



# LEGION

Card game

Siberia is caught in the throes of civil war. The fragmented White Army is trying to end the Reds' rule. Both sides are capable of anything in the name of victory. The chaos gave rise to local uprisings and bandits - and the Czechoslovak legionnaires are trying to fight their way through all this to get home.

The game will transport you to a small highland somewhere in the frozen Siberian wilderness. Each faction is trying to win as many advantages as possible, recruit the best soldiers and civilians, and of course survive. How you guide your characters through the skirmishes, investigations, personal crises, and uprisings, will be up to you. The journey will be hard and every step you take will tell a small, but significant story.

**Legion: Siberian Journey is unique by telling a different story with every playthrough.**

# CONTENTS OF THE BOX

Game components:

Game board

Commander cards (8)

Character cards (138)

Action cards (64)

Location cards (22)

Plot cards (158)

Resources in each fraction's colours 4x40

Victory points x 200

## PRE-GAME PREPARATION

The players divide the fractions. There should be one player per fraction. Each fraction is led by a Commander. The players choose the Commander they want. Then they draw the first location at random from the location card pack.

## PLAYING THE GAME

### COMMANDERS

Every player will play as one Commander of a fraction that is trying to survive its journey through Siberia and achieve their goals on the way. Commanders do not act as characters: A Commander can either be at the HQ, in the camp, or pull the strings from behind the scenes, but they are never actively involved in the action. Different commanders have different abilities.

### FRACTIONS

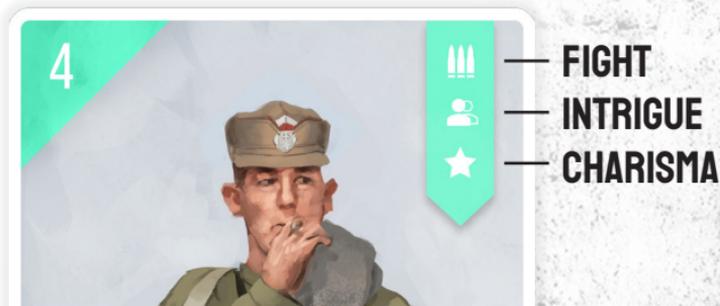
The main game contains four fractions: The White Army, the Reds, Czechoslovak Legionnaires, and the Warlords. Every fraction has its special abilities.

## CHARACTERS

Characters are the Commanders' main tools. They help them pass Siberia's trials. The total number of Characters that are at a Commander's disposal determines which player gets the first round in a given phase of the game.

They include various soldiers, civilians, bandits, and other figures that you might encounter on the way through the game. Every Character has their Number (N) that shows how useful they are in resolving Plots. Some Characters have special abilities. For a list of abilities with explanations, consult the enclosed Glossary.

Every Character's card contains some or all of the following attributes: **FIGHT** / **INTRIGUE** / **CHARISMA**. The attributes determine the Character's talents, and which Plots they can participate in.



*In all five rounds of the game, starting with the first, you will need to determine which player goes first. That will always be the player with the highest number of Characters. If two or more have the same number, decide by the number of Resources (R on the cards), or, if that does not work, by the number of points. If none of these options work to determine who goes first, toss a coin. After the first player, go clockwise around the circle.*

*A game round is divided into the following phases: Auction, March, and Cleanup.*

## **RESOURCES (R)**

There are many things you can trade in Siberia: money, cigarettes, sugarloaves, jewellery, and other commodities.

**!** All Resource tokens have the same value. They have colourful frames, so that you can clearly see which players committed which resources during the Auction.

# AUCTION

Every round begins with the Auction stage, in which you bid resources on Characters and Action cards.

First, all players get their Resources (R). Their number is determined by the Commander card or other special cards.

Draw new Character cards for the Marketplace. In the first round, the number of new characters is equal to the number of players multiplied by 3. In the following rounds, it is only the number of players multiplied by 1.5.

For every round, draw a number of Action cards (one-off actions) equal to the number of players.

You can also spend 3R (Resources) to draw a random Action card.

## In the Auction, you can

1. Bid 1 to unlimited Resources on a card in the Auction.
2. When bidding on a card from the player's own fractions, add 1 R from the bank as well.
3. Play an unlimited number of special actions.
4. Do nothing (pass) If you pass, you cannot do anything else in this Auction phase.

## Evaluating the Auction:

The Auction ends after everybody has bid four times or passed. Cards that were auctioned off go to their new Commanders. Cards that got multiple bids of an equal value stay on the board until the next Auction, including the Resources that were bid on them. Cards with no bids go back in the pack.

### **Sworn enemies**

*The enmity between the Reds and the Legionnaires runs very deep. While all other fractions can draft characters from other fractions by coercing or bribing them, Legionnaire Commanders cannot bid on Red characters and vice versa.*

# MARCH

Under the location, draw a number of Plots equal to the number of players multiplied by 1.5 (rounded down). In the beginning of the March phase, most characters are Lined Up. Characters that are Lined Up are ready for use and they can be deployed in action or use their special abilities.

## The March phase consists of the following parts:

### Preparation

The players, starting with the first, can play any special effects, such as set traps etc. Special effects are marked on the relevant cards.

### Resolving Plots. You can:

1. Deploy any of your Characters to a Plot. The icons on the Character's card have to correspond to the Plot icons.

Every Plot has columns for each fraction. You cannot send two squads to one Plot, but you can send their Characters

into two squads under one Plot, depending on how the situation develops. Sending a Character into somebody else's squad can be the start of an interesting collaboration or a deal for the future.

- 2.** Reinforce any existing squad by deploying your character there to help.
- 3.** Perform a Character's special action, sending the character into the Reserve. A Character in the Reserve is waiting to be restored and cannot be used again until the end of the round.
- 4.** Pass. If you pass, you cannot play in the given March phase anymore.

*Players can do 1. to 3. as many times as they want until they decide to pass.*

### **Evaluation.**

Once all players have passed, evaluate the phase. Going from left to right on the board, evaluate who won which plot. More on that in the Plot chapter.

The commander who won the most Plots also wins the given location. If two or more players won an equal number of Plots, decide based on the number of points gained at Plots. If two are still equal, decide based on who got the Plot with the highest point value. If that ends in a tie, decide by a coin toss.

## PLOTS

A Plot represents a specific situation or problem. Plots can be competitive or cooperative.

### **Squads**

*While resolving Plots, Characters from different fractions may form squads: temporary groupings of Characters dealing with a specific Plot. You can send a Character to help in somebody else's squad. After their mission is accomplished, they go back to their Commander and their own fraction.*

.In competitive Plots, you count the sum of Character Numbers in a given player's squad and the player with the highest count wins.

In a cooperative Plot, players collaborate on overcoming the problem presented by the Plot. Every cooperative Plot has a difficulty number that you need to exceed.

The reward for resolving Plots is victory points.

In competitive Plots, one Commander always gets the whole reward, while in cooperative Plots, there can be multiple rewards (such as 5/3/1 victory points). That determines the reward for the Commander of the strongest, second strongest, and third strongest squads.

### **Resolving a Plot:**

- 1.** Count: For a cooperative Plot, check that the sum of the Character Numbers of Characters deployed to this Plot is sufficient. If not, the Plot immediately ends with failure and all characters go back in the Reserve. Characters in the Reserve usually only return into the Lineup and into action at the end of the round.
- 2.** For competitive Plots, there is no check. Tactics: All action cards, special abilities, and cards changing Character Numbers must be played in this stage. As soon as all players have passed, move on to the following point.

3. Count: Determine who won a competitive Plot or divide the reward for a cooperative Plot.
4. Manoeuvres: Gradually play out all the effects that follow after a Plot is resolved, for example Assault.

### **Example**

*The players are Jan, Tereza, Michal, and Pavlína.*

*In the March phase, there are six Plots on the table. To simplify, let's go through two specific ones: The cooperative plot Deserters (Fight 15) and the competitive Letter Drop (intrigue).*

*First off, Pavlína, the first player, decides to deploy one of her Characters to Letter Drop. She checks the Character has an Intrigue icon and established a squad. Nobody else joins Letter Drop, meaning Pavlína's squad is the one with the highest counts and wins all the victory points and other rewards.*

*The situation with Deserters is more complicated. Jan decides to go first and deploy his proud officer Alexey against the Deserters. Because he is first, he starts a new squad - every Character*

*at a Plot has to belong into some player's squad. Later, Tereza and Michal also deploy a number of their Characters to the Plot. While the Character Numbers in Tereza's squad add up to 9 and in Michal's one it's 11, Jan's squad only has 4. Jan can see that even if he sent his last Character to the Deserters, he would still not win, so he strikes a deal with Tereza that she will leave another plot to him later on and deploys his last Character to Tereza's squad. Thanks to Jan's reinforcement, Tereza's squad get a final count of 12.*

*When resolving the plots, the players will first check that there are enough characters in the Plot to overcome the Deserters, whose strength equals to 15. Nobody plays any dirty tricks in the Tactics stage and everybody passes, meaning we can go on to evaluate who gets which reward. Tereza gets the entire reward for the strongest squad. Michal gets the reward for the second strongest, while Jan gets nothing, except for a promise for the future from Tereza, because this Plot only rewards the first two squads.*

*All Characters return to the Reserve and the game goes on.*

Rewards for Plots mostly consist of victory points; in exceptional cases, there might be other effects. The player who wins the most plots at a Location wins the whole Location as well and takes the Location card including its victory points.

## INJURY AND DEATH

Marches through Siberia are demanding, and the journey weakens the Characters. Different effects (other Characters' abilities, Plots, Locations) can injure a Character or order the player to divide a number of injuries between his Characters.

When a Character is healthy and doing well, their card is straight. When they are injured, the card gets tilted.

As you march on, Characters will die. Characters that die are lain to rest at the graveyard

## CLEANUP

The last phase of the game means clearing the board and playing Cleanup effects. At the same time, all Characters from the Reserve will move to the Lineup. At the end of the Cleanup phase, reveal a new location.



The game has five locations and the last one has to be drawn from a special pack of final locations. At the end of the third location, the player who has the lowest number of points can pick this destination.

## END OF GAME

After the last location is evaluated, count which player gained the most victory points.

Their fraction has passed through Siberia with the best reputation, the most information, and fulfilled their orders. They can pat themselves on the back.

