

TERRACOTTA ARMY

兵马俑



RULEBOOK



TERRACOTTA ARMY

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Emperor Qin Shi Huang has passed away. To protect him in the afterlife, a great army in the form of statues of faithful warriors must be assembled to stand guard in the Emperor's tomb. You will be among those tasked with building this magnificent army.

In *Terracotta Army*, you represent talented craftsmen and artists laboring to build the wondrous assembly of statues. During the game, you collect resources, upgrade your workers, and seek favor with the Emperor's Advisors. Your goal is to play a crucial role in the process of creating the Terracotta Army, and your success is measured in Victory Points. During the game, you and your fellow players will build together, but after the fifth round of the game is over, only one of you—the one with the building skills — will stand as the winner.

GAME COMPONENTS

GAME BOARD



ACTION RINGS

1 MIDDLE ACTION RING



PLASTIC PIN



1 INNER ACTION RING

WARRIOR ORGANIZER



4 "+100 VP/+200 VP" TOKENS



12 SCORING TOKENS



INSPECTOR PAWNS



RESOURCES

Note: All Resources are considered unlimited. If the supply runs out, use suitable replacements.

ROUND MARKER



90 DOUBLE-SIDED CLAY TOKENS



TOKENS

5 PRIORITY TOKENS



90 COINS



WARRIOR MINIATURES

11 OFFICERS



11 CROSSBOWMEN



11 GUARDS



11 SOLDIERS



SPECIALIST MINIATURES

4 MUSICIANS



4 FOOTMEN



4 KNEELING ARCHERS



4 HORSES



PLAYER COMPONENTS

4 REFERENCE SHEETS



16 WEAPON TOKENS

4 in each of 4 types



24 MASTER TOKENS
6 in each of 4 player colors



4 SCORING MARKERS
1 in each of 4 player colors



4 TURN ORDER MARKERS
1 in each of 4 player colors



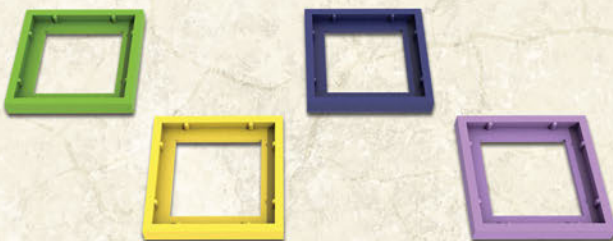
20 CRAFTSMEN
5 in each of 4 player colors



20 ARTISANS
5 in each of 4 player colors

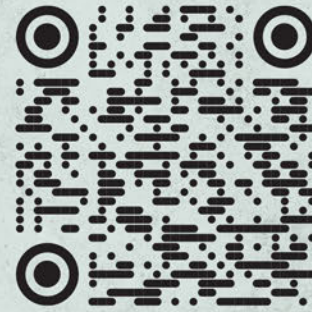


60 WARRIOR BASES
15 in each of 4 player colors



LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proofreading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.



MISSING OR DAMAGED COMPONENTS

Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly and with our sincere apologies.

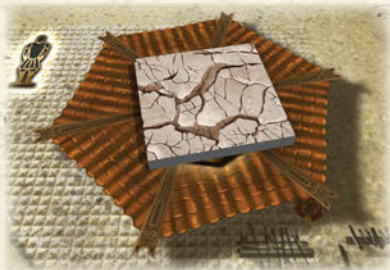
Customer support:

<https://boardanddice.com/customer-support/>

GAME SETUP

Before your first game, carefully punch out all cardboard components, and separate all other elements, as it will make setting up the game much easier. Assemble the Action Rings and apply stickers to your miniatures as shown on the separate assembly guide found in the box. Note that there are some spare stickers on the sticker sheet.

1. Place the game board in the middle of the table.
2. Place the Clay tokens and Coins to the side of the board, forming a common supply.
3. Place 1 Dry Clay on each of the four Warehouses on the board.



Clay token on a Warehouse space with the Dry side up.

4. Place the Action Rings within the Action Wheel, set to random starting positions.

When placing the Action Rings, make sure to line up their Action spaces with those of the Outer Ring printed on the game board:



Action spaces must always remain lined up throughout the game. The rings may be rotated during the game, but they must always remain lined up as shown above, forming a segment.

5. Draw 5 Scoring tokens at random, and place 1 face up on each space of the Round track, making sure that the small triangle is in the bottom left corner. Return all unused Scoring tokens to the game box.
6. Place the Round marker on the first space of the Round track.



One random Scoring token is placed face up on each of the five scoring spaces. The Round marker is placed on its starting position.

7. Place an Inspector pawn on the starting position of each of the two Inspector tracks next to the Mausoleum.



Both Inspector pawns placed on their starting positions: one on the horizontal Inspector track, and one on the vertical Inspector track.

8. Place the Warrior Organizer to the side of the game board, next to the Mausoleum.



The Warrior Organizer is set up next to the Mausoleum. Make sure that each column contains Warrior miniatures of a single type only, as indicated by the illustration at the side of the Warrior Organizer.



9. Place all 16 Specialist miniatures on their designated spaces on the Main board, below the Mausoleum.



Each of the 4 types of Specialist miniatures are placed in their own column, as guided by the shapes of their bases and as indicated by the illustrations at the bottom of this area.

10. Arrange the Priority tokens in numerical order with the **lowest value on top**, and place the stack on the space above the Turn Order track.

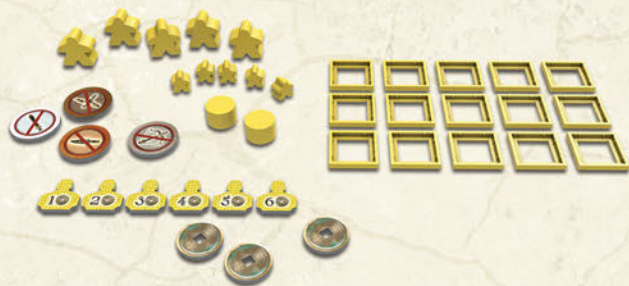
- Use only the “1” token in games with 2 players.
- Use only the “1” and “2” tokens in games with 3 players.
- Use all three tokens in games with 4 players.



When stacking Priority tokens, the highest available number should always be placed at the bottom of the stack.

11. Give each player 1 Reference sheet, 3 Coins, and 4 Weapon tokens (turned to show their inactive side).
12. Each player should select their preferred player color and take the following components of that color:
- 6 Master tokens,
 - 15 Warrior bases,
 - 5/4/3 Craftsmen (for 2/3/4-player games),
 - 5/4/3 Artisans (for 2/3/4-player games),
 - 1 Scoring marker, and
 - 1 Turn Order marker.

Return all unused player components to the game box.



Player components of the yellow player in a 2-player game.

13. Place all Artisans belonging to each player into the common supply next to the game board.



Artisan supply for a 3-player game.

14. Place all Scoring markers on the “0” space of the Scoring track.

15. Using a method of your choosing, randomly determine the starting player and place their Turn Order marker on the topmost position of the Turn Order track. Place the remaining Turn Order markers on the Turn Order track in clockwise player order.



Turn Order tokens set up for a 3-player game, with Yellow going first, Green going second, and Blue going third.

16. The player second in Turn Order receives 1 Wet Clay. If there is a third player, give them 2 Wet Clay and 1 Coin. If there is a fourth player, give them 3 Wet Clay and 2 Coins.



Any Clay you receive at the start of the game should be placed with the Wet side up. The differences between Wet and Dry Clay will be explained shortly.

You are now ready to play the game!



A game set up for 3 players.

KEY CONCEPTS

A number of key concepts apply when performing certain actions. These concepts (and their associated rules) are explained below.

VICTORY POINTS

Whenever you receive Victory Points, mark them on the Scoring track that runs around the game board by advancing your Scoring marker. If you exceed 100 Victory Points, take a “+100 VP” token. If you exceed 200 Victory Points, flip that token to the “+200 VP” side.

*Victory Points are abbreviated as **VP** on many game components, including the Reference sheet, and within these rules.*

WORKERS—CRAFTSMEN AND ARTISANS

Your pool of Craftsmen and Artisans are, collectively, your Workers. At the beginning of the game, you have a number of Craftsmen at your disposal. As the game progresses, you may convert some of your Craftsmen to Artisans. Whenever the rules make reference to Workers, they refer to Craftsmen and Artisans alike. Whenever the rules explicitly name Craftsmen or Artisans, only that specific type of Worker is being discussed.



A blue Craftsman (on the left) and a blue Artisan (on the right).

WET AND DRY CLAY

Clay (represented as Clay tokens) is the primary resource

necessary for making Warrior Statues. As in real life, only Wet clay is workable. In Terracotta Army, clay is represented as double-sided Clay tokens. Only a Clay token with its Wet side visible can be used to pay any costs associated with the making of a Warrior Statue.



A Clay token's Wet side (on the left) and its Dry side (on the right).

WARRIORS AND SPECIALISTS

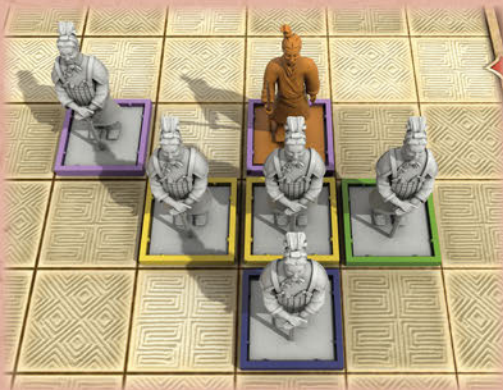
There are two types of Statues represented as miniatures in the game: Warriors and Specialists. Generally speaking, Warriors are made using Wet Clay tokens, and Specialists are purchased with Coins (and using a specific Weapon). Newly made Warriors are marked with player bases — to denote their owner when placed within the Mausoleum — while Specialists are not. In fact, the Specialists' bases differ in shapes to remind you of this, as well as of their special abilities.



All Warriors have square bases that can easily be marked with player bases (top row). All Specialists have differently shaped bases (bottom row).

WARRIOR GROUPS

During the game, you will be placing Warrior miniatures within the Mausoleum, forming groups. In game terminology, a **group** consists of **2 or more** miniatures of **the exact same type** that are orthogonally adjacent to each other. A group's miniatures may belong to multiple players (as denoted by the player bases on those miniatures). Multiple separate groups consisting of the same type of miniature may exist within the Mausoleum.



Example: In the image above, there is a single group of 4 Officers: 2 belonging to Yellow, 1 to Blue, and 1 to Green. Purple's Officer does not belong to the group, as it is not orthogonally adjacent to any other Officer within the group. Purple's Soldier is also not a part of the group, as it is not an a different type of a Warrior.

WEAPON TOKENS

Every player has 4 Weapon tokens, exactly 1 of each of the 4 types. Every Weapon in your possession is either active or inactive. Whenever you use an active Weapon, flip the token to its inactive side. Whenever an action allows you to ready a Weapon, you may flip a Weapon token to its active side (this has no effect on a Weapon that is already active).



The 4 Weapon tokens shown with their inactive side (top row) and active side (bottom row). The Weapon types are (from left to right) a sword, a halberd, a crossbow, and a spear.

DOMINATION AND PRESENCE

In *Terracotta Army*, you will have many opportunities to score points based on Domination and Presence. To achieve Domination, you must be the only player with **the most** of the specific Resource or type of Statue currently being scored. (If you are the only player, you have Domination). For Presence, you must have at least 1 of the specific Resource or type of Statue currently being scored.

If you score points for Domination, you **DO NOT** also score points for Presence.

If there is an unbreakable tie for Domination between two or more players, nobody achieves Domination. However, all tied players are considered to have Presence.

Note: During the End Game Scoring, Domination and Presence are scored differently!

INSPECTORS

There are two Inspector pawns, each with its associated track. Moving an Inspector "forward" means moving the pawn in the direction of the arrows. If the Inspector pawn is already on the final space of the Inspector track, it is moved to the starting space of the track (as indicated by the long arrow).

PLAYING THE GAME

A game of *Terracotta Army* is played over five rounds. Each round, players take turns placing workers to perform actions. After each player performs an action, play passes to the next player in the current Turn Order. Once all players have used all of their Workers, the round ends, Victory Points are scored, and the next round is prepared. At the end of the fifth round, End Game Scoring takes place. The winner of the game will be the player with the most Victory Points.

ROUND STRUCTURE

Each round is played in the following steps:

1. Action Phase
2. Scoring Phase
3. Cleanup Phase.

ACTION PHASE

During this phase, in the current Turn Order, players take turns placing one of their Workers around the Action Wheel on the game board.

When it is your turn to place a Worker, perform the following steps, in order:

1. ROTATE A RING (OPTIONAL)

You may select either the Inner Ring or the Middle Ring and pay 2 Coins to rotate it one step in the direction indicated by its arrows. The **Inner** Ring may only be rotated **clockwise**. The **Middle** Ring may only be rotated **counterclockwise**.



The Inner Ring and the Middle Ring may be rotated following the arrows printed on them. In the center of the Action Wheel is a reminder that this option costs 2 Coins.

If you choose to rotate a ring, remember that you may only perform IT ONCE.

You are not allowed to rotate the ring more than one step or rotate more than one of the rings.

You are also NOT ALLOWED to repeat this step by paying the cost multiple times.

After performing the rotation, the Action spaces must be properly aligned.

2. PLACE A WORKER (MANDATORY)

Place one of your Workers onto an empty space around the Action Wheel. Every segment of the Action Wheel has two worker spaces.

- You may place **any** Worker onto **any** space within any segment as long as **both** spaces within that segment are empty.
- If **one** of the spaces within a given segment is already occupied by a Craftsman (whether yours or one belonging to another player) and the other space is empty, only **an Artisan** may be placed on the other space.
- **No** Worker may be placed within a segment occupied by an Artisan.



Since this segment is completely empty, any Worker can be placed onto one of the highlighted spaces.



Since this segment is already occupied by a Craftsman, you may only place an Artisan onto the highlighted space. You **cannot** place a Craftsman there.



Since this segment is already occupied by an Artisan, you cannot place any more Workers there, even though an empty space remains.



Action A will be performed first, action B second, and action C last.

Instead of taking action A, you may take 1 Wet Clay or 1 Coin.

Instead of taking action B, you may take 1 Wet Clay or 1 Coin.

You **cannot** take Clay or Coin instead of taking action C.

You **MUST** perform the actions in the order from innermost to outermost ring.

Although you **MAY** choose to skip the action on the Outer Ring, you **CANNOT** take Clay or Coin instead.

◆ RING ACTIONS ◆

5. PERFORM ACTIONS (OPTIONAL)

Within the segment where you placed your Worker, starting from the Inner Ring and moving towards the Outer Ring, perform the actions one at a time, resolving each one fully before proceeding with the next one.

When performing an action from the Inner Ring or Middle Ring, you must

- perform the depicted action,
- take 1 Wet Clay **or** 1 Coin, or
- do nothing.

When performing an action from the Outer Ring (printed on the game board), you must **either**

- perform the depicted action, **or**
- do nothing.

	Receive the depicted number of Coins (2/3/4).
	Receive the depicted number of Wet Clay (2/4).
	Spend the indicated number of Wet Clay to make a Warrior Statue, placing it within the Mausoleum. See page 13 for detailed rules on making and placing Warriors and activating their abilities.
	Flip all of your Dry Clay to their Wet side.
	Convert your Craftsman you used for this action into an Artisan. Remove the Craftsman used to perform this action from the game, and place one of your Artisans from the common supply in its place. This action has no effect if the Worker was already an Artisan, though you may choose to take 1 Wet Clay or 1 Coin instead.

	<p>If you have a Master token of your color in this Master's area on the game board: Use the ability associated with the depicted Master (see Master Abilities on page 17).</p> <p>If you DO NOT already have a Master token of your color in this Master's area on the game board: First, select one of your Master tokens, pay the number of Coins printed on the token, and place it in the corresponding Master's area. Then, use the ability associated with the depicted Master.</p> <p>If you decide to buy a Master and do not use their ability, it still counts as performing the Master's action, thus you cannot take a Clay or a Coin instead.</p> <p>Each player can only have a single Master token in each Master's area on the game board.</p>
	<p>Take the topmost Priority token from the Priority token stack, if any remain, placing it in front of you. If any Wet Clay is printed on the token, take the indicated number of Wet Clay now.</p> <p>Each player may only have a single Priority token in front of them.</p>
	<p>Ready the depicted Weapon by flipping the token to its active side. If your Weapon is already active, this action has no effect.</p> <p>Since this action is printed on the Outer Ring, you cannot choose to take 1 Wet Clay or 1 Coin instead of performing the action.</p>
	<p>Spend Coins and use a Weapon to purchase a Specialist miniature, placing it within the Mausoleum.</p> <p>See page 15 for detailed rules on purchasing and placing Specialists and activating their abilities.</p> <p>Since this action is printed on the Outer Ring, you cannot choose to take 1 Wet Clay or 1 Coin instead of performing the action.</p>

PLACING STATUES

Some of the actions allow you to place a Warrior or Specialist Statue within the Mausoleum. Regardless of type, all Statues you place allow you to use their abilities, as detailed below.

WARRIOR STATUES

When making a Warrior Statue, you must pay its cost in Wet Clay. The cost is determined by the Action space you activated. This means that you will pay 2, 3, or 4 Wet Clay when making a Warrior Statue.

When paying the (Wet) Clay, add 1 of the paid Clay tokens, Dry side up, to the Warehouse located in the same quarter of the Action Wheel as the segment where you placed your Worker. Return the remaining Clay to the common supply.



When making a Warrior, 1 Clay is always added to the Warehouse located in the same quarter as the segment where your Worker was placed. Remember to flip this Clay to its Dry side.

After paying the Clay, take a Warrior Statue of any type from the Warrior Organizer, attach it to a base in your player color, and place it onto any empty space within the Mausoleum. Also score the number of Victory Points indicated on the Warrior Organizer.

With the exception of the Kneeling Archer (explained on page 16), it does not matter which way your Warrior faces.



When making a Statue, you always take the bottommost figure of the chosen type. After placing the Warrior within the Mausoleum, score the number of Victory Points printed next to the row the Warrior was taken from.

After scoring the Victory Points, you **may** use the Weapon associated with this Warrior type to activate its special ability. This is **not mandatory**. If this Weapon is inactive or you do not want to use it (because doing so flips the Weapon to its inactive side), that is acceptable; you then ignore this special ability and continue resolving your next actions. You are allowed to make a Warrior Statue without activating its ability.



THE OFFICER

Immediately after making an Officer, you may use a Sword Weapon to activate the following effects:

- Score 1 Victory Point.
- You **may** move 1 Inspector 1 step forward or backward on its Inspector track.



THE GUARD

Immediately after making a Guard, you may use a Halberd Weapon to activate the following effects:

- Score 3 Victory Points.
- Of your other Statues, you **may** move 1 Warrior within the Mausoleum any number of spaces in a straight line. All the spaces that your Warrior moves through (and stops on) must be empty. Your Warrior may not move through another Statue.



THE CROSSBOWMAN

Immediately after making a Crossbowman, you may use a Crossbow Weapon to activate the following effect:

- Score 1 Victory Point for each empty space between this Warrior and any other Statue in the same row or column. If multiple options exist, choose one. If either no options exist or all options are directly adjacent to the Crossbowman, score no Victory Points.



THE SOLDIER

Immediately after making a Soldier, you may use a Spear Weapon to activate the following effects:

- Score 1 Victory Point.
- Take 2 Coins.



Example: Immediately after placing a Crossbowman, the player has the option of using a Crossbow Weapon (thereby flipping the token from its active side to its inactive side).

In such a case, if the blue Crossbowman was just placed, Blue would score 2 Victory Points.

If the yellow Crossbowman was just placed, Yellow would score no Victory Points, since the yellow Crossbowman is not in the same row or column as any other Statue.

If the green Crossbowman was just placed, Green would also not score any Victory Points. Although the green Crossbowman has another Statue in its row, since this Statue is directly adjacent to the green Crossbowman (there are no spaces between the Crossbowman and the Officer), this would score no Victory Points.

SPECIALIST STATUES

When purchasing a Specialist Statue, you must pay its cost in Coin and flip the associated Weapon token to its inactive side.

The Coin cost is always at least 1 Coin; the cost increases as more Specialists of that type are purchased. The cost is equal to the number of Coins visible in the column. Unlike Warriors, Specialists are **not** marked with a player base when built.

When you purchase a Specialist, you **MUST** be able to flip the associated Weapon to its inactive side.

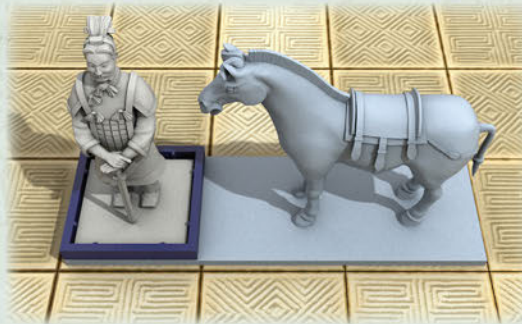
If you are unable or unwilling to do this, you cannot purchase that type of Specialist.



THE HORSE

This Statue takes up three adjacent spaces in one row or column within the Mausoleum. The first space must be occupied by one of **your** existing Warrior Statues.

Remove the Warrior temporarily, placing the Horse so that its empty slot is exactly on the space where your Warrior was standing. Place your Warrior on the base of the Horse Statue.



This Warrior is considered to be occupying all three spaces occupied by the Horse, expanding the reach of the connected Warrior when forming groups or determining adjacency. Your Warrior only counts as a single Warrior for purposes of scoring (and achieving Domination). The Warrior retains its type for all purposes (including forming or combining groups).



THE FOOTMAN

At the end of the game, this Statue awards Victory Points to players based on: which player has the majority of Warriors (regardless of type) occupying the 8 spaces surrounding the Footman (diagonally and orthogonally), and which player(s) have Presence in that surrounding area. (See the End Game Scoring section on page 19 for an example of scoring.)

- For Domination, receive 8 Victory Points.
- For Presence, receive 2 Victory Points.

Only the actual number of Warriors is counted. A Horse still counts as only 1 Warrior (see The Horse section above). Specialists do not count towards Domination or Presence.



THE KNEELING ARCHER

When placing the Kneeling Archer, rotate the Statue so that it faces a Warrior of your choice. (Note: This is the only Statue that uses facing as part of its effects.)

Although the Kneeling Archer does not belong to any player, the Kneeling Archer counts as a Warrior of the same type as the Warrior they are facing, creating or becoming part of its group for scoring purposes.

The player whose Warrior the Kneeling Archer is facing receives two benefits:

- During scoring, if this Warrior is involved in a tie for Domination, the Kneeling Archer breaks the tie in favor of that player. (If there are multiple Kneeling Archers involved, the player benefitting from the most Kneeling Archers within this group breaks the tie.)
- **At the end of the game**, the Kneeling Archer awards 2 VP to that player.



THE MUSICIAN

During every Scoring Phase, each player scores 1 Victory Point for each of their Warriors in the same row or column as the Musician. Each Musician is scored separately, so a single Warrior that shares a row or column with more than 1 Musician may score multiple points.

MASTER ABILITIES



MASTER BUILDER

Pay a number of Coins equal to the current round (1 Coin in round 1, 2 Coins in round 2, etc.) to make a Warrior, and place it within the Mausoleum. There is no Clay cost associated with making this Warrior, only the aforementioned Coin cost.

There are a few restrictions associated with this ability:

- The Warrior must be of whichever type has the most Statues remaining in the Warrior Organizer. (If there is a tie, choose one of the tied types.)
- You **do not** score any Victory Points when placing this Warrior.
- You **cannot** use a Weapon to activate its special ability.

Cleanup Phase bonus: Receive 1 Coin.



MASTER ADMINISTRATOR

Perform the action from the Inner Ring again (including paying any applicable costs).

Cleanup Phase bonus: Receive 1 Coin.



MASTER INSPECTOR

You may move **one** of the Inspectors 1 or 2 spaces forward on its track.

Cleanup Phase bonus: Receive 1 Coin.



MASTER CLAY MAKER

Receive 3 Wet Clay.

Cleanup Phase bonus: Protect 1 of your Wet Clay from flipping to its Dry side



MASTER SUPERVISOR

Receive all Dry Clay from any 2 Warehouses on the game board.

Cleanup Phase bonus: Protect 1 of your Wet Clay from flipping to its Dry side.



MASTER BLACKSMITH

Ready all of your Weapons.

Cleanup Phase bonus: Protect 1 of your Wet Clay from flipping to its Dry side.

The Cleanup Phase bonuses are cumulative. However, the bonus which protects 1 Wet Clay from flipping to its Dry side has no effect on Clay that is already Dry; it only lets you keep some of your Wet Clay Wet.

SCORING PHASE

Victory Points will be scored from Inspectors, Musicians, and Scoring tile.

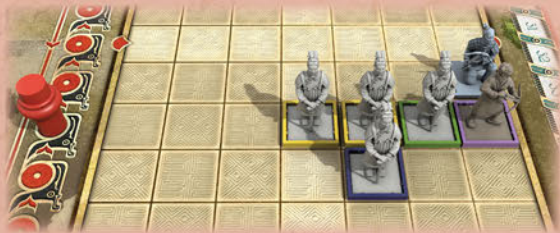
SCORING INSPECTORS

First, score the Inspector track to the left of the Mausoleum. Award Victory Points based on the number of Warriors (regardless of type) located within the same **row** as the Inspector.

- For Domination, receive 7 Victory Points.
- For Presence, receive 3 Victory Points.

Remember: Kneeling Archers may break ties if the Warrior they are facing is involved in a tie for Domination.

After the inspection is finished, move the Inspector 1 step forward on its track.



Example: *Yellow achieves Domination and scores 7 Victory Points. Both Green and Purple achieve Presence and score 3 Victory Points each.*



During a later Scoring Phase, the same row is scored. This time, Purple achieves Domination (the Kneeling Archer breaks the tie with Yellow) and scores 7 Victory Points. Both Yellow and Green achieve Presence and score 3 Victory Points each.

Next, score the Inspector track located below the Mausoleum. Evaluate this track in the same way, except this time considering Warriors in the same **column** as the Inspector.

SCORING MUSICIANS

Each player scores 1 Victory Point for each of their Warriors in the same row or column as a Musician. Each Musician is scored separately, so a single Warrior that shares a row or column with more than 1 Musician may score multiple points.

SCORING TILES

Consult the Scoring tile for the current round. Depending on the game round, Domination and Presence score different amounts of Victory Points. Each Scoring tile has its own requirements for achieving Domination and Presence, as detailed below.

	<p>Evaluate Domination and Presence based on the number of Warriors along the middle column (or row) within the Mausoleum, much like when scoring the Inspectors.</p>
	<p>Domination and Presence is achieved based on the total number of Warriors of the indicated type within the Mausoleum.</p> <div data-bbox="1013 1104 1450 1283" style="border: 2px solid green; padding: 5px; margin: 10px 0;"> <p>Kneeling Archers ARE NOT counted as Warriors belonging to any player, but they MAY break ties.</p> </div>
	<p>Domination and Presence is achieved based on the total number of Warriors, of any type, within the indicated quarter of the Mausoleum.</p> <div data-bbox="1013 1549 1450 1801" style="border: 2px solid green; padding: 5px; margin: 10px 0;"> <p>The middle column and middle row (shaded more lightly) are NOT considered to be part of any quarter.</p> <p>Kneeling Archers ARE NOT counted as Warriors belonging to any player, but they MAY break ties.</p> </div>



Domination and Presence is achieved based on the total number of Coins each player has.

Kneeling Archers do not break ties here.



Domination and Presence is achieved based on the total number of Clay each player has (regardless of whether the Clay is Wet or Dry).

Kneeling Archers do not break ties here.

CLEANUP PHASE

1. If no player has a Priority token, skip this step. Otherwise, any player has a Priority token, update the Turn Order track as follows:
 - a. The player with the number “1” token becomes first in Turn Order.
 - b. The player with the number “2” token, if any, becomes second in Turn Order.
 - c. The player with the number “3” token, if any, becomes third in Turn Order.
 - d. All players without a Priority token will occupy the last spaces in Turn Order, without changing their respective order.
 - e. Return the Priority tokens to their space above the Turn Order track, leaving the higher numbered tokens at the bottom of the stack.
2. Every player should flip all their Wet Clay tokens to their Dry side. (Certain Masters allow you to protect some of your Clay from being flipped. See page 17.)
3. Receive 1 Coin for each applicable Master. (See page 17.)
4. If this is the 5th (and therefore final) round of play:
 - a. Proceed to End Game Scoring.
5. Otherwise:
 - a. Retrieve all Workers from the Action Wheel.
 - b. Rotate the Inner Action Ring one step clockwise.
 - c. Rotate the Middle Action Ring one step counter-clockwise.
 - d. Advance the Round marker to the next space of the Round track.
 - e. Begin a new round, following the current Turn Order.

END GAME SCORING

At the conclusion of the final round of the game, it is time for final scoring.

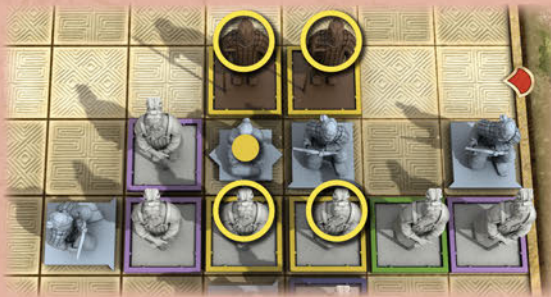
1. Score each Footman based on the number of Warriors (regardless of type) occupying the 8 spaces surrounding the Footman (diagonally and orthogonally).
 - For Domination, receive 8 Victory Points.
 - For Presence, receive 2 Victory Points.
 - Only the actual number of Warriors is counted. A Horse (with its Warrior) still counts as only 1 Warrior.
2. Remove every Warrior that is not a part of a group. **A group** consists of **2 or more** miniatures of the **exact same type** that are orthogonally adjacent to each other, regardless of player ownership. (Recall that a group must contain at least 2 Warriors or at least 1 Warrior and 1 Kneeling Archer facing that Warrior.)
3. Score each group separately as follows:
 - Each Warrior is worth a number of Victory Points equal to the number of different players having at least 1 Warrior within that group. (Simply count the number of different color bases present within the group.)
 - If at least 2 players have at least 1 Warrior within the group, evaluate Domination and Presence.
 - For Domination, receive 5 Victory Points (Kneeling Archers may break ties).
 - For Presence, receive 2 Victory Points.
4. Score each Kneeling Archer. The player whose Warrior the Kneeling Archer is facing receives 2 Victory Points.
5. Finally, each player counts their total number of leftover Clay (whether Wet or Dry) and Coin. For every 2 of these (of the total sum), the player receives 1 Victory Point.

The player with the most points wins the game. In case of a tie, the tied player who is first in Turn Order breaks the tie.

Example: End Game Scoring



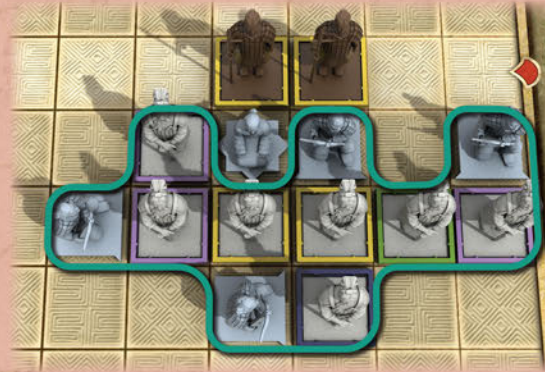
Let's imagine that this is the final state of the game. Most likely many more Warriors will have been placed within the Mausoleum, but this will serve as an example for illustrative purposes.



First, each Footman is scored. There is only a single Footman to be scored (marked with the yellow circle). Since Yellow has the most Warriors surrounding the Footman, they receive 8 Victory Points (Purple would receive 2 Victory Points for Presence).



Next, the small group consisting of 2 Guards is scored. Since Yellow is the only player with any Warriors within this group, each Guard is only worth 1 Victory Point and there are no additional points for Domination given. Yellow therefore scores 2 Victory Points in total for this group.



Finally, there is just one group that remains to be scored. It consists of 7 Officers and 4 Kneeling Archers. The 2 Guards outside of the turquoise boundary do not belong to the group, as they are a different type of Warrior.



There are a total of 4 players having at least 1 Warrior within the group: Purple with 3 Statues, Yellow with 2, and Green and Blue with 1 Statue each. This means that each Warrior is worth 4 Victory Points. And so,

- Purple scores 12 Victory Points,
- Yellow scores 8 Victory Points,
- Green scores 4 Victory Points, and
- Blue scores 4 Victory Points.

Purple also achieves Domination and receives 5 Victory Points, while the other players achieve Presence, receiving 2 Victory Points each.



Finally, we will score the Kneeling Archers. Two Kneeling Archers are facing Warriors belonging to Purple, so they score 4 more Victory Points. Both Yellow and Blue have a single Kneeling Archer facing their Warriors, so they score 2 Victory Points each.

The total number of Victory Points received are:

- 23 Victory Points for Purple,
- 22 Victory Points for Yellow,
- 8 Victory Points for Blue, and
- 6 Victory Points for Green.

CHALLENGING LI SI

Li Si, the Prime Minister, is dissatisfied with the laggard pace at which the Mausoleum is being constructed. He has decided that he will oversee the work himself, and will honor the Emperor. You must prove that you can do better, or you will face eternal shame.

In these rules “you” will refer to the lone human player while “The Prime Minister” or “him” will refer to the automated solo opponent.

The Prime Minister follows **all rules** of the multiplayer game, **unless** explicitly noted otherwise.

COMPONENTS

13 ACTION CARDS



8 EMPEROR'S CHALLENGE CARDS



1 RESHUFFLE CARD



6 MASTER CARDS



2 OVERSEER DICE



SETUP

1. Choose one player colour for yourself, and another for the Prime Minister. Set up the game as covered in the multiplayer rules for 2 players (including starting 3 Coins, 5 Assistants, 4 inactive Weapon tokens, and a supply of 6 Master tokens for both yourself and him).
 - a. The Prime Minister will be the starting player for each round. As such, return your Turn Order Marker and all Priority tokens to the box.
 - b. Give yourself an extra Clay (since you're technically 2nd player).
 - c. Return the first Horse and the first Musician figure to the box. These figures are considered "built" for determining the price of later Horse/Musician figures to be built.
 - d. Organize the Prime Minister's Weapon tokens in a randomly ordered row, so that there is a clear order between them.
 - e. You both start the game with 0 VP.
 - f. Place the Prime Minister's Turn Order Marker next to the Worker space **opposite** of the "gain Artisan" action. This marker will be referred to as the *Overseer*.



2. Shuffle the 6 Master cards. Reveal one card, showing one of the six Masters. Place one of the Prime Minister's Master tokens on that Master. Discard that card out of play. Place the remaining deck near the edge of the play area.
3. Shuffle the 13 Action cards. Put the top 4 cards aside, and shuffle the Reshuffle card together with

the bottom 9, then place the 4 put-aside cards back on the top. Place this deck of 14 cards near the Prime Minister's play area.

4. Place the Overseer dice next to the Action card deck.
5. If you wish to increase the difficulty, choose or randomly select one or more Emperor's Challenge cards and apply their modifications.
6. The game is ready to begin. **Remember: The Prime Minister starts every round.**

ACTION PHASE

When it is your turn to play, you play as described in the multiplayer rules. The only change is the "Take the Priority token" action is replaced with: **"Gain 2 VP and either a Coin or a Clay."**

When it is the Prime Minister's turn to assign a worker, perform the following procedure:

1. Roll both Overseer dice.
2. Move the Overseer clockwise as many slices as indicated by the **smaller** of the two dice. (If both dice show equal numbers, move that many slices). During movement, *skip* over places he already has a Craftsman or an Artisan present and where you have Artisans present.
3. If possible, the Prime Minister places one of his available Workers on the current position of the Overseer. If both Craftsman and Artisan are available and can be placed there, he places a Craftsman.
4. If a Worker cannot be placed there (your Craftsman is already present, and he does not have an Artisan):
 - a. Reveal one Action card and place it active (face up) near the Prime Minister's play area.
 - b. Advance the Overseer to the next space clockwise where the Prime Minister can place a Craftsman.
5. Resolve all 3 actions (inside-out, same as you) for the Prime Minister corresponding to his Worker's placement. See page 23 on how to resolve his actions.
6. At this point there might be one or more active Action cards revealed. If so:
 - a. Resolve the effects of all active Action cards the same way, in the order of their shown number (not the order they were revealed in).

- b. Rotate the rings as shown on the active cards (if any rotation icons are shown).



Rotate inner ring clockwise



Rotate middle ring counter-clockwise

- c. Discard all active Action cards into the Action Discard pile.

7. Proceed with your next turn.

If at any point the **RESHUFFLE** card is revealed, draw a replacement, then shuffle the Reshuffle card together with the cards in the discard pile and the draw deck, but not the active ones. Place this new deck face down to become the new draw deck.

INSPECTOR PHASE

SURPRISE BUILD

Before resolving Inspector scoring, check the Prime Minister's resources.

If he has 6+ Clay, he discards 5 Clay. Then he immediately builds a Warrior (see page 25). If at this point he still has 6+ Clay, repeat this once.

If he has 8+ Coins, he discards 5 Coins. Then he immediately builds a Warrior (see page 25). If at this point he still has 8+ Coins, repeat this once.

This way the Prime Minister may build up to 4 Warriors during Surprise Build.

INSPECTOR SCORING

Perform the Inspector scoring with no change, as described in the multiplayer rules.

SCORING PHASE






Perform the Scoring Phase for the Prime Minister and yourself with no change, as described in the multiplayer rules, including advancing the Round Marker forward.

The Prime Minister's Clay **never dries out**. The Prime Minister does **not** receive Coins for Master tokens either.

Then, if this is **not** the last round, reveal one more card from the Master deck, and place one of the Prime Minister's Masters on the indicated location. This costs no Coins to the Prime Minister. Note the Master deck never reshuffles.

THE PRIME MINISTER'S ACTIONS

WHEEL ACTIONS

	<p>TAKE COINS</p> <p>When resolving this action, he simply takes the shown amount of Coins.</p>
	<p>TAKE CLAY</p> <p>When resolving this action, he simply takes the shown amount of Clay.</p>
	<p>BUILD A WARRIOR</p> <p>When resolving this action, he spends the Clay as required by the action - including placing one of them in the corresponding Warehouse, and then places a Warrior. See page 25 on the process of building Warriors for him.</p>
	<p>SOAK THE CLAY</p> <p>When resolving this action, he takes Clay (from the supply) equal to the number of (dry) Clay in the largest Warehouse stack.</p>
	<p>UPGRADE ASSISTANT</p> <p>When resolving this action, he upgrades his present Craftsman to an Artisan the same way you would.</p> <p>In the extremely unlikely case of him resolving this action with an Artisan, he reveals an additional active Action card instead.</p>

MASTERS

The Prime Minister never places Master tokens during the Action Phase.

If the Prime Minister resolves a Master Action where he does not have a Master token, he resolves a Spare Action (see page 25) instead.

Master action spaces corresponding to ones where he **does** have a token, work the following way:

- When resolving the **Master Builder** he spends the Coins as required by the action (equal to the Round number), and then places a Warrior. See page 25 on the process of building Warriors for him. If he does not have enough Coins to spend, he reveals an additional active Action card instead.
- When resolving the **Master Administrator** simply resolve the copied action the same way as described above.
- When resolving the **Master Inspector** the Prime Minister receives 2 Coins (unlike you would) and moves one of the Inspectors by up to 2 spaces forward, making the move that creates the biggest swing in scoring (your loss + his gain).
 - If there are multiple tied options, it prefers to move as little as possible. If the two tied options are between the two different Inspectors, he makes the choice randomly.
- When resolving the **Master Claymaker** the Prime Minister simply receives 3 Clay.
- When resolving the **Master Craftsman** he takes all the Clay from the largest Warehouse stack, and flips them to wet Clay immediately. Then, discard the now largest Warehouse stack. In case of ties between stacks, choose randomly.
- When resolving the **Master Blacksmith** flip all of the Prime Minister's Weapon tokens available.

TAKE THE PRIORITY TOKEN

When resolving this action, he takes a Spare Action **and** reveals an additional active Action card.



TAKE A WEAPON

When resolving this action, flip the Prime Minister's corresponding Weapon token to available. If it is already available, flip the leftmost not-flipped Weapon instead. If all four are available, do nothing.



BUILD A SPECIALIST

When resolving this action, in **right-to-left** order of the available Weapons, determine if the Prime Minister is willing to place the corresponding Specialist. Ignore Specialists where he cannot pay the Coin cost.



- The Prime Minister is willing to place a Kneeling Archer if there is a Group of Warriors he dominates by 1 or more pieces and the Kneeling Archer can be placed facing one of his Warriors of that group. If multiple such Groups exist, he will choose the one with fewer of **your** pieces (preferring one with none of yours). Amongst the legal spaces to place this Archer, **you** may choose any (facing one of his Warriors of that group).
- The Prime Minister is willing to place a Footman, if there is such a place where the difference between the number of surrounding (orthogonally and diagonally adjacent) Warriors belonging to him and you is **greater** than the number of empty surrounding spaces. (That is, his 8 VP is guaranteed.) If multiple such spaces exist, **you** may choose any.
- The Prime Minister is willing to place a Musician, if there is such a place where the difference in VPs the Musician would score him (should it be evaluated right now) is **twice as much** (or more) than the VP it would score you, and he would score at least 2VP. If multiple such spaces exist, he will choose the one where this difference is

the greatest. Amongst tied options, **you** may choose any.

- The Prime Minister is never willing to place a Horse. Only you will build Horses against him. If the **only** Weapon he has available when resolving this action is a Sword, it is considered a wildcard instead, and check the other three Specialists for willingness instead (in the same order as if their corresponding Weapon was available).

Once determined which Specialist to place, the Prime Minister flips the corresponding Weapon (or the Sword), and pays the corresponding Coin, placing the Specialist as described above.

If no Specialist can be placed (no weapons available OR not enough Coins available) he gains 1 Coin instead.

CARD ACTIONS

Card Actions are resolved the same way as their Wheel counterparts, except if they cannot be resolved the Prime Minister resolves a Spare Action instead of revealing another active Action card.

SPARE ACTION

When an action “does nothing”, the Prime Minister has the option to gain 1 Clay or 1 Coin, same as you do. **But when he does, he also scores 2 VP.**

- If the current round’s scoring token is showing Clay or Coin, he takes that.
- Otherwise, **if he has 5 or more Clay**, he gains a Coin.
- Otherwise, he gains a Clay.

BUILDING THE PRIME MINISTER’S WARRIORS

The Prime Minister selects a Warrior type the following way:

1. During Build a Warrior or Master Administrator action, he prefers to build a type he has an available Weapon for.
 - Ignore this condition, if there is a type he does not have a Weapon type for, but that type is

worth 3 or **more** VP more than any type(s) he does have a Weapon for.

- Always ignore this condition during Surprise Build and Master Builder actions.
2. Amongst multiple possible types, he chooses the one worth the most VP.
 3. If still tied between multiple options, he builds whichever type appears on a Scoring tile earlier.
 - Ignore this step if no Warrior type appears on any upcoming Scoring tiles.
 4. If still tied, he builds whichever type corresponds to a more wanted Weapon he has.

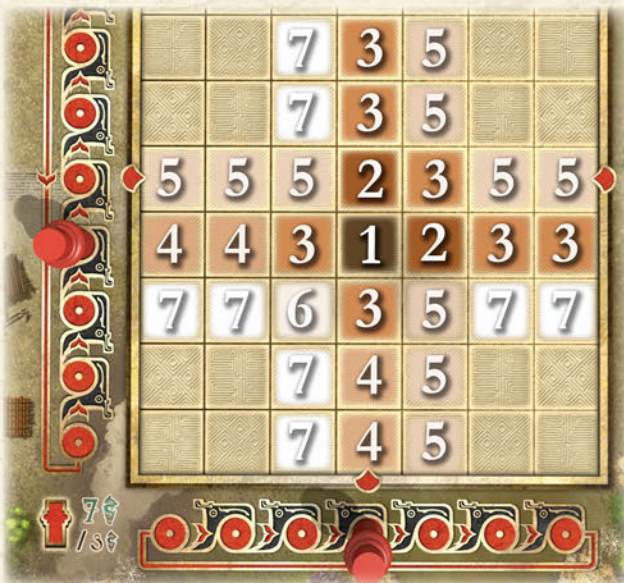
Then, place the piece on the board (using one of the Prime Minister’s plastic base), and **he scores the corresponding VP regardless** of what action allowed him to build (even Master Builder and Surprise Build). Select the group which the Prime Minister extends with this piece:

1. Find the largest group of the matching Warrior type that has at least one adjacent empty space, and meets the earliest of the following criterias:
 - a. There are an equal number of your and his Warriors in the group.
 - b. There is exactly one more of your Warrior in the group than his.
 - c. A group he has no Warriors in.
 - d. A group he has exactly one or two more Warriors than you. (This includes you having 0 Warriors in the group too. This means groups of 3 or more of only his Warriors never meet any of these criteria.)
2. If neither of the above options yielded any groups, he will start a new group. Select a space amongst **all spaces not adjacent** to a group of the matching type using the below steps.
3. If a group was found, select a space amongst **all spaces adjacent to that group** using the below steps.

Then, narrow the selection of the possible spaces, until exactly one space is found. (Ignore any step that would result in narrowing the selection to no spaces.)

1. Determine the **priority** of each space using this chart, and the current relative positions of the two Inspectors. (The space in the intersection of both Inspectors has the highest priority, then the space

diagonally “forward” of it, etc.)



- On rounds 1-2, narrow the selection to the ones with priority 1-3, if possible. On rounds 3, narrow the selection to the ones with priority 1-2 if possible. On round 4-5, narrow the selection to the one with priority 1 if possible.
- Then, narrow the selection to spaces satisfying the remaining Scoring tiles, starting from the current round's, proceeding to the next, and so on.

To clarify: in rounds 1 and 2, placing on a space prone to score with Inspectors (priority 1-3) is more important than following the current and upcoming Scoring tiles, while in rounds 4 and 5 only a “perfect” placement (priority 1) is more important than following the last Scoring tile(s). This logic reflects the fact that the value of the Scoring tiles increase, while the value of the Inspectors is constant.

- Then, narrow the selection to the highest priority possible.
- Then, narrow the selection to the space(s) that have the most Musicians in their column and row.
- Then, narrow the selection to the spaces adjacent to a Footman. If multiple such Footmen exist, prefer the one where the difference of surrounding pieces between you and the Prime Minister is the smallest (in either direction).
- If at this point the selection still contains multiple legal placements, **you** may choose any of them.

When building via the Build a Warrior or the Master

Administrator action, **if the corresponding Weapon token is available:**

- Move the corresponding Weapon to the front of his Weapon token row.
- Flip** the token to unavailable
- The Prime Minister resolves the corresponding bonus:
 - Officer (Sword)* : He scores 2 VP. Then, he moves one of the Inspectors by up to 1 space forward or backward, making the move that creates the biggest swing in scoring (your loss + his gain).
 - If there are multiple tied options, it prefers to move forward instead of backwards. If the two tied options are between the two different Inspectors, he makes the choice randomly.
 - Guard (Halberd)*: He scores 3 VP.
 - Archer (Bow)*: He scores 3 VP.
 - Soldier (Spear)*: He scores 2 VP and gains 2 Coins.

Exception: if he has a “Neutral” requirement on his current card and his current worker position includes the Neutral action, he never spends a Weapon token building a regular Warrior. If that is the case, treat it as if he had no corresponding Weapon tokens available.

FINAL SCORING

The Prime Minister does score VP for any left over Coins or Clay, same as you do.

Perform scoring of the Groups of Warriors with no change, for both yourself and the Prime Minister.

If after that, you have **more VP** than the Prime Minister, you have won the game, otherwise you have lost.



CREDITS

TERRACOTTA ARMY

兵马俑

Terracotta Army

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The designers and Board&Dice would like to thank the following people for play testing, advice, and feedback:

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Special thanks to Julia Gauza and Konrad Sulżycki for their inspiration and great ideas which helped bring the game to its final form.

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A Word From the Designers:

Like always there are plenty of people who support authors during their journey. But we wanna send special thanks to Jamey Stegmaier who played our early prototype only once but after that play gave us great feedback that influenced our game on many levels. We are sure that without Jamey’s advice Terracotta Army would be a worse game than it is.

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For more information about Terracotta Army, please visit www.boardanddice.com.



QUICK REFERENCE



WHEEL ACTIONS

	<p>TAKE COINS</p> <p>When resolving this action, he simply takes the shown amount of Coins.</p>
	<p>TAKE CLAY</p> <p>When resolving this action, he simply takes the shown amount of Clay.</p>
	<p>BUILD A WARRIOR</p> <p>When resolving this action, he spends the Clay as required by the action - including placing one of them in the corresponding Warehouse, and then places a Warrior. See page 25 on the process of building Warriors for him.</p>
	<p>SOAK THE CLAY</p> <p>When resolving this action, he takes Clay (from the supply) equal to the number of (dry) Clay in the largest Warehouse stack.</p>
	<p>UPGRADE ASSISTANT</p> <p>When resolving this action, he upgrades his present Craftsman to an Artisan the same way you would.</p> <p>In the extremely unlikely case of him resolving this action with an Artisan, he reveals an additional active Action card instead.</p>

MASTERS

See page 17 for details.

TAKE THE PRIORITY TOKEN

When resolving this action, he takes a Spare Action **and** reveals an additional active Action card.



TAKE A WEAPON

When resolving this action, flip the Prime Minister's corresponding Weapon token to available. If it is already available, flip the leftmost not-flipped Weapon instead. If all four are available, do nothing.



BUILD A SPECIALIST

When resolving this action, in **right-to-left** order of the available Weapons, determine if the Prime Minister is willing to place the corresponding Specialist. Ignore Specialists where he cannot pay the Coin cost.



See page 13 for detailed Specialist building procedure.