



KICKSTARTER/EVENT EXCLUSIVES

The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your good.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!

KICKSTARTER/EVENT EXCLUSIVE TILES RULES

Specter: The Specter is an Expanded Play Terrain tile (see p. 8 of the rulebook) and so both players should agree to its use before play begins.

Place the Specter to one side until the first tile of the game is captured.

Place the token on the square in which the first tile is captured. Place the Specter just off the board along the side nearest to the token. At the end of the next player's turn (in between turns), the Specter enters the game board oriented at 90 degrees to both players. (If a new tile is captured, the token moves, but the Specter enters the board where currently established.)

At the end of each player's turn, that player **MUST** move the Specter one square closer to the marker. Always face the Specter

in the direction it moves. If there is a choice between two squares along the shortest path, the controlling player makes the decision, rotates the Specter, and moves it forward one square.

At the end of any movement when a tile is captured (regardless of whether it was captured using a Movement icon, an Enhanced Ability, and so on), the token is moved to that square. If multiple tiles are captured in a turn, randomly determine which square to place the token. Note that the changing of the location of the token might mean the Specter Tile will rotate 180 degrees to start moving in the direction of the shortest route to the token. Additionally, in the in between turn that the token is moved to a new location, the Specter is **NOT** moved; it moves on the next in between turn. This can create a situation where the Specter Tile might not move for several turns if tiles are captured consecutively, with only the token moving every in between turn.

If, after movement, the Specter occupies the square of another tile, that tile is captured and removed from the game.

Once the Specter enters the token square, it remains in that square until the token is moved after a tile has been captured.

The Specter can enter both the Fort (or Camelot) and Mountain Tiles; all the standard rules for the Dread icon and the Fort (or Camelot) Tile still apply (see p. 4 of the rulebook).

PRINT AND PLAY

As with the *The Duke Print & Play*, simply print out the page, cut out the tiles, fold them and paste/tape the front and back together.

THE DUKE

The complete, full rules of the game are available in a free PDF found at www.catalystgamelabs.com/casual-games/the-duke/



LEVY, MANEUVER, CONQUER

