



CAMBRIA



It is 400 AD and the Roman occupation of Britannia is drawing to a close. Most of the Legions have been withdrawn. The system of Roman fortresses and roads is only thinly defended, particularly in Cambria. Across the sea, Hibernian warriors prepare to invade...

Cambria is a fast and aggressive game of siege combat. To win, the players must make skillful use of their die rolls to surround and capture Roman fortresses.

Components

1 game board, 1 rules sheet, 2 dice, 25 warriors (cubes) in 5 colors, 23 tokens (labeled disks), 1 legion (pawn).

Board Layout

The board depicts Cambria, the Roman name for Wales, and a system of roads leading to forts. Each road connects 2 forts. Each fort has an icon showing a die face, numbered 2-6. The number of roads leading to each fort is equal to its die number. In the sea, there are 5 boats numbered with die faces 2-6.

Setup

Place one of the “4VP” tokens on each of the “6” fort spaces on the board, one of the “3 VP” tokens on each of the “5” fort spaces, and one of the “2VP” tokens on each of the “4” fort spaces. Distribute the fort markers onto the fort spaces on the board, matching the die numbers depicted on them. Place the “4,” “5” and “6” fort tokens on top of the “VP” markers already there. Each player takes a set of five warriors (cubes) in one color. Place the legion (pawn) on the eagle icon in the sea. Randomize a start player. Play now proceeds left from the start player. Each player rolls one die, re-rolling any roll of “1.” and place one of her warriors on a road leading to a fort matching the number on her die. Regular turns now begin with the start player and proceed left.

Turn Sequence

The active player rolls two dice. If the active player starts her turn with a warrior on a boat, then after rolling the dice she may remove the warrior from the boat, and substitute the number of the boat for one of the die she rolled. She may use this substitute die value for normal placement, to make doubles for replacement, or pair it with a “1” for legion movement (see below). Players initially place warriors from their off-board supply. When all a player’s warriors are on the board, she may move warriors already on the board, either from roads or ships. A warrior removed from a boat can be used for placement immediately.

If the active player rolls two different numbers, and neither of them is a “1” then she may place one of her warriors on an unoccupied road connected to a fortress matching the number on one of her die.

If the active player rolls doubles of a number other than “1” she may replace an opposing warrior or legion with one of her own, on a road connected to a fortress matching the number rolled on the dice. Displaced warriors are returned to the opponent’s supply; the legion is returned to the eagle icon if displaced. The active player may also place on an open road leading to a fortress matching the dice number.

If the active player rolls a “1” and another number, she may either place using the other number as normal, or she may move the legion. If she moves the legion, it must move onto a road connected to a fortress matching the other number she rolled. If an enemy warrior is on this road it is displaced. **If the active player rolls double “1”s** she must move the legion. She may move it to any road on the board, displacing any player warrior there. **After moving the legion,** the active player may place a warrior on any open boat. A boat may only be occupied by one warrior.

The active player may pass however this is rarely advantageous.

If at the end of the active player's turn, all the roads leading to a fort are occupied by warriors, and one player occupies more of these roads than any other single player, then that player captures the fort. She takes the fort token off the board. If the legion pawn is on a road leading to a fort, that fort cannot yet be claimed. If 2 or more players are tied for the most occupied roads, the fort cannot yet be claimed. Whenever a "4," "5" or "6" fort is captured, the "VP" token underneath is given to the single player with the second-most warriors occupying roads leading to that fort; if there are tied second-place players, or the fort is totally surrounded by one player, then the "VP" token is removed, and not awarded to any player.

Game End

The game ends at the conclusion of the active player's turn, whenever 6 or fewer fort spaces still have fort tokens on them.

Remove the legion from the board. A player may now claim any Roman fortress remaining on the board if she occupies more of the roads leading to it than any other single player, even though all the roads leading to the fort are not occupied. Tied forts are not claimed. "VP" tokens are awarded using the normal criteria.

Scoring

Fort tokens are worth VP equal to their die number; VP tokens are worth the number of VP indicated on the token. The player with the most victory points is the winner. In the case of a tie, the following tiebreakers apply:

1st tiebreaker: The tied player with the most tokens wins.

2nd tiebreaker: The tied player who had a turn least recently wins.

Credits

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Game design and artwork by Eric B Vogel

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