Return To Netheros

Nethoros once thrived with the hustle and bustle of any populated word. People shopped, fought, loved, died and worked. Then came the sundering. The plague to end all. The Council of Netheros decided that each race should retreat to their own subterranean shelter, where the finest specimens of each race were to be preserved. The scientists anticipated that it would take a millennium for the world to be safe enough for these people to emerge and so the timer was set.

The land of this world is ready for repopulation. The sundering has passed, and now is the time for a new beginning. The Acastian Vaults have held the remaining survivors from each race safely, in suspension for a millennium. Now is the time of the emergence. These emerging creatures will once again try to lay claim to the lands of their forbearers and repopulate the once again lush and healthy areas of this world. The old ways have long been forgotten. War and Famine replace cooperation and understanding. Can your race survive? What will remain once the conquering forces have completed their advances?

Game Setup

Race Selection

Each player will draw a Race Card at random from the deck of playable races. These cards will specify which race that player is playing, and therefore which colour of meeple and tile markers that player will use to represent their military forces and claimed land. The card will also detail any race specific rules that apply to the person playing that race.

Starting Location

At the start of play each Race emerges from an Arcastian Vault, shown on the board by the symbol:

Each of these symbols also has a corresponding number. Starting with the youngest player and then working in a clockwise direction. Each player will roll a D6. If the D6 lands on a number that corresponds to an available Arcastian Vault, then that player will place their Capital tile on that vault to mark their starting location in the game before passing the D6 to the next person. This will continue until all players have claimed a location.

Military Units

At the start of play each player will begin with a Capital and 1 military unit. Further military units can be purchased during play and the details of how to do this will be outlined later in this document.

Starting Tiles

Each player selects six starting tiles from the mixed selection of tiles to be their starting set.

Playing the game:

Each turn a player perform actions to advance their conquest of the world. They may perform one from the following list of actions:

- Place tiles and pay the relevant costs associated. A replacement is then drawn from the tile deck. (Tiles can only be placed next to existing owned tiles. A new 'chain' of tiles cannot be created in a single turn).
- Train a military unit. Unit appears at the Capital or Barracks tile
- Attack a military unit or tile.
- Abandon a tile and reclaim half of the purchase cost of resources (Rounded up). Remove your owner marker but leave the tile in place.
- Discard some or all of the tiles in your hand and replace them from the deck. If you do this you must draw a condition card from the deck of condition cards. This may have an advantage or disadvantage to the current player. There may also be effects and actions that are required by the other players.
- Draw a condition card from the deck of condition cards. This may have an advantage or disadvantage to the current player. There may also be effects and actions that are required by the other players.

Only after completing an action from the above list can the player then perform the following in this order:

- Moving military units.
- Choose to bank resources.
- Claiming tiles and converting them to the relevant race. You must own an adjacent tile to do this, pay half the purchase cost (rounded up) of the tile and then place an owner marker on the tile.
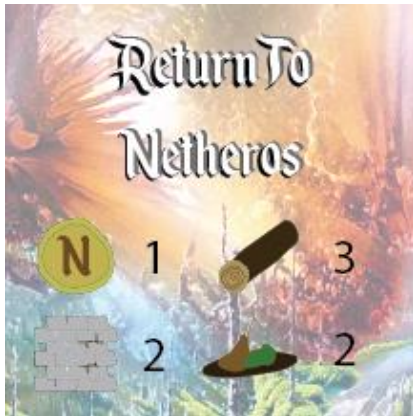
Playing and Purchasing Tiles

Each tile has a cost printed on the reverse side of the tile. Costs are calculated in:

Stone	
Gold	
Food	

Wood	

The reverse side of the card looks like the example below:

The example tile here will cost: 1 Gold, 3 Wood, 2 Stone and 2 Food to place.

Different tiles have different costs for their placement.

Some tiles will also specify that they can only be placed on certain terrain. Fishing Boats for example can only be placed on water. This will be denoted by the colour of the tile owner box. If the box is white then the tile can be placed on ANY square on the board. If the text is of a different colour, then the tile can only be placed on a square with at least one side having a corresponding coloured border.

Tiles can only be placed on free squares that are adjacent to a square already claimed by the player.

Tile Details:
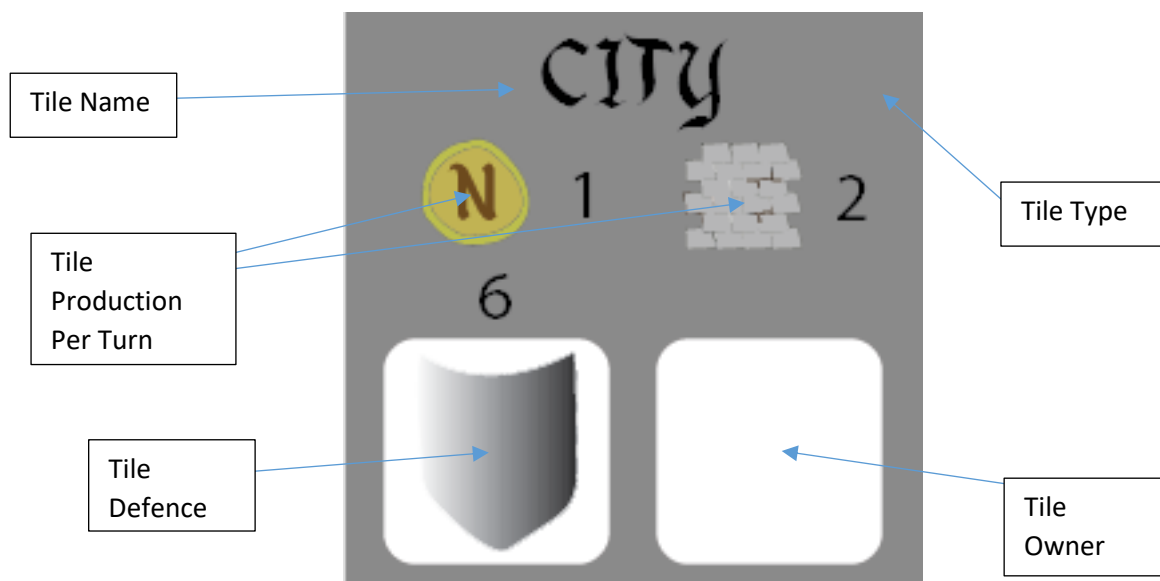
The details on the front of the card tell you the following information:

Tile Name – The name of this tile.

Tile Production Per Turn – The number of resources of each type that this tile generates per turn.

Tile defence - The number of successful attacks required to make this tile Vacant.

Tile type - The colour of the tile tells you the type of this tile. Different tiles may or may not have advantages and disadvantages to different races and due to different conditions.

Red Capital City

Grey = City

Brown = Tunnel

Dark Green = Lumber Producer (Primary product is Lumber)

Light Green = Farm (Primary product is food)

Yellow = Mine (Primary product is Stone)

Blue = Fishery (Primary Product is Food)

White = Bare or Non-producing land/water.

Tile owner – May contain a marker piece denoting that this tile is owned by a certain race.

Tunnels

If a player owns two tunnel tiles, then their military units may travel between these two tunnel points without being attacked. They must travel by the most direct route (tunnels can go under water). If either tunnel end is destroyed whilst the unit is in the tunnel, then the tunnel is deemed to have collapsed and that unit dies. Tunnelling units are denoted by sitting on a grey token to show they cannot be attacked.

Military Units and Combat

Each military unit has a standard defence of 1 unless otherwise altered by a condition or race card.

Military units have an upkeep of 1 food per unit per turn.

For a military unit to attack another military unit it must be on an adjacent tile.

Should a player choose to attack with a military unit then they will declare this as their "Turn Action" before declaring the attack.

The attacker ALWAYS strikes first.

Under standard conditions a unit will attack another unit and destroy it on its first turn (meaning the loosing player returns their piece to the pile of unassigned military units). If due to a condition or a race the unit is not destroyed by the first action, then the player who attacked is to stand the unit on one of their own colour markers, to denote that they have inflicted 1 point (or more if required) of damage to that unit. Once destroyed or moved the player will return their marker to their pile.

Injured units cannot move and must be healed before moving. The cost of fully healing a unit is half the cost (rounded up in case of an odd number) of purchasing the unit.

Purchasing a military unit takes a "Turn Action" and costs: 2 Gold, 2 Stone, 2 Wood and 2 Food under standard conditions (unless altered by a condition or race card). You may purchase up to 8 military units in total.

Attacking a tile works in a very similar way to attacking a military unit. The unit stands on an adjacent tile and can inflict 1 point of damage (unless altered by a condition or race card) per turn, adding one of the attackers coloured markers to the Defence pile until that number equals the number required. More than one unit per turn can attack as long as they are on adjacent tiles. Once the number of markers in the defence pile equal the defence of the tiles, then the tile is beaten. All coloured markers are returned (including the one denoting possession of the tile) and the tile may be invaded.

To invade a tile a military unit needs to simply enter the tile, then on their next turn claim it as their own by placing a coloured marker in the "Tile Owner" location on the tile. In order to invade a tile a player must already own a tile on an adjacent side to the tile trying to be invaded. A "Settlement" tile can only be claimed when that player no-longer has any tiles remaining on the board.

Resources

Resources not used in a turn are deemed to be lost unless you choose to bank them.

You may bank all resources from your Capital and any city tiles as well as a single unit of the primary resource from any production tiles.

Capital Cities

Once your capital city is captured, if you have no more city tiles on the board you are out of the game, your nation is defeated and all of your tiles become available to be claimed by other players. Your banked resources return to the bank and you are out of the game.

If you have another city on the board. This city becomes your capital. It is assumed that you would use resources at hand to upgrade this city to a capital and therefore you loose all currently banked resources. Replace the City tile with your capital tile.

Winning the game

DOMINATION

To win the game a player needs to dominate Netheros by capturing the last remaining city of all opponents on the board.

CO-OPERATION

Once every tile on the board is occupied, or no further tiles can be played by either player, then the game ends. Players total the values on the board of the number of squares their race has claimed. The player with the highest score wins.