Marauders game mode (1-3 players)

In this game mode 1-3 players are competing against a marauder tribe, which is controlled by automated rule set.

Preparation

12 Marauder tiles

1 Control board

Set up the base game according to the number of players, including the marauder tribe. Choose a colour and give a player board to the marauder tribe. It gets all the tribe members and markers of this colour. Place the control board in any direction in line with the map in an accessible area near the assigned player board. Place the priority marker (originally development marker) next to the priority track's campsite symbol. Next to the control board form 1 random draw pile from the marauder tiles.

Difficulty: The strength of the marauder tribe is adjustable using the marauder tiles. If you would like to play an easier game, then use the sides with number 2 on them. If higher difficulty is preferred, turn over any number of tiles to their number 3 sides.

Orientation

An imaginary indicator line connects the centre of the control board and the priority marker. You have to turn this imaginary indicator clockwise along the sides of the hexagon when you come across a situation requiring a decision. This helps to select a tray on the control board or to define a direction on the map. We suggest placing the game elements in a way that makes it easier to set the directions based on the control board.

Characteristics of the marauder tribe:
- Anytime, when it receives a resource or action marker as income or the reward of its actions, it goes onto the control board into the suitable tray sorted by colour. In addition to that, the player who occupies the first position in the player order (not necessarily the 1st player) pays the expenses of his/her actions onto the control board (instead of the common supply).
- Does not collect a development point, instead when it would receive a development point, it's priority marker moves forward in clockwise direction as many steps as the received development points.
- Executes its actions according to simple rules, and all of its tribe members are available from the beginning of the game.

Spring

At the beginning of spring, draw a new marauder tile onto the control board (the framed symbol should point upwards to an imaginary north). Rotate the marauder tribe's weather tile clockwise by 1 unit, then place the earned resources onto the trays of the control board, according to their colour.

Player: The player's actions work in the usual manner, but the expenses have to be paid onto the trays of the control board, according to their colour (the only exception is the extra resource paid onto the game board). If there are more players, only the player with the the the best position in the player order does this. *Example: If the player order is marauder tribe, player no. 1, player no. 2; then player no. 1 must do it.*

Marauder tribe: The marauder tribe executes the action on the marauder tile which is next to the tray that contains the most markers on the control board (and at least 2). When there is no clear majority, the first the tray clockwise from the priority marker is chosen (from those with the highest number of markers). If the actual action's columns are already occupied on the game board, then the next tray is chosen on the control board using the previous majority rules. From the chosen tray it places 1 marker into the general supply and 1 onto an empty column on the game board next to the chosen action's symbol.

The number in the middle of the marauder tile shows how many actions the marauder tribe will take. This is independent from the players. In those very rare cases when the marauder tribe has further actions to take, but it cannot, because there is no tray that fits the prerequisites (there are less than 2 markers or all columns are occupied next to the action's symbol on the game board), the marauder tribe get as many VPs as the number shown in the middle of the marauder tile.

Example: The player executes a rock painting action. He pays the expenses, 1 blue and 1 yellow resource onto the control board. Then the marauder tribe is the next. The most markers are in the trays next to the marauder tile's gathering and fishing symbols (both have 3). It chooses the fishing action, because that symbol is closest to the priority marker clockwise. So, it pays 1 yellow marker into the general supply and 1 other yellow marker onto an empty pillar next to the central pricing tile on the main board. Then it takes the largest fish from the fishing action slot.

Summer

Draw a new marauder tile onto the control board (the framed symbol should point upwards). Discard the previous one. When the marauder tribe is taking a turn and is taking back action markers, you should check for the position of the framed symbol from the current marauder tile is on the central pricing tile. In clockwise direction the marauder tribe chooses the pillar which contains the most action markers. It places the action markers onto the central board, according to their colour. Then you go through all action locations as usual using the summer rules.

Player: The player's actions happen in the usual manner, but the expenses have to be paid onto the trays of the control board, according to their colour. If there are more players, only the player with the best position in the player order does this.

Marauder tribe: If it has at least 3 markers next to the current action's symbol (marauder tile) in the tray, it executes the current action, then it returns 3 markers to the common supply from that tray. It may differ from the colour of the executed action's colour irrespective of the basic game's rules.
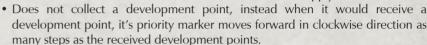
Hint: The players have to be careful as the payments made onto the control board will increase the number of the marauder tribe's actions.

Example: It is the marauder's turn. There are 2 pillars with 3 markers. On the marauder tile the rock painting symbol is framed. It chooses the pillar with the brown, red and blue marker, as that is the closest clockwise to the rock painting symbol on the central pricing tile. After it takes the markers, it will have 4 red, 2 yellow, 2 blue, 3 brown and 1 white marker on its control board. According to the symbols currently next to the trays, it will be able to execute 1 gathering and 1 migration action during the summer (there are at least 3 markers in these trays). But, there are chances for further actions, depending on the paying player's actions…

Actions of the marauder tribe (spring and summer)

🪨 Rock painting

The marauder tribe paints the picture left to right, row by row, started by the upper row. When it performs a rock painting action, it paints the next section in the current row.

🍎 Gathering

The marauder tribe takes the gathering tile, which provides the largest income for it. If this is not clearly decided, it takes away the 1st tile clockwise from the framed symbol on the pricing tile (from amongst ones with identical value).

🔥 Ceremony

When the marauder tribe is doing a ceremony, it takes the card which gives the largest income for it. If it cannot decide, it takes the one which is closer to the bottom of the game board (from among ones with identical value). If there isn't any card that gives VP in that moment (if the game would have ended immediately), the marauder tribe additionally gets as many VP as the number shown in the middle of the current marauder tile. The player order marker moves in the usual way, changing the future order between the players and the marauder tribe.

🐟 Fishing

The marauder tribe takes the fish which provides the most steps for it, then it moves upwards on the fishing track as usual. There is no significance which one is taken in the case of fish with identical values.

🦣 Hunting

The marauder tribe takes the card, which provides the highest income for it (according to the given moment and the end of the game). If it the decision is not clear, it takes the one which is closer to the bottom of the game board (from among ones with identical value).

🏔 Migration

2 of the marauder tribe's tribe members move onto the starting camp (if it's possible).

Important: In questionable situations the marauder tribe always decides according to the following order, when it calculates the biggest income: VP > action marker > resource > development point

Note: As an alternative, during the ceremony action the players can make a choice in the questionable situations, based on their opinion on which cards are estimated to be scored or yield better rewards at the end of the game.

🌳 Autumn

Player: The player's actions happen in the usual manner, but the expenses have to be paid onto the trays of the control board, according to their colour. If there are more players, only the player with the best position in the player order does this.

Marauder tribe: At first the tribe members closest to the starting camp are activated on the map. In the case of tie, it chooses the first in clockwise order from those that are at the same distance. If they are on the same place, it doesn't matter which one is activated first.

Movement: The activated tribe member tries to find a target according to which tray contains the most markers (at least 1) on the control board. The imaginary arrow pointing from the centre of the control board to this tray will show the direction of the possible movement. The activated tribe member's target is always that tile or item which is shown by its priority marker (priority track). If it can find a tile or item according to its main priority in that direction by checking a 3-line wide lane, it moves there regardless of the distance. If there are more in the same distance, it chooses the first in clockwise order. If there aren't any, it tries to find its next priority (next priority clockwise from the priority marker's position), and so on. If it is unable to find any of its priorities, the tribe member lies down and doesn't move in this round.

Regardless if the activated tribe member moved or not, half of the markers from the tray that showed direction go back into the general supply (rounded up). Then it moves to the next activatable tribe member (if there are any).

Example:

The marauder's tribe members in the starting campsite can move at first. The most markers are in the red tray, this will give its first direction. The priority marker is next to the animal icon, so it will search for animals. There is none in that direction, meaning it searches for its next priority, which is the gathering tiles. It finds a fruit; it moves there and takes it. Then the tribe member lays down, and 2 markers go back into the general supply from the red tray.

Although 2 brown and 2 yellow markers are now left, the brown tray is closer to the priority marker clockwise. So, the next tribe member moves in that direction. It finds an animal that way. It moves there and takes it, then 1 brown marker goes back into the general supply.

The last tribe member would move in the direction granted by the yellow tray, but it doesn't find any of its priorities (it is on the edge of the map). It lies down and 1 yellow marker goes back into the general supply.

Priorities of the marauder tribe on the map (autumn)

Campsite spaces: The marauder tribe moves to the space, builds its next campsite following the building order shown above. It doesn't use the usual listed cost in tribe members. Instead, every time when it builds a campsite, the tribe member goes back onto its player board.

Fishing-, hunting and gathering tiles: If there is a space containing a tile in the indicated direction, it moves there and takes it.

Action marker: If there is a space with an action marker in the indicated direction, it moves there. It takes 1 action marker in the shown colour onto the control board.

Megalith: If there is a free megalith in the indicated direction, it moves there. If it is already occupied, it steps onto an adjacent empty space nearest to it (clockwise).

If the activated tribe member is standing on a megalith or on and adjacent field, and the megalith is its main priority, it stays there. It lies down, and the next tribe member activates.

End of the game

The game ends after the fifth round as usual. There isn't any change in the calculation of the victory points.

Note: The marauder tribe does not get VP for the development points.

Victory: If one or more players earned more VP than the marauder tribe, the task is accomplished, that is a victory. If more players were playing against the marauders tribe and more succeeded, an outright winner is decided in the usual manner.

Failure: All players, who finished behind the marauder tribe, lost the game.