



RULEBOOK

Players: 1-6 | Age: 10+ | Play time: 30-120 min | Version 4.5 | Pionheir Games

Set at the intersection of the late Middle Ages and the early modern era, players take on the roles of Pioneers venturing into uncharted territories to establish a lasting legacy. The objective is to accumulate the most **victory points** by expanding a realm through the construction of buildings and Strongholds, completing unique missions, and securing exclusive mastery achievements. The player with the most victory points at the end of the game wins.

In **three phases per turn**, players navigate their **Pioneer** across a modular game board, gathering resources and Building Cards to construct settlements. Construction requires placing resource tiles in specific architectural **patterns** adjacent to the Pioneer's location. While all tiles on the game board are shared and can be used by any player to complete their own building plans, a player claims a completed pattern by placing his marking pawns or "**pions**" on specific tiles.

As the realm grows, players can build **Fortifications** to secure exclusive territory, allowing for the construction of powerful **Strongholds**. Completed Strongholds grant access to unique **specialists**, such as the Diplomat or Curator, who provide permanent abilities to aid in further expansion. Strategic positioning and resource management are critical, as players compete for **Masteries** like the "River Ruler" or "Land Lord" by claiming the longest river or largest plantation. The game concludes when resources or Building Cards are exhausted, or when a player has deployed nearly all of their "pions".

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Components & Setup

1. **Resource Market:** Place 4 groups of 3 random resource tiles each on the market card. This stock is replenished from the Resource Bag.

There are 5 types of resources in this bag:

- **Wood (brown)** – 50 pieces
- **Rock (grey)** – 50 pieces
- **Brick (orange)** – 50 pieces
- **Water (blue)** – 40 pieces
- **Grain (yellow)** – 25 pieces



2. **Second-hand Market:** Placed next to the Resource Market without resource tiles.
3. **Main Board:** Fill the Main Board with random resources from the bag (max 15).



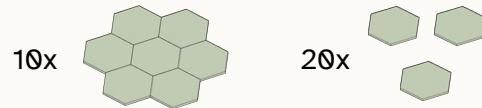
NOTE: The **building resource tiles** rock (grey), brick (orange) and wood (brown) **can be stacked up to a maximum of 3 tiles high**. Water (blue) and grain (yellow) are **not** building resources and **cannot** be stacked.

4. **Player Board:** Each player has their own Player Board for their resources, cards, and pions.
5. **Pioneer and Pions:** Each player receives **18 pions** and **1 Pioneer** in their own colour (black, red, green, light blue, purple or white).

Place the pions on the Player Board as shown.



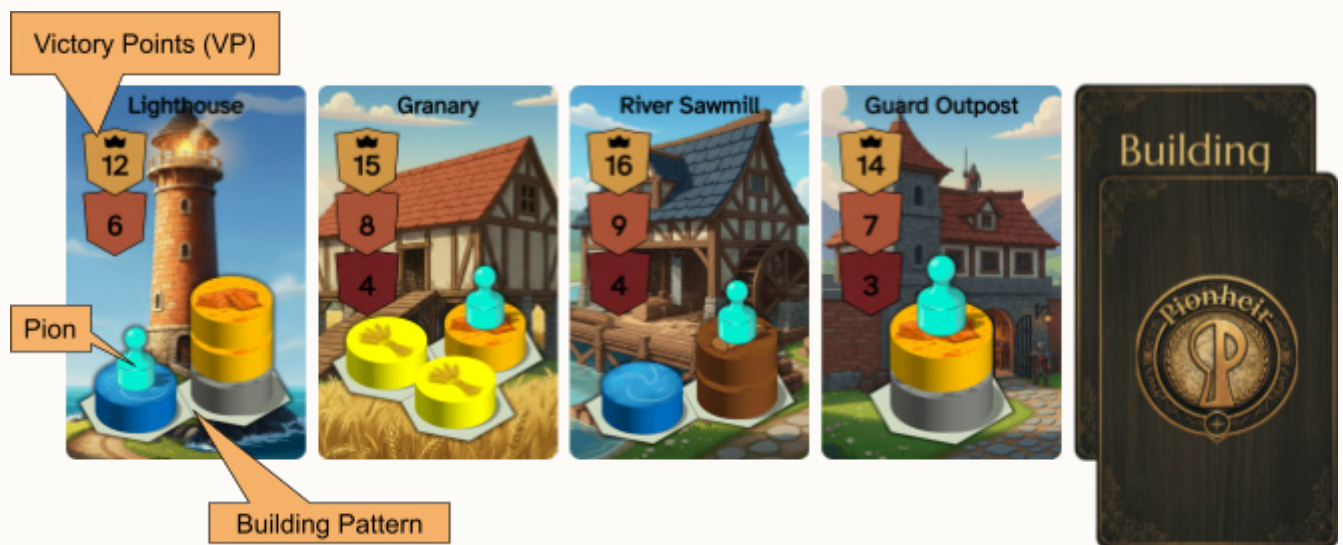
6. **Exploration Boards: 10 Exploration Boards** with 7 hexes each, stacked in the general supply, and **20 small Fill-up Tiles** with 1 hex each, stacked in the general supply.



7. **Fortifications: 12 Fortifications** stacked in the general supply.



8. **Building Market: 4 random Building Cards** placed face-up beside a face-down draw pile. There are **24 different Building Cards** in total.



9. **Mission (25), Stronghold (13) and Exploration Cards (15):** In face-down piles with the Info Card on top.
10. **Mastery Cards:** Frontiersman, River Ruler, Land Lord and Mountain King.
11. **Charter Cards (Solo Mode):** 10 Charter Cards in a face-down pile. Used only in the Solo Mode.

Gameplay

Determine the first player:

Each player places one of their pions into a cup or a closed hand.

Without looking, draw one pion. That player goes first and takes the First Player Token; return the pions to their owners.



The First Player Token stays with that player for the whole game. Every round begins with them, and play proceeds clockwise.

All Pioneers start their first turn on the centre hex of the Main Board (the hex with the Pionheir logo).

Each turn consists of 3 phases that you go through in order:

TURN OVERVIEW:

PHASE 1: TAKE RESOURCE TILES & CARDS FROM THE MARKET

- Distribute **3 Action Points (AP)** to collect resource tiles and cards (Building, Stronghold, Mission or Exploration).
- Unspent AP are lost, and spending AP is optional.

PHASE 2: MOVE PIONEER

- Move your **Pioneer** up to a maximum of 3 steps (costs 0 AP).
- Only in the first turn it's required to move at least 1 step to make room for the next player, as all players start with their **Pioneer** on the centre hex.

PHASE 3: BUILD & CLAIM

- Place resource tiles on the board and claim completed patterns with your **pions** (costs 0 AP).

PHASE 1: TAKE RESOURCE TILES & CARDS FROM THE MARKET

1.0 Start of Turn

- Mandatory: Take the free resource tiles from your specialist(s).
- Optional: Use any other specialist ability you wish.

1.1 Take Resource Tiles

- Optional for **1 AP**: If 6 or more tiles of the same colour are in the Resource Market you can choose to fully refresh the market. All 12 tiles go back in the bag and you draw 12 new tiles to replace them. *Note: This action does cost 1 AP each time.*
- Replenish your personal supply from the Resource Market. You can choose between two options:
 - **1 AP**: Take one specific tile of your choice from the market or the Second-hand Market.
 - **2 AP**: Take a complete group of 3 tiles from the market or ALL tiles from the Second-hand Market.
- You may take tiles as many times as your AP allow (e.g., three times for **1 AP**, or **1 AP + 2 AP**).



NOTE: During your turn the number of tiles in your own supply is unlimited, but at the **END** of your turn you may have a maximum of **6 tiles** in your own supply. Surplus tiles go to the Second-hand Market.

1.2 Take Cards (max 1 of each card type per turn)

- TAKE BUILDING CARD – 1 AP

- Take 1 Building Card from the market or take the top card from the face-down pile. Place this card on your Player Board and place a pion from your own supply on **every victory point slot** (the 2 or 3 'slots') on the card. The building pattern on the card shows what you must place on the board to earn the points. If a Building Card has three 'slots', you can complete this specific pattern on the board up to three times (see Phase 3).
- You may take a maximum of **1 Building Card per turn** and there can be a maximum of **3 unfinished Building Cards** on your Player Board.
- You may only take a Building Card if you have enough pions in reserve for all point slots (2 or 3) on the taken card.



- TAKE STRONGHOLD CARD – 1 AP

- Have you **obtained a Fortification (see 3.3)?** Then you can take a Stronghold card for **1 AP**.
- Draw **2 Stronghold cards** from the pile. Choose a maximum of **1 card** and place it face-up on your Player Board. There can only be 1 unfinished Stronghold card on your Player Board.
- Immediately place a pion on the victory point slot of the card. You can now start building your new Stronghold, and this can **only be done within your own Fortification** and according to the pattern indicated on the Stronghold card. The pattern can be rotated in any direction. **Mirroring is not permitted** for Strongholds (unlike buildings).
- Return the remaining Stronghold card(s) face-down to the bottom of the draw pile.

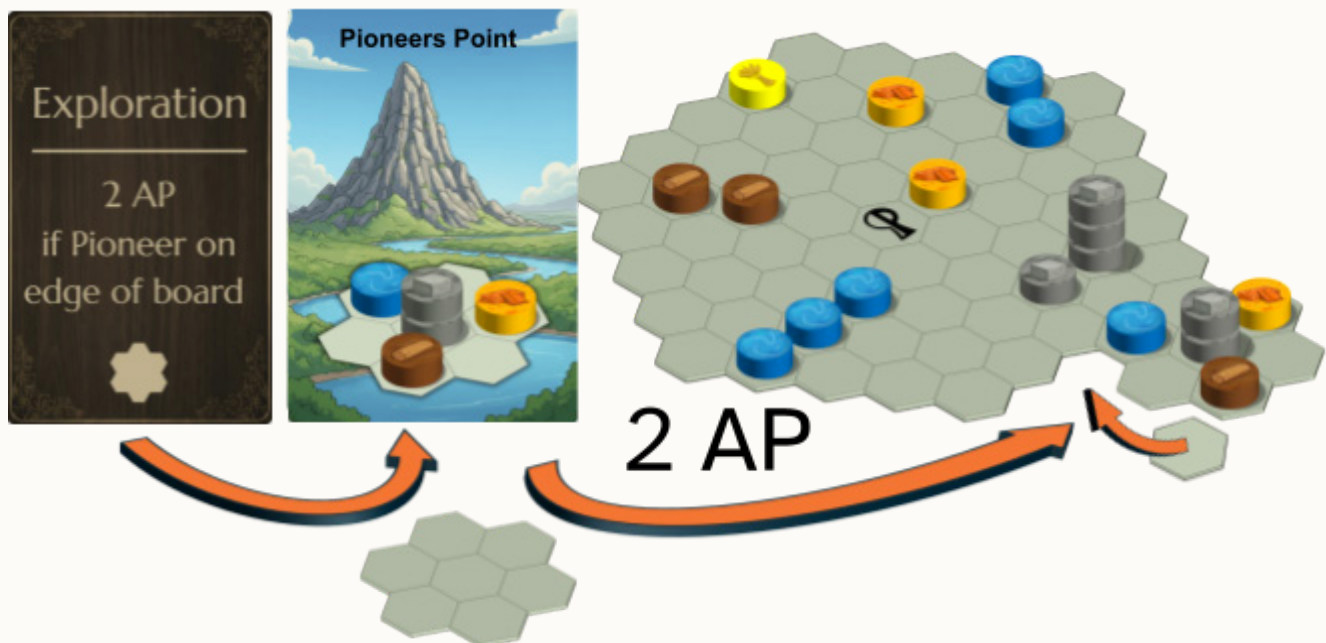
Swapping: You can also use this action to discard a previously chosen (unfinished) Stronghold card (to the bottom of the pile) and choose from 2 new cards. **Taking or swapping can be done a maximum of 1 time per turn and always costs 1 AP.**

- TAKE MISSION CARD – 1 AP

- Draw **2 Mission Cards** from the pile. Choose a maximum of **1 card** and place it face-down on your Player Board. Missions remain secret from your opponents. Return the rest to the bottom of the draw pile.
- **Limit:** You may have a maximum of **4 Mission Cards** and take or swap a maximum of **1 Mission Card per turn**.
- **Swapping:** Do you already have 4 Mission Cards? You can discard one of your own Mission Cards (to the bottom of the pile) for 1 AP and follow the steps above to choose a new one.
- Unfinished missions **do not give you minus points** at the end of the game.

- TAKE EXPLORATION CARD – 2 AP

- You may only perform this action if your **Pioneer is at the edge** of the board and a new Exploration Board can be placed directly adjacent to your Pioneer.
- **Place Exploration Board:** Take resources from the bag to create the new area consisting of 7 hexes as indicated on the Exploration Card. Place the Exploration Board adjacent to your Pioneer in any orientation of your choice.
- **Connection:** Fill gaps between the Main Board and Exploration Boards with Fill-up Tiles. Use these small hexagons to make the playing board one connected whole and avoid gaps.
- If the bag does not hold enough resource tiles, place as many as it still contains; the remaining spaces of the Exploration Board stay empty.
- The deck contains 15 Exploration Cards, but there are only 10 Exploration Boards in the supply. Once all Exploration Boards are gone, you can no longer take an Exploration Card.



All AP spent? END OF PHASE 1.

- Refill the Resource Market from the bag to 12 tiles, divided into 4 complete groups of 3.
- Refill the Building Market to 4 cards from the Building Cards draw pile.

PHASE 2: MOVE PIONEER

- Move your Pioneer to an adjacent hex and up to 3 steps in any direction. There can be a maximum of 1 Pioneer per hex or tile.
- You may pass through a hex occupied by an opponent's pion (this still costs 1 step), but you may not end your movement there. You may neither pass through (excluding Sailing) nor end on a hex with an opponent's Pioneer. Your own pions may be passed through and ended on.

➤ Sailing (2 steps)

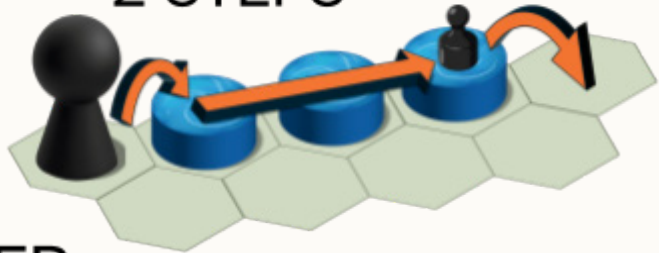
A **river** is a chain of connected blue tiles. Instead of walking, your Pioneer may sail: board the river, travel along any number of connected blue tiles, and disembark. The complete sailing action always costs 2 steps, no matter how far you sail.

- **Boarding:** you may board from a hex adjacent to a river tile, or begin sailing directly if your Pioneer is already standing on a river tile.
- **Route:** you may only travel across blue tiles that are connected to each other. A separate stretch of water is a different river and cannot be reached by sailing.
- **Passing:** while sailing you may pass over river tiles occupied by other players' pions and by other players' Pioneers.
- **Disembarking:** end the sailing action by stepping off onto any hex adjacent to the last river tile you reach, or you may remain on the river. You may not disembark onto a hex occupied by another player's Pioneer or pion, and you may not disembark inside an opponent's Fortification.
- **Fortifications:** you may sail straight through an opponent's Fortification, as long as you neither stop inside it.
- **Combining:** sailing uses 2 of your 3 steps, so you may add one normal step before or after it (1 + 2 or 2 + 1). You may sail only once per turn.

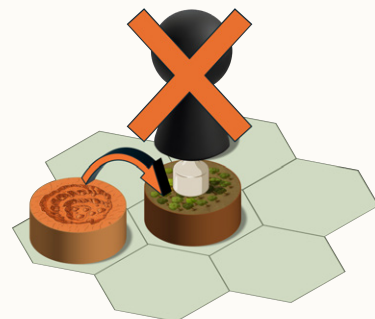
1+1= 2 STEPS



2 STEPS



1 STEP



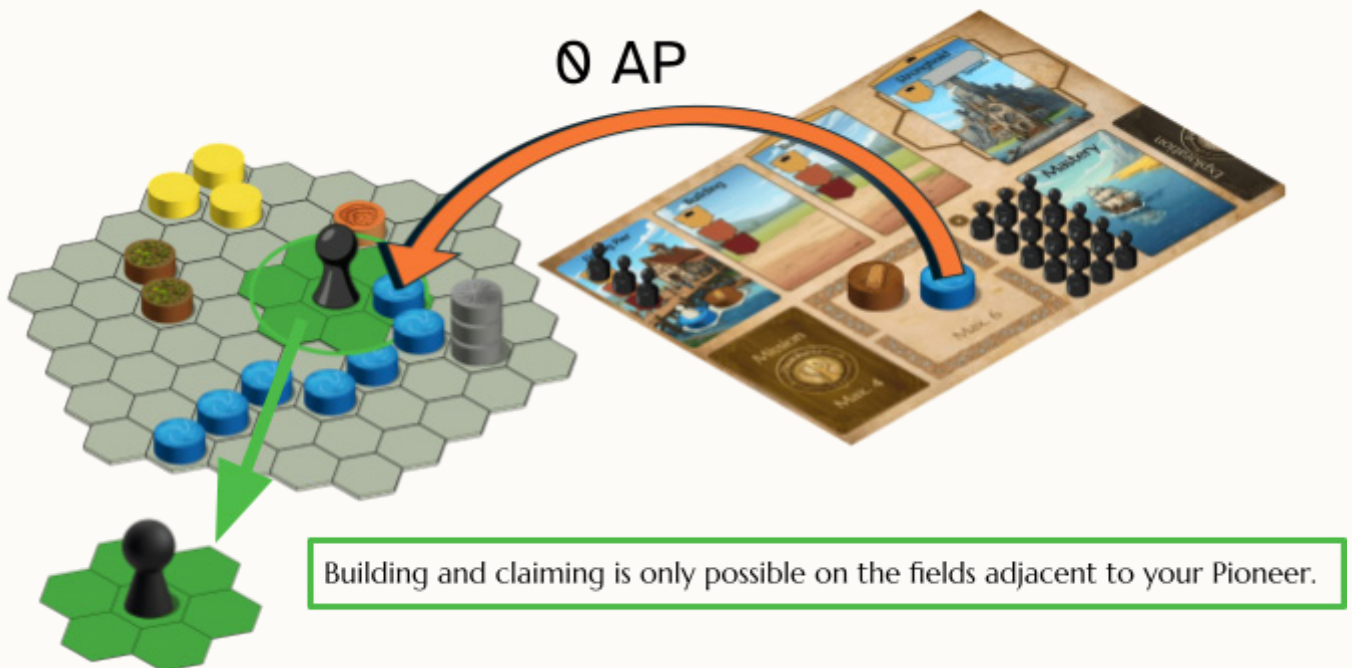
0, 1, 2 or 3 steps taken? END OF PHASE 2.

Attention: Only during your first turn must you take at least one step to free the centre hex of the Main Board for the next player.

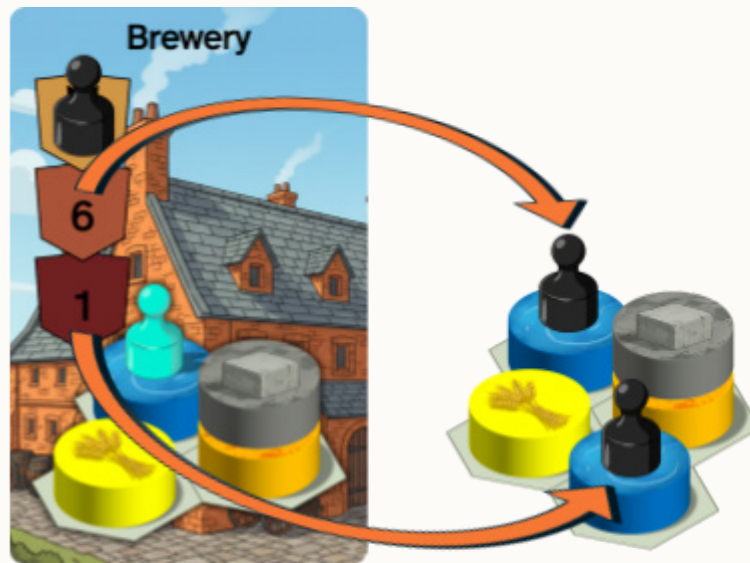
PHASE 3: BUILD & CLAIM

3.1 BUILD

- You may only place tiles on hexes that are **adjacent** to the Pioneer (including the hex where the Pioneer is standing) [*Exception: within your own Fortification, see 3.3*].
- Place resource tiles from your supply on the board to form the specific building pattern of your Building or Stronghold Cards.
- A placed tile is fixed; it may not be moved or taken back. *All resource tiles on the game board are shared. Everyone may freely use already placed tiles to complete their own building patterns, even if they are already part of another building.*
- You may form the pattern of a Building Card on the board in **any direction (rotated or mirrored)**. A tile that is part of a claimed pattern, but does not itself carry a pion, can still serve as a build location for a stack.



Example: The Brewery pattern is completed twice by using the orange/grey tile stack and the yellow tile two times, with one pion placed on a blue tile for each completion. This now earns 6 victory points (not 7).



STACKING TILES

- **Only building resources stack.** Wood (brown), rock (grey) and brick (orange) may be stacked up to a maximum of **3 tiles high**. Water (blue) and grain (yellow) are never part of a stack: they may not be placed on top of another tile, and no tile may be placed on top of them. Certain Strongholds feature a special building exception (as indicated on their card), which may only be performed inside a Fortification.
- **Always on top, never underneath.** A tile is placed either on an empty hex or **on top of the topmost tile** of an existing tile or stack. You may never slide a tile underneath an existing tile or stack.
- **The top tile determines the colour of the whole stack** for every rule in the game: building and Stronghold patterns, masteries and missions.
- **A pion seals the stack.** As soon as a pion is placed on a tile or stack, that hex is fixed for the rest of the game: no tile may be added on top of it, and no tile may be removed from it, not even by demolition (3.4).
- **Unclaimed tiles remain available.** A tile that is part of a completed pattern but does **not** itself carry a pion can still be built on. Stacking on it changes the colour of that hex, which can break a mountain range or the condition of a mission.

3.2 CLAIM

- Once you have completed a pattern on the board, you may claim it. Move the **next pion** (the one on the lowest victory point slot) from your Building Card to the Main Board and onto the tile as indicated on the Building Card. The formed tile pattern must exactly match, the orientation of the entire pattern on the board may be chosen freely.
- Pions live in three places: **in supply** on your Player Board, **on the victory point slots** of the building and Stronghold cards you have taken, and **on the Main Board** where you have claimed a pattern. Pions only ever move in that direction, a pion on the board never returns. Because you must cover every point slot of a card the moment you take it, you may only take a card if you still have enough pions in supply for all of its slots. When you have placed 16 of your 18 pions on the Main Board, the end of the game is triggered.
- A Building Card is always worth **only the highest point value you have freed**, never the sum of the freed slots. Each further completion of the same pattern replaces the previous value with a higher one.
- You can only place a pion on tiles that are **adjacent** to the Pioneer or on the tile **beneath** the Pioneer *[Exception: within your own Fortification, see 3.3]*.
- There may be a maximum of **one pion per tile** (or stack of tiles).
- You may also use tiles that are already part of another building or Stronghold pattern for your pattern, as long as the tile where the (claim) pion goes is free.
- A completed Building Card is slid under your Player Board at the 3rd card slot, with the building name and highest number of victory points (with the crown icon) still visible.
- A tile is claimed by you as long as one of your pions stands on it. Claimed tiles remain yours until the end of the game (a pion is never moved once it is on the board).



3.3 BUILD FORTIFICATION

A Fortification is a wall enclosing exactly **7 connected spaces**: one central space and the 6 around it. Everything inside (empty hexes, tiles, stacks and your own pions) stays where it is and now lies within your walls. All 7 spaces must exist on the board (no part may hang over the edge or a gap), Fortifications may never overlap one another, and **once placed a Fortification is never moved or removed**.

- **First Fortification:** You receive it as soon as you **fully complete your first Building Card**, meaning when all pions from the Building Card have been placed on the Main Board.
- **Second Fortification:** You receive this only after fully completing your **first Stronghold** (so when your pion from the Stronghold card VP slot is placed on the Main Board.)

Each player therefore has a maximum of 2 Fortifications on the board over the course of the game.

You may build an earned Fortification anytime during phase 3, but only when:

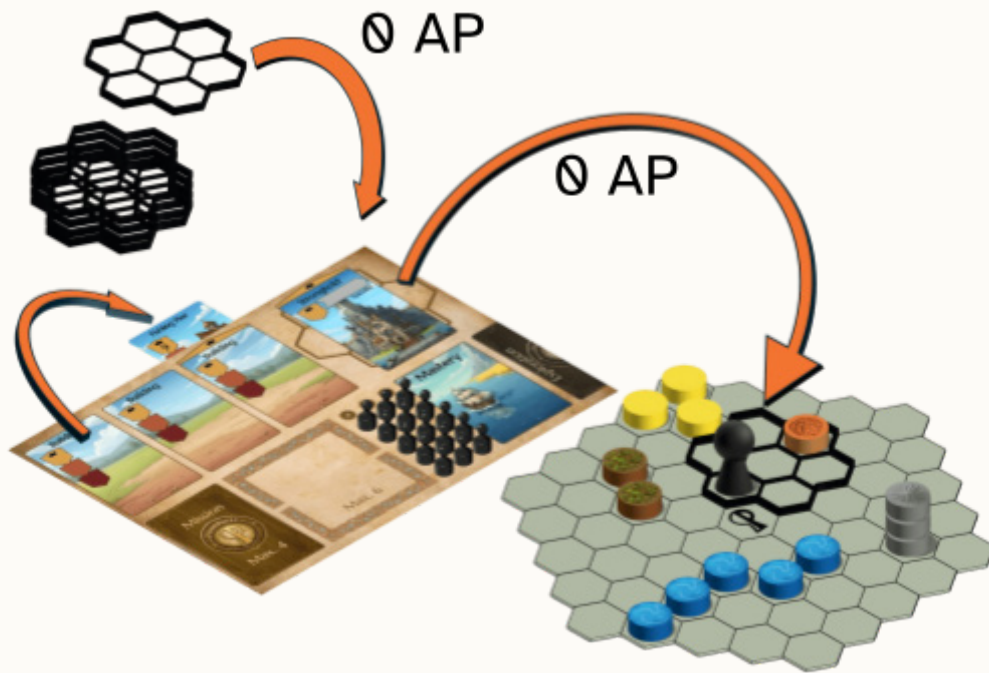
1. Your **Pioneer** is located within this Fortification.
2. There are **no pions or Pioneers from other players** within this Fortification.
3. The Fortification fits on the board completely and does not overlap another Fortification.



The guard rule: A Fortification can never be left unattended. Your Pioneer may only leave the wall if at least **one of your own pions** is within the walls. The Fortification is therefore always guarded by your Pioneer, one or more pions, or both.

Within your Fortification you have complete control:

- **Access:** Only your own Pioneer may be inside your Fortification.
- **Building and claiming:** Only you may place tiles or pions here, provided your Pioneer is somewhere within the Fortification. Moreover, you can then **build and claim anywhere within the Fortification**, not just on the adjacent hexes around the Pioneer.
- **Strongholds:** A Stronghold may **only be built within a Fortification** and only one Stronghold can be completed in each Fortification. A combination of a Stronghold and one or more buildings within a Fortification is possible.
- **River:** A river may run through a Fortification. You may move your Pioneer through an enemy Fortification by sailing, as long as you do not end your movement inside the Fortification.
- **Fair play:** You may not completely block another player's Pioneer when placing a Fortification. There must always be an escape route at the moment of placement.
- **Shared use:** Other players may use the resource tiles **inside** your Fortification as part of their own building patterns, but the tile they place their claim pion on must lie on a space **outside** your Fortification walls.



3.4 DEMOLITION

When your Pioneer is inside a Fortification, you may remove resource tiles from within that Fortification with no limit to the amount of tiles you demolish. These tiles are then moved to the Second-hand Market which collects everyone's surplus and demolished tiles, so it fills up over the game. Taking all of its tiles for 2 AP becomes a cheap action, when you need many tiles at once.

NOTE: Tiles with a pion on them **cannot** be removed. Plan the claiming of building patterns within your Fortification carefully if no Stronghold has been completed yet. Removing a middle or bottom tile in a stack is possible, as long as no pion is on this stack.

Done building, claiming and demolishing? END OF PHASE 3 = END OF YOUR TURN

Maximum 6 resource tiles in own supply; surplus tiles go to the Second-hand Market. The next player in clockwise order now begins their turn.

Turn Example

Black begins their turn.

PHASE 1: TAKE RESOURCE TILES & CARDS FROM THE MARKET

1.1 For 2 AP (Action Points) he takes a group of 3 resource tiles from the market (1 brown and 2 grey) and places them on his Player Board.

1.2 For 1 AP he takes the Fishing Pier Building Card from the market and places it on his Player Board. He immediately places 3 pions from his supply on the card's 3 point slots.

PHASE 2: MOVE PIONEER

2. He moves his Pioneer 2 steps to the right, until it is right beside the river of 3 blue tiles.

PHASE 3: BUILD & CLAIM

3.1 He places the brown tile from his Player Board on the hex beneath his Pioneer, deliberately against two blue tiles already there. The Fishing Pier pattern is now formed twice on the Main Board.

3.2 He moves the 2 pions on the lowest slots of the Fishing Pier card onto the two blue tiles next to his Pioneer. The Fishing Pier is now worth 5 points (the highest freed slot, not $2+5=7$).

+ Mastery: Black has now claimed the longest river, because the river is 3 blue tiles long and he has the most pions on it. He takes the "River Ruler" Mastery Card and places it on his Player Board. Each Mastery Card is worth 10 extra points at the final count, for the player who holds that mastery at the end of the game.



Mastery

A river, plantation, or mountain range is a connected group of same-colour tiles. You *control* it if you have the most pions on it; you may claim the matching mastery once it reaches the required length (river) or tile count (plantation and mountain range) and you control it. Each mastery is worth 10 victory points.

Mastery	Requirement
Frontiersman	Most Exploration Cards owned, minimum 2. In case of a tie, this card stays with the current holder.
River Ruler	Longest river claimed. Take this card as soon as you have claimed a river of at least 3 blue tiles long. In case of a tie, the card stays with the current holder. When rivers merge, the majority of pions determines control. The shortest path counts to determine the river length.
Land Lord	Largest plantation claimed. Take this card as soon as you have claimed 3 or more connected yellow tiles. When merged, the player with the most pions on the plantation wins.
Mountain King	Largest mountain range claimed. Take this card as soon as you have claimed a group of 4 or more connected grey tiles. When merged, the player with the most pions on the mountain range wins. Note: with a not-fully grey stack, only the top grey tile counts, but it does create a group with adjacent grey tiles.

- **Taking over:** An opponent can take a Mastery Card from you as soon as they **improve** your current record or as soon as that opponent has placed more pions on a shared river, plantation or mountain range.
- **Tie:** In case of a tie, the Mastery Card stays with the current holder.
- **Demolition:** Demolishing tiles in a Fortification can have a direct impact on a mastery. If as a result nobody meets the mastery requirement anymore, the Mastery Card goes back to the general supply.

When rivers, plantations, or mountain ranges merge, the Mastery Card goes to the player who currently has the most pions on the merged river, plantation, or mountain range. Here too, in case of a tie, the Mastery Card stays with the current holder.

Do multiple players simultaneously meet the minimum requirements for an unclaimed Mastery Card? In this case, the card is awarded to the active player. If the active player is not one of them, the card goes to the next player in turn order. See the example below.

Example 1: Both Black and White have a pion on the river of 2 blue tiles.
It is Black's turn, and they add a third blue tile.
Since the minimum requirement for the River Ruler (3 tiles) is now met and Black is the active player, Black immediately claims this Mastery Card.



Example 2: Player 1 holds the Mountain King with a group of four connected grey tiles, his pion on the first of them. On his turn, player 2 places a brown tile on the third grey tile of that group. That hex is now brown, and Player 1's group is cut into a group of two and a group of one. Player 1 no longer meets the requirement of four connected grey tiles and loses the Mastery Card. Player 1's own pion tile is untouchable, but the rest of the group was never protected.

Specialist per Stronghold

Once a Stronghold is completed, its associated specialist becomes active from the next turn onwards. You may use the **ability** of this specialist **once per turn**. Using abilities is not mandatory, but receiving resource tiles (Mountaineer, Mason, Freebooter, Monk, and Pontifex) must be done every turn. If you have more than 6 resource tiles in your supply at the end of your turn, you choose which tiles go to the Second-hand Market.

Stronghold	Points	Specialists	Ability
The Royal Embassy	24	Diplomat	Move Pioneer up to 4 steps, including fully through opponents' Fortifications.
The Mountain Castle	22	Mountaineer	Take 1 grey tile from Resource Bag and place in own supply at start of turn.
The Old Library	22	Archivist	For 1 AP: Draw 3 Building Cards, keep up to 1 (max 1 building card per turn).
The Great Hall	22	Haggler	Upon taking a group of 3 resource tiles: Take 1 extra tile from the Market for free and place in own supply.
The High Wall	24	Mason	Take 1 orange tile from Resource Bag and place in own supply at start of turn.
The Grand Church	25	Blessor	Swap 1 tile from your supply with a tile from the market during Phase 1.
The Big Port	20	Freebooter	Take 1 tile of your choice from the market and place in own supply at start of turn.
The Serene Abbey	20	Monk	Take 1 brown tile from the Resource Bag and place in own supply at start of turn.
The Gilded Vault	30	Treasurer	High value asset scoring 30 Victory Points without an ability.
The Sky Tower	20	Seer	Taking an Exploration Card costs 1 AP instead of 2 AP (max 1 time each turn).
The Amphitheatre	22	Curator	For 1 AP: Draw 4 Mission Cards instead of 2 and keep up to 1 (once per turn).
The Aqueduct	20	Pontifex	Take 1 blue tile from Resource Bag and place in own supply at start of turn.
The Cliff Monastery	22	Renewer	Renew a group of 3 resource tiles from the market during Phase 1.

Missions

Earn extra points by completing Mission Cards. Unless explicitly stated otherwise, the conditions on the cards always **refer to your own Pioneer, pions, Strongholds, and Fortifications**. The **topmost tile** always determines the colour of the stack. Merchant: Rivers are scored separately. A pion on each of two unconnected rivers qualifies both.

Mission	Points	Requirement
Architect	4	For each own pion on a STACK of EXACTLY 3 tiles in 1 COMPLETED Stronghold.
Bailiff	4	For each group of grey, blue, or yellow tiles occupied by both an own pion and at least 1 pion of an OPPONENT.
Sherpa	3	For each own pion on a shared mountain range (adjacent grey tiles with at least 1 pion of an OPPONENT).
Quartermaster	3	For each different type of tile in 1 own COMPLETED Stronghold.
Forester	3	For each own pion on a brown tile (only the top tile counts).
Guildmaster	5	For each completely SEPARATE group of 3 or more adjacent own pions.
Gold Seeker	3	For each yellow tile within 1 own Fortification.
Inquisitor	4	For each pion of an OPPONENT adjacent to your Pioneer at the END of the game.
Chancellor	8	For each COMPLETED own Stronghold on the Main Board that does NOT border the edge of the (entire) board.
Cliff Dweller	3	For each own pion adjacent to a STACK OF EXACTLY 3 grey tiles.
Hermit	6	For each own COMPLETED Stronghold NOT adjacent to OPPONENT Fortifications.
Settler	4	For each Exploration Board (excluding Fill-up Tiles) with at least 1 own pion.
Merchant	2	For each pion of OPPONENTS adjacent to (not on) any river you have a pion on.
Tenant Farmer	6	For each Exploration Board (excluding Fill-up Tiles) where both you and an OPPONENT have at least 1 pion.
Count Palatine	3	For each own pion in the centre of the Main Board (= centre hex with logo + the 6 surrounding hexes).
Pilgrim	9	Your Pioneer is on the centre hex of the Main Board at the END of the game.
Squire	2	For each own pion adjacent to or beneath the Pioneer at the END of the game.
Castellan	3	For each resource tile beneath your Pioneer at the END of the game.
Spy	3	For each own pion on a tile adjacent to a COMPLETED Stronghold of an OPPONENT.
City Watch	3	For each own pion in 1 COMPLETED own Stronghold.
Stonecutter	3	For each own pion on an orange tile (only the top tile counts).
Lord of the Vale	5	For each own pion on an ISOLATED stack (2+ tiles, with no adjacent stack).
Flatlander	6	For each Exploration Board NOT directly adjacent to the Main Board and has at least 1 own pion on it.
Peacemaker	8	For each own COMPLETED Stronghold adjacent to a Fortification of an OPPONENT.
Pirate	3	For each own pion on a shared river (blue chain with at least 1 pion of an OPPONENT).

End of the Game

The game ends when **one** of the following conditions is met:

- **Resources are depleted:** the bag is empty and the Resource Market can no longer be replenished to 12 resource tiles.
- **Building Cards are depleted:** the draw pile is empty and the Building Market can no longer be replenished to 4 Building Cards.
- **Pions are (almost) depleted:** a player has placed 16 of their 18 pions on the Main Board (pions on card slots do not count toward this).

The final round: The player who triggers the end finishes their turn. The current round is then played out: everyone still to come in clockwise order takes their turn, players who have already played this round do not. Every player thus ends with the same number of turns. Then the final count follows.

Final Score

At the end of the game, add up the victory points:

- **Buildings:** Highest achieved point per card (do not add the point slots together).
- **Strongholds:** Points from your completed Stronghold cards.
- **Mastery:** Points from your acquired Mastery Cards.
- **Missions:** Show your Mission Cards to the other players and add points for completed missions.

The player with the most victory points wins.

*Tie? The player with the most **pions** within their own Fortifications wins. Is there still a tie? Then the player with the most resource tiles within those walls wins.*

Solo Mode

Players: 1 | Play time: ca. 30 min

In Pionheir Solo Mode you build the most valuable realm you can in **15 turns**. There is no opponent to block you or beat you to a mastery, your opponent is the clock. Every turn you spend is a turn you cannot spend elsewhere, and finishing early is rewarded with an efficiency bonus.

Setup

Set up exactly as for a normal game, with three changes:

1. **Remove these 9 Mission Cards from the deck.** Each of them scores off an opponent's pions or Strongholds, and can never be completed in solo mode:
Bailiff · Sherpa · Inquisitor · Hermit · Merchant · Tenant Farmer · Spy · Peacemaker · Pirate
2. **Remove the Stronghold card The Royal Embassy.** Its specialist, the Diplomat, lets you move through opponents' Fortifications, which cannot occur in solo mode.
3. **Add Charter Achievements.** At the start of each solo game you're assigned 3 random charters that earn additional Victory Points.

Charter	Objective
Outer Keep	Complete a Stronghold on an Exploration Board.
Chart the Wilds	Place 3 Exploration Boards.
Citadel Towers	Have 3 hexes stacked 3 tiles high.
Four Roofs	Complete 4 Building Cards.
Undisputed	Hold all 4 Mastery Cards at the end.
Vanguards	Have 5 pions on Exploration Boards.
Twin Cities	Complete 2 Strongholds directly next to each other.
Sworn Word	Score 15 victory points on a single Mission Card.
The Long Ledger	Score 40 victory points from your Mission Cards.
The Landings	Have 4 pions on a single river.

Everything else is unchanged: the same board, the same 24 Building Cards, the same Resource Market and Second-hand Market, all four Mastery Cards, and the same 18 pions. The starting board is generated at random with a maximum of 15 tiles.

Playing

Play like in a multiplayer game: three phases per turn, 3 AP per turn, and the same rules for taking, moving, building, claiming, exploring and demolishing.

A **turn** is one complete pass through phases 1, 2 and 3. Keep count of your turns, the 15-turn limit and the efficiency bonus both depend on it.

First move: the requirement to take at least one step on your first turn does not apply in solo mode.

Masteries: All four Mastery Cards are available and can be claimed the moment you meet the threshold.

The Rival

At the end of every turn (except your last), the Rival churns both markets:

- **Building Market:** Building Cards that have been on offer for 3 turns are discarded, and the market is refilled to 4. Tracking tip: put 3 pions of a colour you are not playing on each Building Card. At the end of every turn, first take 1 pion off each card that was already there and discard any card left with none, only then refill, putting 3 fresh pions on each new card. You need 12 pions in total.
- **Resource Market:** one resource group is swept, in rotation (1→2→3→4). Its tiles leave the game for good, then 3 new tiles are drawn from the bag into that group.

End of the Game

The game ends when **one** of the following conditions is met:

- **Resources are depleted:** the bag is empty and the Resource Market can no longer be replenished to 12 resource tiles.
- **Building Cards are depleted:** the draw pile is empty and the Building Market can no longer be replenished to 4 Building Cards.
- **Pions are (almost) depleted:** you placed 16 of your 18 pions on the Main Board (pions on card slots do not count toward this).
- **You complete your 15th turn.** The game ends whether or not you have placed your 16th pion.

Efficiency Bonus

If you end the game by placing your 16th pion before turn 15, you score **5 victory points for every turn you did not use**:

Efficiency bonus = (15 – the turn on which you placed your 16th pion) × 5 points

The efficiency bonus does not apply if the end game is triggered by resource or Building Card depletion.

Solo Mode Final Score

Add up your victory points to determine your final rank.

- **Buildings:** the highest point value achieved per card (do not add the point slots together).
- **Strongholds:** points from your completed Stronghold cards.
- **Masteries:** 10 points per Mastery Card you hold at the end of the game.
- **Missions:** points scored by your Mission Cards. Most missions score per qualifying instance; a mission with none scores 0.
- **Charters:** 10 points per fully completed Charter Card.
- **Efficiency:** bonus points for ending the game early.

0–49 Villager	50–99 Burgher	100–119 Freeholder	120–139 Steward	140–159 Magistrate	160–179 Warden	180–199 Marshal	200–219 Governor	220–249 Regent	250+ Monarch
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