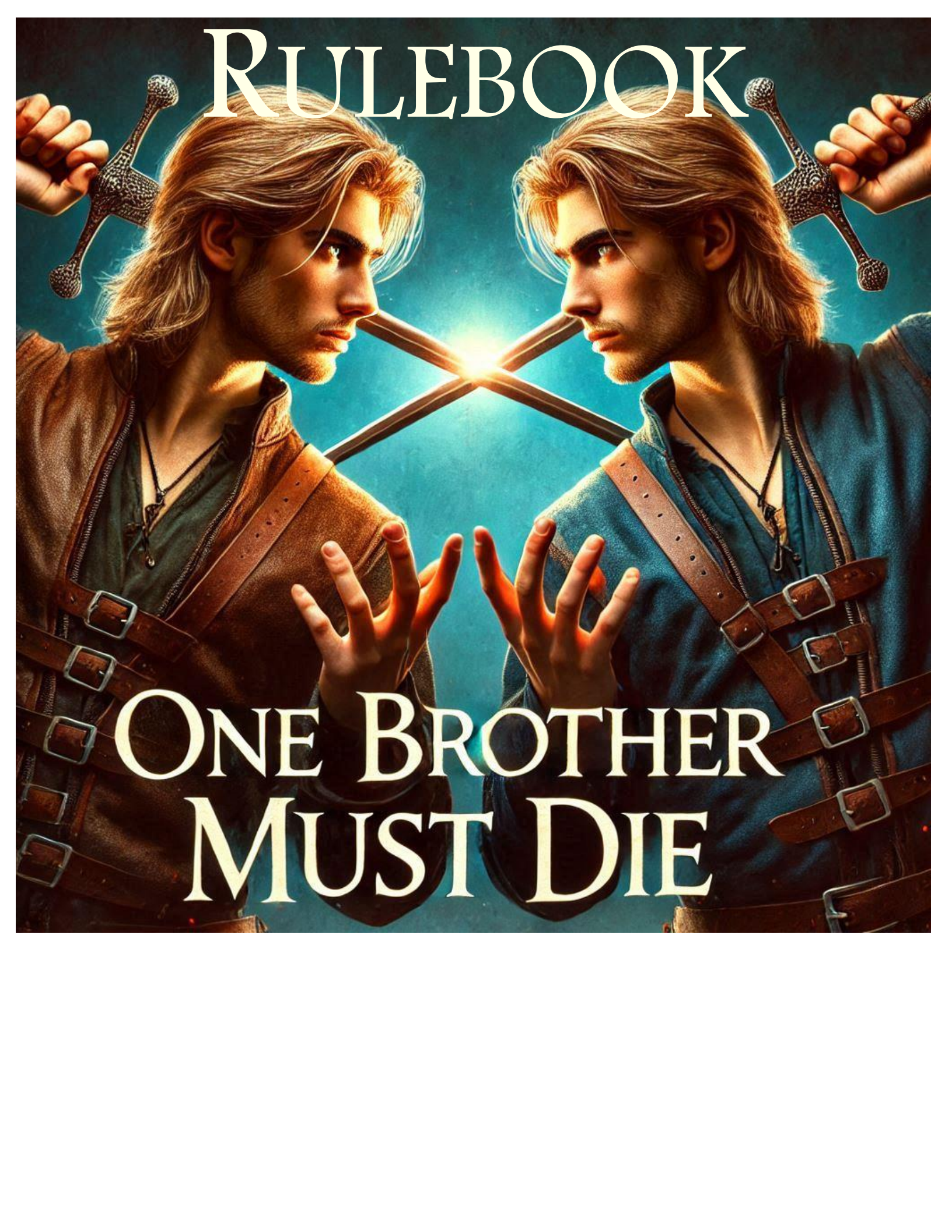


RULEBOOK

A dramatic illustration of two young men with long, wavy blonde hair, facing each other in a tense standoff. They are dressed in medieval-style clothing, including leather tunics and belts with multiple buckles. Each man holds a sword aloft in his right hand, and the blades of the two swords cross in the center, creating a bright point of light. Their left hands are held out, palms facing each other, as if in a gesture of warning or negotiation. The background is a deep, textured blue.

ONE BROTHER
MUST DIE

One Brother Must Die: Rule Book

Goal

Complete the unique goal of your chosen country.

Setup

1. ① Place the game board in the center of the table.
2. ② Place the round tracker near the board and put the round tracker token (black cube) on it on the space "January".
3. ③ Place the Production Points (PPs) track, Morale track, and Respect track near the game board.
4. ④ Shuffle the resource deck and flip four cards face-up beside the deck. These four cards will be referred to as the available resources.
5. ⑤ Place the military tokens in their boxes in an accessible area, and place the military stats sheet next to them.
6. ⑥ Shuffle the building cards and flip three cards face-up beside the deck. As with the resource deck, these three cards will be referred to as the available resources.
7. ⑦ Shuffle the weather cards and place them in an accessible area.
8. ⑧ Each player chooses a country and takes the corresponding country board and the tracking cubes and control markers of that country.
9. ⑨ Shuffle the court cards and deal two cards to each player.
10. ⑩ Place each player's tracking cubes on the "1" space of Morale and Respect tracks, and on the space determined by their player board on the Production Points (PPs) track.
11. ⑪ Place all worker cubes in a general supply area accessible to all players.
12. ⑫ Place the diplomacy tracker near the board and place each player's tracking cubes at the level on their player boards on each of the countries not being played with this game.

Example Setup: Arrange the board, decks, and player pieces as pictured in the diagram below:



The Map:

In regions on the map, you will notice five-pointed stars, and four-pointed stars. The five-pointed stars symbolize a city and are worth two Production Points (PPs). The four-pointed stars symbolize a village, and are worth one PP.

Gameplay

Turn Overview

1. The oldest player goes first. Turns proceed clockwise.
2. On your turn, perform the following steps:
 - Use workers to take actions.
 - Write down military commands for the "Resolve Commands" phase.
 - Perform end-of-turn actions on your court cards (if applicable).

Actions

1. Produce

Place a worker on the "Produce" slot on the action board to gather resources:

- **Ore Worker/Dwarf:** Collect all available ore cards from the flipped resource cards. Once collected, replenish the available cards.
- **Woodworker:** Collect all available wood cards from the flipped resource cards. Once collected, replenish the available cards.

Note: If no resources of the worker's type are available, you gain nothing.

2. Purchase

Place a worker on the "Purchase" slot to buy military units or buildings:

- **Military:** Any worker can purchase military units. Pay the listed resource and PP costs, then take the corresponding military token and place it in a region you control.
- **Buildings:** Use a worker matching the building card's color. Pay the resource and PP costs, then place the card on your country board in a region you control. Once purchased, replenish the available cards.

Example: Vincent places an ore worker on the "Produce" slot and decides to purchase a castle. He pays four ore from his hand (the listed price), reduces his Production Points by five, and places the castle card on his country board in the desired region. He then replenishes the available cards.

3. Trade

Place any worker on the "Trade" slot to exchange resources:

- **Player-to-Player Trade:** Trade with a nearby player (one seat away in games with 3–5 players, up to two seats away in games with 6–7 players).
- **Bank Trade:** Trade with the bank at a rate of 3:1 (three resources for one desired resource).

Note: Dwarves count as two resources. One PP equals one resource card.

4. Change Occupation

Switch one of your workers to a different type (except Dwarves):

1. Place the worker to be changed back in the supply.
2. Take a new worker of the desired type from the supply and set it beside your board.

Note: You cannot use the changed worker again this turn.

5. End of Turn Effects

At the end of your turn, you may perform any end of turn effects on your court cards.

6. Diplomacy

Spend 10 PPs to move your diplomacy marker closer to the allied space. You may break alliances at any time.

Allied countries can aid in defending or supporting attacks.

7. Write Commands

Write down your military movements for the "Resolve Commands" phase. Once written, commands cannot be changed.

Resolve Commands

1. Execute written commands and move military units accordingly.
 2. Resolve any battles that occur with combat.
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Combat

1. **Attacker rolls for a surprise attack.**
 - If they roll 1–3, they roll before the defender. Otherwise, the defender rolls first.
2. **Draw a weather card** for the current season.
3. **If attacking an empty region**, the attacker automatically gains control.
4. Each of your allies may support battles with any of their un-ordered units. When allied with auto countries, you may put the listed units into a battle. Allied units immediately move their selected units into the region of the battle, regardless of distance. Those units are now controlled by the player participating in the battle, even after the battle. Each ally may only assist you in one battle.
5. Combat proceeds as follows:
 - The defender rolls dice for one unit and scores hits based on unit stats.
 - For each hit, the opponent discards one unit of their choice.
 - The attacker then rolls dice for one unit.
 - Repeat until one side's units are depleted.

Note: Armor reduces the opponent's lowest hit value.

6. **Victory:**
 - The winner places a control token on the region (if they did not already control it).
 - Gains all building cards in that region.

- The loser loses one morale point.
- Move down the PPs of the loser (if the loser previously controlled the region), according to the PP worth of the region, and move the PPs of the winner up accordingly.

Example Combat: Darya attacks Vincent's region. She rolls a hit, forcing Vincent to discard a unit. Vincent rolls next but scores no hits. Darya rolls again and scores another hit. Darya wins and gains control of the region and gains 3 PPs. Vincent loses those 3 PPs,

Tracks

- **Production Points (PPs):** Tracks your wealth.
 - Each two morale points reduce purchase costs by 1 PP.
- **Morale:** Each two points reduce purchase costs by 1 PP.
- **Respect:** For every two points, an enemy soldier is discarded before battle.

Example: Vincent has 3 respect, 5 morale, and 18 PPs. His morale reduces the PP cost by two when purchasing a building, and his respect forces the opponent to discard one soldier before battle.

Game End

The game ends when:

- A player completes their country's goal and the round tracker reaches July.
- No goals are completed by July, ending the game in February.

Victory Determination

1. Compare PPs among players who completed their goals. The highest total wins.
2. In case of a tie, compare morale. If still tied, players share the victory.

Example Victory: Xavier, Darya, and Vincent complete their goals. Vincent and Darya tie in PPs, but Vincent's higher morale secures his win.

Player Tips:

- Focus on your country's goal and build an economy to support it.
- Use diplomacy wisely to form strategic alliances.
- Balance military expansion with resource management.