

Ranger's Apprentice Board Game

Official Rules

Set Up: Both players begin with 20 battalions and 10 colored pegs. Both players begin by placing one of the plastic pegs in one country each. These are their starting points. To conquer an unoccupied country move five of your battalions into that country, and place one of your colored pegs in the hole. To conquer territory owned by the other players, you must have at least one more attacking battalion in the attacking country, than in your opponents defending country. When one of the countries in your possession, is conquered, then your battalions that were in that country, are removed from the board.

Winning the Game

You win the game when you gain 10 Victory points. Here are the different ways to gain Victory Points:

Firstly, each country you conquer, is worth one victory point

Secondly, if the country you conquer has a major city, Al Shaba, Castle Araluen, or Hallasholm, you gain an extra Victory Point for that Country.

Lastly the three leaders, Will, Halt and Hal, are each one Victory Point. You gain a leader, when you conquer the country that the Leader belongs to. Will belongs in Araluen, Halt in Hibernia, and Hal in Skandia. The leaders can move with your army, and they are each worth two battalions.

Receiving Reinforcements: At the end of each of your turns, you receive two reinforcements, for each of the countries you conquered, during that turn.

Ships: At the beginning of the game, the players each receive two ships. But these can only be played when you conquer Skandia, Araluen, or Arrida. When you conquer one of these three countries, then you may place one or both your ships on the coast of that country. During your turn, the ships can travel to other coastal countries, with your battalions on board. But if your ship is at a

certain country, when that country gets conquered, then the other player gets to take your ship, with the conquered country.