

Magistrate – Setup/Scoring Reference

New Game Setup

- Place Main Board in middle of play area
 - Agent Ops Board along 1 side
 - Central Stockpile (cubes + cards) on other side
 - 3 Judge Pawns on Judges' Home
- Each player takes a set of player pieces ("personal stock")
 - Sort Personal Stock by piece type
 - Scoring Pawn on VPs Track
 - Flag on Home Province ... 1 Ring on Flag
 - Fort in Home Province
 - 1 Agent on Header of Agent Ops board
- Each player starts with
 - 4 Cards
 - 3 Purple Cubes
 - 2 Green Cubes
 - 1 Orange Cube
- Setup Blocking Chips on Agent Ops Board
- Assign First Player token and take 1st Game Round ...

Scoring Rounds

Each time a Judge Pawn returns (or passes) the Judges' Home, conduct a scoring round for that Judge, even if that means more than 7 scoring rounds occur in the game.

All "secret evidence" cards are revealed and traded-in for cubes.

- **PEOPLE (purple):**
 - 1 VP for each Popularity Ring on Home Flag
 - 1 VP for every 4 Purple Evidence cubes in Home
- **MILITARY (green):**
 - 1 VP for each Fort on the map
 - 1 VP for every 4 Green Evidence cubes in Home
- **AGENT (orange):**
 - 1 VP for each Agent on the Agent Ops Board
 - 1 VP for every 4 Orange Evidence cubes in Home

Any Evidence cubes used for scoring VPs are returned to the Central Stockpile. Place a cube next to the Judges' Home on the main board after each scoring round.

End of Game

The game ends after 7 (or more) scoring rounds have occurred.

The following additional scoring occurs at the end of the game ...

- Each player earns 1 VP for every 6 evidence cubes (any color combination) still remaining in Home
- Each player earns 1 VP if he has more **POPULARITY RINGS** than at least 1 other player
 - In 3p & 4p games: A player earns 1 additional VP if he has the **MOST** Popularity Rings of all players (tie for most = no extra VP awarded)
- Each player earns 1 VP if he has more **FORTS** on the map than at least 1 other player
 - In 3p & 4p games: A player earns 1 additional VP if he has the **MOST** Forts on the map of all players (tie for most = no extra VP awarded)
- Each player earns 1 VP if he has more **AGENTS** on the Agent Ops Board than at least 1 other player
 - In 3p & 4p games: A player earns 1 additional VP if he has the **MOST** Agents on the Agent Ops Board of all players (tie for most = no extra VP awarded)

TIE-BREAKERS in this order ...

- Popularity Rings
- Forts on the map
- Agents on the Agent Ops Board
- Number of unused action cubes
- Number of cards in-hand

Magistrate – Game Round / Action Reference

Game Rounds

1. Update Resources

- Deal Cards (1/Fort), Discard for material (1/Ring), Secret Evidence

2. **Action Phases** ... once around the table in each phase, each player taking as many actions as he chooses to (and can afford) ... in this order:

- **Agent Ops: People**
- **People Actions**
- **Military March/Fortify**
- **Agent Ops: Military**
- **Military Attacks**
- **Add/Assign Agents**

3. Apply Influence (4 cards)

- Conduct scoring rounds if needed
- Pass First Player token to the left

People Actions

Add Soldiers (“Conscript”): Pay any number of purple cubes to Central Stockpile. For each cube paid, add 3 Soldiers to Home.

Buy Cards (“Production”): Pay any number of purple cubes to Home as evidence. For each cube paid, add 1 card from the top of the draw deck to your hand OR discard 1 card from your hand showing 2 or 3 cards in the upper-right corner and draw that number of cards to your hand.

Increase Popularity: Pay 2 purple cubes to Central Stockpile. For each *existing* Ring on your Flag, remove 1 Soldier from the map (not from Home) and return it to your personal stock. Add 1 Ring to your Flag.

(People Actions continued ...)

Influence Judges: Pay 2 purple cubes to Home as evidence. Discard 1 card from your hand and apply all influence shown on the discard.

- You choose if the influence moves the Judge(s) forward or backward.
- All Judges shown on the discard must move (if able) and move in the same direction.
- A Judge may not move onto the Judges’ Home space.
- A Judge starting on the Judges’ Home may only move forward.
- Influence that would violate the previous 3 movement rules is simply ignored.

Military Actions

March: Pay 1 green cube to move any number of Soldiers from one Province into an adjacent Province. If the move causes you to have the most Soldiers in a Province that you did not have the most Soldiers in at the start of your turn, put the green cube into Home as evidence. Otherwise, pay to Central Stockpile.

- You may March your Soldiers into a Province that already contains other players’ Soldiers or Fort.
- You may not March your Soldiers into another player’s Home.

Fortify: Pay 2 green cubes to Central Stockpile to add a Fort to a Province that does not already have a Fort and that contains more of your Soldiers than any other player. Remove 1 of your Soldiers from that Province and add a Fort.

(Military Actions continued ...)

Attack: Declare an attack by placing 2 green cubes into a Province that contains your Soldiers and at least one other player’s Soldiers or Fort. If the Province contains more than one other player’s Soldiers/Fort, identify which player will be the defender. Flip a card from the draw deck onto the discard pile and carry out the battle results shown on the card. Continue until at least one side has no more Soldiers. Winner of the battle moves the 2 green cubes into his Home as evidence. If both players’ Soldiers are eliminated, each gets 1 cube.

Add/Assign Agents

Add Agent: Pay 1 orange cube to Central Stockpile for each *existing* Agent that you have on the Agent Ops Board. Add 1 Agent to the board. You may add more than 1 Agent in the phase, but you must pay for each of them separately.

Assign Agents: Move each of your Agents on the Agent Ops Board into any of the cells that do not contain a blocking chip. There is no cost for this.

Agent Ops

To run an Agent Op, follow the requirements as described on the Agent Ops Board (pay cubes, discard a card, etc.) and carry out the results as described.