# Pax Pamir Notes

## Basic Rules

Dominant means a coalition has 4 or more units on the map than any other coalition

VP for dominance

- patriots (local influences)
- eliminated influencers acting against this coalition
- all the financial gifts

Political symbol represent current climate in the region

## Taking Actions

- You have 2 per turn (can perform the same type of action twice)
- Purchase a card from the market, and add to hand
- Take a card from the hand, and add it to your court
- Use an action on your card

## End turn Clean-up

- Discard down to your court limit (3 + total purple stars in your court)
- Discard down to your hand limit (2 + total blue stars in your court)
- IF you discard a leverage card from your court, remember to pay 2 coins to the bag OR pay the penalty (see leverage below)
- Any spies on discarded cards are returned to player boards (pro-tip here!)
- Trigger Event cards (see below)

Actions on your card, that matches the favoured suit symbol is a free action.

Event cards in the left most space of the market, trigger the top effect then discard the cards. Then refill the market.

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## Purchase (Buy a card from the market)

- Place 1 rupee on each card to the left of the card OR if the preferred suit is military, you must place 2 rupees on each card to the left
- You cannot then purchase any card you've placed a rupee on
- If there is an empty space, place it on the card above/below in the same column
- Take any rupees on the card you purchased (including event cards)
- Event cards trigger the bottom action when you purchase, but do not go to your hand

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## Play (a card to your court)

- Add the card from your hand to the left or the right
- You may not rearrange the cards in your court
- Resolve impact icons 1 by 1, they then have no further effect
- If playing a card with a region ruled by another player, you must pay 1 rupee for each of their tribes present, they can waive the bribe using negotiation.
- Playing cards with the coloured banner (patriot cards) if it does not match your current loyalty you must immediately discard all your current patriot cards
- You can place cards into your court that exceed your court limit, you will just need to discard down at end of turn.

## Placing Armies

- If white, place them in the region specified matching your current loyalty
- If coloured, place them in the region specified, matching that colour. You then must change your loyalty if it does not match!
- If there are none in the supply, you must take armies already in play (including converting roads)

## Placing Roads

- If white, place them in the region specified, matching your current loyalty
- They are placed on the borders and can lead to any adjacent region
- You can have multiple roads to the same region

## Leverage (Scales)

- Take two rupees from the bank

## Preferred suit

- Change the favoured suit symbol to that symbol, ignore this if already that symbol

## Spies

- Take cylinder from your player board, and place it on ANY card with the same region name as the card being played
- You can convert tribes to spies if you do not have enough cylinders

## Tribe

- Take cylinder and place it in the region with the same name as the card (these are tribes)
- You can convert spies to tribes if you do not have enough cylinders

## Ruling a region

If you have at least one tribe in a region, and you have the most **ruling pieces** compared to other players you become the ruler. Take the ruler token for the region.

- Ruling pieces tribes + armies of your loyalty
- Compared to other players means more pieces than what all other players have in the same region (counting their tribes + loyal armies). i.e. you would ignore any armies that no player is loyal to completely.
- If a tie, no one rules the region
- When you no longer have the most ruling pieces, you no longer rule the region immediately and return the ruler token to the board.

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# Card-Based Actions (Use an action on a card in your court)

- Each card can only be used for one action once per turn, regardless of the number of actions icons on that card!
- Actions on cards matching the favoured suit do not count against your turn's two-action limit. Remember: each of these cards can still only be used for a single action per turn.
- You can play a card, then use the action (as your 2nd action for the turn)
- HOSTAGE ACTIONS - If a player has more spies on your card than you yourself do, you must pay that player rupees equal to the number of spies they have on the card (this player effectively rules the card, they can waive the bribe if they wish)

## Taxing

- Take rupees from ANY card(s) on the market, region does not matter
- If you rule a region (with a tribe) you may take rupees from players who have cards in their court of the same region. However each player has a number of "protected" rupees equal to the yellow STARs on cards in his court.

## Gift

- Place one of your cylinders on ANY space on your loyalty dial, pay the cost in rupees as indicated. Place rupees spent on the cards in the market, but starting from the RIGHT most column SKIPPING empty spaces when determining the right most.
- If there are ever not enough cards in the market to place rupees on, these excess rupees are removed from the game.

## Build action

- Must RULE a region on the map.
- May build UP TO three armies/roads and place them in any region you rule.
- Each block costs 2 rupees, paid back to the market

## Move (the flags)

- Number of moves is represented by the rank of the card (stars on the card)
- For each one move, you may move one loyal army OR one of your spies

### Moving Armies

- You may NOT move tribes
- Same unit may be moved multiple times if you have enough moves
- Must move along your roads

### Moving Spies

- Move a spy one space to the left or right as if all players courts formed a circle.

## Betray (knife)

- Costs 2 rupees
- Discard one card where you have a spy(s)
- May target your own cards
- All other spies are returned to their owners
- If a leverage (scales) card is removed, that player must return two rupees to the bag. If you cannot, for each missing ruby you must discard one card from your hand or your court.
- If you betray a card with a prize banner at the bottom, you MAY accept that card as a prize, tuck it behind your dial (this is why you might betray one of your own cards). If you take a card of a different loyalty, you must change your loyalty dial.

## Battle

- You may start a battle in any ONE region where you have armies (don't need to rule it), or on any court card where you have spies.

### Battle with Armies

- In a region, EACH OF your armies can destroy one army/road/tribe of a DIFFERENT loyalty.
- BUT you may not destroy more armies/roads/tribes than the rank (stars) of the card. e.g. if you have two armies but a rank 1 card, you may only destroy one army/road/tribe
- Tribe loyalty is based on which coalition the player who's tribe it is is loyal to! e.g. If you are loyal to British, and an opponent has a tribe who in the region, but they are also loyal to British, you cannot destroy it.

### Battle with Spies

- Choose a court card
- Each spy can only destroy one enemy spy
- You cannot destroy more spies than the rank (stars) of the card

i.e. you can only destroy enemy spies equal to the lesser of the number of your spies on the card OR the rank of the card

## Changing Loyalty

- When you play a patriot card OR take a prize and these cards don't match your loyalty, you must change your loyalty
- Discard all gifts, prizes and patriots of your current loyalty
- Adjust your loyalty dial

## Overthrow rule (killing tribes)

- When you lose your LAST tribe in a region
- You discard all political cards (purple crown) associated with that region
- Also if you move your tribe away from a region, you must lose all political cards of that region. This can ONLY happen via an event since you can't normally move tribes.

ALSO

- If you lose the LAST political card for a region (i.e. opponent uses betray on your political card with their spy)
- You must immediately remove all of your TRIBES in that region

## Event Cards

- If there are any event cards in the left most column, these are discarded and trigger the action
- Trigger the top row first, then the bottom row second
- Trigger the top effect of the card which affects all players, then discard the card
- Leave any rupees on vacant spaces, then slide cards to the left so that these rupees end up on the card sliding over. Then refill the market

## Dominance check

- When any player buys a dominance card trigger it immediately
- Dominance cards are event cards, so trigger if they are in the left most column (see above)
- If a second dominance card ever lands in the market while one is already there, remove both and resolve dominance check immediately
- Count the number of coalition blocks each coalition has on the map, simplest to look at the tray! Check if any coalition has 4 more (or 4 less looking at the tray) than any other faction.
- IF there is a dominance, each player who has loyalty to the dominant coalition counts their influence (gift + prize + patriot + one for the dial symbol itself). Player with most influence scores 5 VP, second most 3 VP, third player 1 VP.
- IF no dominance, count cylinders each player has in play (check player board missing slots), the player with the most cylinders in play gets 3 VP, player with 2nd most gets 1 VP.
- If there is a tie for either scenario, sum the tied points and divide by number of tied players rounded down.
- IF there is a dominance, remove all armies and roads from the map!
- If the player in first place has 4 or more VP than second place, they automatically win the game.
- When you score the last (4th) dominance card, all points are doubled (regardless of if there is or is not dominance).
- In case of a tie at game end, the player with the most red stars in their court wins, if that is a tie, the player with the most rupees wins.

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## Keywords

- Coalition - British / Russian or Afghan
- Patriot cards - The coloured bar in the middle of cards which represents which coalition they are loyal to
- Political cards - Cards that are patriots to the political suit (purple)
- Hostage action - When another player has more spies on a card in your court than you have spies of your own on that card, you must pay a bribe to perform a Card-Based Action. The bribe is equal to the number of hostage-holding spies on the card.