

# Farlander Rules

Farlander is a strategy game based of capturing territories. The game can be played with 2, 3, or 4 players and the winner is the player with the most captured territories at the end of the game. The game contains 7 hex tiles that form a map, and several wooden “army units” that represent a players military force.

## Setting Up

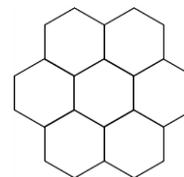
1) Shuffle the hex tiles and create a random map by arranging the tiles as such:

2) Distribute the army units as follows:

2 Players – Each player receives 36 units (Red and Blue)

3 Players – Each player receives 24 units (Red, Blue, and Green)

4 Players – Each player receives 18 units (Red, Blue, Green, and Yellow)



## Territories

The map is split into a number of territories which are made up of a combination of red dividing lines and the edges of hex tiles i.e. no territory extends across more than one hex tile.

## Game Play

The game is split into two phases, military distribution and military action.

## Military Distribution

Players take it in turns to place one army unit at a time, into a territory. The territory must either be unoccupied or already occupied by that player's units. A territory can only contain units of one colour and no territory may contain more than 5 units.

Once all army units have been placed the game moves to the military action phase.

## Military Action

Players take it in turns to conquer enemy territories. An attacking player may use all the army units bordering the target territory. If the number of attacking units is greater than the number of defending units, the attacker wins the skirmish and the defending units are removed from the game.

The attacker must then occupy the newly conquered territory with 1-5 units from the bordering territories, the units may come from multiple territories but no territory can be left unoccupied.

If an attacking player uses a number of territories, each containing a single unit to attack, the attack will fail as there will be no units available to occupy the territory.

If a player cannot conquer, their turn is skipped.

You may only conquer one territory per turn.

If conquering is possible, it is **compulsory**.

## Game Ending

The game ends when no player can conquer. At this point, each player counts their territories and the player with the most is declared the winner.

## Garrison Rules (Optional)

It is recommended that in 3 and 4 player games, garrisons are used. Territories marked with:



Add +1 defence point to any player defending that territory. Garrisons do not add any points when attacking. At the end of the game, territories containing the garrison symbol are worth 2 points while other territories are worth 1 point each.