

Tenth Division 第十军分 – Rules

Background

Summary

1365 AD. 10 miles Northwest of Nanjing, China. A masterful battle took place. General WeiMin lead the Tenth Division, known as the bright ten (明十) to victory. They defeated the Mongols, ending the Yuan Dynasty. Sadly, in the final battle, General WeiMin died leaving a power vacuum between his five brigade commanders.

The Tenth Division was renowned for brilliance in strategy and logistic. Emperor HongWu, a great friend of WeiMin, is looking to the Tenth Division to support his new government. Which brigade commander will take control and usher in the Ming Dynasty?

Objective

There are two games:

King of the Hill – the objective is to control the middle hex for 7 consecutive turns. The count starts after the turn in which the player gain control of the middle hex.

Total War – the objective is to eliminate every other opponent on the board in terms of troops.

How to make the game

Construction:

1. Settlers of Catan
 - a. Hexagonal Region Tiles
 - b. Wooden Road Pieces
 - c. Resources Cards for Rice; Wood; Brick; Metal
 - d. Dice
2. Risk
 - a. Dice
 - b. Armies (infantry/cavalry/cannons)
3. Monopoly
 - a. Money

This will assemble a game for 3-4 players.

The Catan expansion plus an extra Risk army (likely purchased separately or from a 2nd Risk game) allows for 5-6 players. Recommendation is to use the expanded hex board with 4 players as well.

How to Play

Board

King of the Hill – Start with a desert hex in the middle. Flip the other tiles over and randomly build out the game board with the desert hex staying in the center. Use the Catan outer frame as a guide. When done, flip over the tiles.

Total War – Flip over the tiles and randomly place them face down in any formation. Common formations are the large hex (similar to Catan) or rectangular. It is also possible to build out branches and gaps. Be as creative as the players want. The only requirement is all players agree on the final board layout. Once done, flip the tiles over to reveal the terrain.

Turns

Pick someone to go first and follow clockwise. Roll a die, guess a number, or spin the bottle to choose, it is up to the players. Whoever goes first places all their soldiers on a single hex. If you are playing *King of the Hill* the only hex a player cannot select is the middle rock. Each player does the same in order of sequence.

Here is how a turn works:

1. Roll & Collect your resources
2. Conduct Attacks
3. Make any Trades
4. Build or Destroy any roads
5. Conduct Troop Movements
6. Train additional Soldiers

Starting Resources:

- \$100
- 5 infantry

Money

There is a bank. The bank acts solely as a resource center. You can think of the bank as the Rothschilds or the Illuminati; they exist in the background of all world events, demanding payment from anyone trying to advance their agendas. Ok, really. The bank exists to create and control a monetary supply. Money facilitates trade and resource management.

- Every turn you will collect \$50 from the bank along with resources.
- Buying troops give money and resources back to the bank.
- Money for roads go to the bank.

Resources

In order to survive, armies will forage. The gains from foraging result in resources for your army. Commanders have the ability to focus their troops on certain resources but also succumb to luck. At the beginning of every turn, you get resources based on your roll and what territory you hold.

The four resources are:

1. Rice
2. Wood
3. Brick
4. Iron

To determine a player's resource collection roll a die. The number is the number of resource cards the player receives. The player chooses the resource cards they want based on the terrain their armies occupy. They are limited to one resource card per terrain hex.

For example, Player 1 rolls a 2. They get two resource cards. Their troops control two wood and one Rice hex. Player 1 can choose two wood resource cards or 1 wood and 1 Rice. Player 1 cannot choose 2 Rice resource cards because his/her troops control only 1 Rice hex.

Troops

Training troops occurs at the end of each turn. Troops can be placed in any hex the player occupies.

Troops costs:

- Infantry: \$20; 1 Rice;
- Cavalry: \$30; 2 Rice; 1 Wood;
- Cannons: \$50; 3 Rice; 1 Wood; 1 Metal

Troop Movement

Troops can move across two hexes if there are roads connecting the starting hex and finishing hex.

Otherwise troops can move from one hex to the next. Troops cannot move into or through an occupied hex however, roads are not considered inside the hex.

Infrastructure

Roads are great and easy to build. They aid in troop movement and trade. They provide critical infrastructure for your brigade. Remember, logistics wins wars.

You can build and destroy roads during your turn. Use this power wisely.

- Roads cost \$5; 1 Brick to build
- Roads allow troop movement of 2 hexes (movement of two sequentially adjacent hexes that are also connected via roads)
- You can trade with any player who is connected to your troops by roads
- Roads are neutral – all can use no matter who built them
- You can destroy any road that is adjacent to your troop positions

Battle

Battle takes place at the beginning of the players turn. A player conducts troop movement and training after battle because 1. You probably need to know if you've won to know where to move, and 2. You fight with the army you have. It might read a bit complex, but the battle system is simple in practice.

Attacking/Defending:

Attacks take place in sequences. Each sequence must be declared prior to the attack commencing. The player must designate which troops are attacking and where. A player can attack adjacent hexes from

those they occupy. A player can attack multiple positions at once but a single unit cannot be a part of multiple attacks. A player can attack a single hex from multiple directions.

Cavalry and infantry can only attack adjacent hexes. Cannons can attack either adjacent or one additional hex beyond. In the case of a cannon attacking two hexes away, the cannon is acting as its own attack in the sequence.

Once the Attacker declares their sequence, the Defenders must designate which units are defending each attack. If a defender is being attacked from multiple positions, they will need to split their troops among the separate attacks. The only case where a single unit can defend multiple attacks is when there are too few units to split. Cannons can defend against attacking cannons deployed two hexes away, however, cavalry and infantry cannot.

After attacking through the declared sequence, units within a hex can be reassigned. The Attacker can create a new sequence and the Defender creates a new defense allocation. Troop movement between hexes are not allowed unless a hex is opened from battle. Then a one-time troop movement by the winning unit can occur.

Dice:

The larger number of units between the attacker and defender gets three dice to the opponent's two. If they are the same number of units both roll two. Each die represents a win or loss of a unit for up to 2 units each roll. Ties result go to the defense. The specific units lost are determined by owner of the units.

The attacker can stop their sequence at any point or continue until no more units exist for the defender or attacker. Once an attack is finished, the attacker moves on to the next attack in the declared sequence.

Combined Arms:

A combined cavalry/infantry attack or defense gains +1 to any dice (decided by the player) if the opposing units are homogenous.

A combined cavalry/infantry/cannon attack or defense gains +2 points spread or combined over the dice on a single type unit defense and a +1 to any dice on a dual combination defense.

Counterattack:

Every third sequence allows for the defending player(s) to counterattack. The counterattack sequence is the same process only the Defender and Attacker roles are reversed. Any troops that can attack that active turn player's troops is allowed, even if those troops are not actively defending in the prior sequences. The player counterattacking cannot attack any other players.

Once the third sequence is started, the defending players are all eligible for a counterattack option. If the turn player ends their attack mid-way through the third sequence, they are still at risk of counterattack(s).

If the turn player is attacking multiple players in their sequences, each player conducts a counter attack sequence in order of their coming turns.

Counter attacks can be swapped for troop movement for the defending player. Troop movement is limited to one hex no matter the infrastructure in place.

Trade

If the turn player is connected to another player's controlled space via roads then they can trade. Trade can be conducted via money or resource bartering. The bank will also accept 3 to 1 resource trades and \$100 to 1 resource.

