



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 exceptional because it tells a different and unique story with every playthrough.

CONTENTS OF THE BOX

Game board

Commander cards (8)

Character cards (138)

Action cards (64)

Location cards (22)

Plot cards (158)

First Player token

Resources in each fraction  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.

COMMANDERS



Every player will play 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 actively involved in the action. Commanders have different abilities, which may influence their tactics and leadership style.

FRACTIONS

The main game contains four fractions: The White Army, the Reds, Czechoslovak legionnaires, and the Warlords.



CHARACTERS



Characters are the Commanders' main tools. They help them pass Siberia's trials.

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: COMBAT / INTRIGUE / CHARISMA. The attributes determine the Character's talents, and which Plots they character can participate in.



PLAYING THE GAME

The game usually consists of five rounds. Every game turn is divided into the following phases: Auction, March, and Clean-up.

AUCTION

Every round begins with the Auction stage, in which you use Resources to draft Characters into your fractions and bid them on Action cards. First, all players get their Resources (R). Their number is determined by the Commander card or other special cards.

Then you determine the First Player for the given round. They become the First Player from the beginning of the Auction up to the end of the Clean-up. You set a new First Player every round.

The First Player will always be the player with the highest number of Characters. If more people have the same number, look at whose fraction contains the strongest character. If multiple players have equally strong characters, decide based on who has the most Resources (marked R on the cards). If multiple players have an equal number, decide based on the number of victory points. If none of

these options work to determine who goes first, toss a coin. After the First Player has finished their turn, go clockwise around the circle.

Draw new Character cards and Action cards to the Marketplace. These cards can be bid on in the Auction. In the first round, the number of new Characters is equal to the number of players multiplied by 3. In the next rounds, it will only be the number of players multiplied by 1.5 (rounded down).



In every round, draw a number of Action cards equal to the number of players. All Action cards are single use only. Discard them after use.

In the Auction, a player can:



1. Bid 1 - unlimited Resources on a card in the Auction. When bidding on a card from the player's own fractions, add 1 R from the bank as well.
2. Play an unlimited number of special actions.
 Spend 3R (Resources) to draw a random Action card from the pack.
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 for 30 seconds 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. The player who won a card will return all the Resources they bid back into the bank. Everybody who lost in the Auction gets their Resources back.

Sworn enemies

The enmity between the Reds and the Legionnaires runs very deep. While all other fractions can decide to cooperate with characters from another fraction, Legionnaire Commanders cannot bid on Red characters and vice versa. However, they can collaborate when resolving Plots, out of lack of other options or to get a reward.

MARCH

Under the Location card, draw a number of Plots equal to the number of players multiplied by 1.5 (rounded down).

Plots have three difficulty levels - first, second, and special. At first level Locations, draw Plots from the first level Plot pack; at second level Locations, draw Plots from the second level Plot pack. Only draw special Plots when the game tells you so.

Plots

Plot represents a specific situation or problem: a fight, blackmail, a pep talk or eulogy, etc. Plots can be competitive or cooperative.

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.

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 (for example to resolve a Plot) 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

A player can:

1. Deploy any of their 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. A player cannot send two squads to one Plot, but they can send their Characters into two squads under one Plot, depending on how the situation develops (see pt. 2). 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 everyone has decided to pass.

Plot evaluation

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. .

Plot evaluation

Once all players have passed, look at all Plots. Going from left to right on the board, evaluate who won which Plot.

To decide that you need to:

- 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 Line-up and into action at the end of the round, in the Clean-up phase.
For competitive Plots, there is no check.
- 2.** Tactics: All Action cards, special abilities, and cards that alter Character Numbers must be played in this stage. Once all players have passed, move on to the following point. 
- 3.** Count: Determine who won a competitive Plot or divide the loot from a cooperative Plot. 

4. Manoeuvres: Gradually play out all the effects that follow after a Plot is resolved, for example Assault. 

Ties

When evaluating a plot, two or more players may end up having squads of equal strength. This may happen both in competitive Plots and in determining the first or second strongest player in cooperative Plots. To determine the stronger player:

First count which player has more Characters in their squad. If that ends in a tie, decide based on which player has the strongest Character in their squad at the given Plot. If that also ends in a tie (for example because both squads only contain one Character whose Number is 5), both players will make a secret bid of any number of Resources and then uncover the bid simultaneously. The player who offered more Resources will return them into the bank and wins the tie.

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. 

If two or more players have gained the same number of Plots, you need to determine who gets the Location. In that case, decide based on the total number of points gained at that round's Plots. If that ends in a tie, the person who won the most valuable Plot wins the Location. If that also ends in a tie, both players will make a secret bid of any number of Resources and then uncover the bid simultaneously. The player who offered more will discard the Resources and win the Location. Good supply routes are simply a decisive advantage in Siberia.

Example

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

In the March phase, there are six Plots on the table. To simplify, we will look at two specific Plots: The cooperative Deserters (Combat 15) and the competitive Letter Drop (Intrigue).

First Pavlína decides to deploy one of her Characters to the Letter Drop. She checks that the Character has an Intrigue icon and establishes a one-man squad. Nobody else joins Letter Drop,

meaning Pavlína's squad is the one with the highest N count and once the Plots get evaluated, she wins all the victory points and other rewards.

Deserters are a bit more complicated. Jan decides to 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 have a combined N higher than that of 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.

WOUNDS AND DEATH

Marching through Siberia is demanding, and the journey weakens the Characters. Various effects (Characters' abilities, Plots, Locations) can wound a Characters - for example by telling the player to divide a certain number of Wounds between his Characters.

When a Character is healthy and doing well, their card is straight. When they are wounded, the card gets tilted 90°. Wounded Characters can still take all actions that are available  them. Their N is also not influenced by their Wounds.

As you march on, Characters will die. If a Wounded character gets another Wound, they die and go to the Graveyard.

CLEAN-UP

The last phase of the game means clearing the board and playing Clean-up effects.

At the same time, all Characters from the Reserve will move to the Line-up. 

At the end of the Clean-up phase, reveal a new Location. Locations can have three difficulty levels: first, second, and a special category Final Location. 

CAREFUL - the game has a pre-arranged number of Locations (the standard is five) 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.

GAME END

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.

GLOSSARY

Some Character abilities are more frequent, and they were included in the Glossary.



Assault - if a character wins in a competitive Plot, you can force another player to distribute a Wound to the members of their Squad participating in the given Plot. If this character loses in a competitive Plot, they get Wounded.

First Aid - in cases when any character is supposed to be wounded, you prevent this wound by moving this character to the Reserve from the Line Up or a Plot

Surgery - you can move this character to the Reserve from the Line Up or a Plot to heal any character.

Brotherhood - you can wound this character to prevent a Wound to any other character with the tag Brotherhood, which is participating in the same Plot (including characters controlled by another player)

Explosives - after Plots are revealed, you may sacrifice this character to destroy one of the plots. No one gains the plot; the plot is not replaced. The character dies and moves to the Graveyard.

Comradery - when entering squads that contain at least one Red character already, you can ignore the plot icon requirements.



