned

Rule the most regions with epic structures.

Victorious

Have the most victory point tokens.

Scheme Card Reference

NOTE: *In the base game, 10 of 27 scheme cards (37%) have a casualty icon. With the Warfare module included, 14 of 32 scheme cards (44%) have a casualty icon. Plan your attacks more carefully or just enjoy the greater rewards that come with the higher risk!*

Reward: one build point OR one attack point

Casualty: two troops

Reward: two tax points OR two muster points

Casualty: two troops

Reward: one attack point

Casualty: *(none)*

Reward: one movement point and one muster point *(in any order)*

Casualty: two troops

Reward: advance your warfare marker one space and two movement points

Casualty: one troop