

**Graveyard**  
Put killed units and spent cards into your graveyard.

**Civic deck**

**Army deck**

**Villager Zone**  
You may deploy one villager per round. Villagers enter your heartland ready. When you deploy an army card, you must exert a number of villagers equal to the army card's supply cost to supply it.

- Replenishment**
- Resolve triggers.
  - Reset damage and effects.
  - Ready units and villagers.
  - Draw 1 army or 2 civic cards.
  - Move the initiative.

**Combat**

**Vault**  
When a card is sealed away, it is put into your Vault.

**Heartland**  
**Unit Zone**  
Units enter your heartland exerted. Units in your heartland are not part of combat. Once per round, you may commit your units. You choose any number of ready units and move them from your heartland into the advancing position in any combination of frontiers. You may advance multiple units into the same frontier or into different frontiers.

- Phases in a round:**
- Strategy Phase**
- Deploy a villager (1/round).
  - Deploy a settlement (1/round).
  - Deploy an army card.
  - Activate a stratagem.
  - Commit your units.
  - Pass.
- Battle Phase**
- Deploy a battle tactic.
  - Activate a maneuver.
  - Pass.

**Combat**

In each frontier, each player assigns their units' damage to enemy units, deciding which enemy units to kill.

In a frontier where a player has an occupying unit, all their units deal excess damage to their opponent.

After damage is calculated, units that survived in a frontier with no enemy units remaining have won a combat.

Units that have won a combat can either move into the occupying position or return to their heartland.

Combat happens simultaneously in all frontiers. As such, the result of one combat cannot impact another.



**Occupying**

When you win a combat in a frontier, you may choose one of your advancing units there to occupy the frontier. If you are already occupying, you may swap the occupying unit.

Only one unit may occupy each frontier.

As long as you are occupying a frontier, all your units there deal excess damage to your opponent.

If you are occupying this frontier, you may settle it during the strategy phase.

When you commit your units, you may retreat this unit. Retreating exerts the unit.

**Advancing**

Units that are committed from your heartland to one of the frontiers move into the advancing position.

Advancing units fight enemy units in the same frontier at combat.

Unless you are occupying, advancing units deal no excess damage to your opponent.

After combat, surviving units either move into occupy the frontier or return to your heartland.

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