
Rus'
Kievan Rus'
Barracks of yours cost only 2 wood to build, but they only have 3 health.
Spanning from the Viking Age to the Mongol invasion, Kievan Rus' was a powerful medieval East Slavic state, refined by a vibrant river network and wooden fortress architecture.


Lovchiy
STARTING SCOUT
1
1
2
ARCHER
1
2
1
When building a forest camp with this unit, gain 1 temporary food (max. 2).
A royal huntsman. Hunting was a vital part of medieval Rus' society, serving both as a source of food and a popular sport.
III


Voyi
1
1
2
INFANTRY - ARCHER
2
4
1
The Voyi were a tribal militia who formed the backbone of early Rus' armies, raised in times of war to support the Durzhina.
III


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1
1
2
INFANTRY - ARCHER
2
4
1
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III


Kholop
1
2
INFANTRY - VILLAGER
0
1
0
Action: The Rus' player may give this unit to an opponent. Kholop must immediately be deployed. The Rus' player gains 1 temporary gold.
This action can only be used if the opponent has one of their four base unit spaces available!
Front-line (Can stand on squares with 1 other allied unit. Front-line units must be targeted first.)
Kholops were slaves in Rus' society. The slave trade was a very important part of the Rus' economy.
III


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III


Smerd
2
2
INFANTRY - VILLAGER
1
2
1
1
Action: Relocate a surrounding unit of yours to another square surrounding Smerd.
Rus' peasants. They provided food and transportation for the army, and only sometimes acted as military.
III


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2
2
INFANTRY - VILLAGER
1
2
1
1
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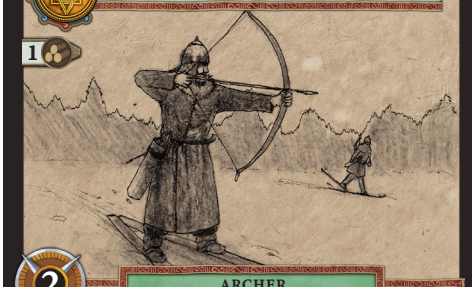
III


Luchnik
1
2
ARCHER
0
2
2
Luchnik or Strelets archers, were regular additions in Rus' armies. In battle, they were often placed behind the centre shield-wall of Kopejshchik spearmen.
III

Luchnik



1

2

ARCHER

0 ⚔

2 ♥

2 🛡

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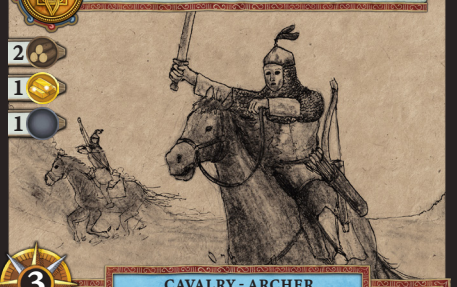
Chernye Klobuki



2

1

1

3

CAVALRY - ARCHER

2 ⚔

3 ♥

2 🛡

Anti Camp 2 *(+2 ⚔ against Camps.)*

The Chernye Klobuki, meaning 'Black Hats', were nomadic Turkic tribes famous for their cavalry warfare. They were employed by Rus' knyaz to defend the southern borders against the Cumans. II

Grid Druzhina



2

1

2

INFANTRY

3 ⚔

5 ♥

0 🛡

The Grid, or 'junior' Druzhina, was the lowest rank of the Druzhina. They consisted of ordinary retainers, servants, assistants, and soldiers. III

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2

1

2

INFANTRY

3 ⚔

5 ♥

0 🛡

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2

1

2

INFANTRY

3 ⚔

5 ♥

0 🛡

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Malaia Druzhina



3

2

1

2

INFANTRY

3 ⚔

7 ♥

1 🛡

For each enemy unit this unit kills, this unit gets +1 ⚔.

The Malaia, or 'small' Druzhina, consisted of 25 to several hundred close companions and advisors to the Knyaz, serving in personal protection and law enforcement. II

Othroki Druzhina



4

2

1

2

INFANTRY

4 ⚔

7 ♥

0 🛡

Armor 2 *(Take 2 less damage during combat.)*

The Othroki, or 'youths' Druzhina, were drawn from the Malaia Druzhina. They served as the closest companions and bodyguards of the Knyaz. I

Varjazi



4

3

2

INFANTRY

5 ⚔

6 ♥

1 🛡

Action: Gain 2 temporary Gold (Max. 4). On your opponent's next turn, they must exhaust two gold resources and can control Varjazi as if it were their own unit for 1 turn.

The Varjazi, better known as 'Varangians' in Greek, were a group of Scandinavian mercenaries who fought for the highest bidder. Some Varjazi bands operated as military brotherhoods. I

Boyar



4

3

1

2

CAVALRY

3 ⚔

10 ♥

1 🛡

Action: Relocate one of your units to a square surrounding Boyar.

War Cry *(All surrounding allied units have +1 ⚔.)*

Boyars were the highest-ranking nobles in Rus' society. They wielded great influence and power, serving as the primary military and political backbone of the Knyaz. I

Lodya



4 1

2

SIEGE - SHIP

0 4 3

Light Ship *(Can only move on water and surrounding squares. Deploy this unit onto a water square surrounding one of your units.)*

Deploy any of your units on the squares adjacent to Lodya.

Lodyas were Rus' ships, similar to Scandinavian longships. They were used to navigate the extensive river networks of the Rus' lands. III

Lodya



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2

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Volodiměr I Svętoslavič



5 4

2

CONQUEROR - CAVALRY

5 10 0

All your units have +1 ⚔. Once, you can remove this effect by destroying 2 forest camps. When doing so, remove 3 damage counters from all your units, and gain 2 temporary gold.

Vladimir the Great was the Grand Prince of Kiev from 980 to 1015, later canonized as Saint Vladimir. Originally a follower of Slavic paganism, he later Christianized the Kievan Rus'. I

Monoxyla



2 1

UPGRADE Infantry

+1 movement and **Naval** *(Can move over water.)*

The monoxylon, a dugout boat crafted from a single trunk. During the 907 Rus'–Byzantine War, Oleg the Wise famously deployed up to 2,000 of them. legend says they were even fitted with wheels to attack Constantinople by land. III

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Sani



1 2

UPGRADE

Action: When on a camp of yours, take one temporary resource of the corresponding type (Max. 2).

The sledge was one of the most popular forms of transport in medieval Rus' lands. It was used not only on winter, but also in summer on dry or muddy ground, as unpaved roads made wheeled carts less effective. III

Mounted Druzhina



1 1

UPGRADE Infantry

If your unit has *Druzhina* in its name, it becomes a *cavalry* unit with multi-directional movement and **Charge 2** *(+2 ⚔ against units after moving 2 or more squares this turn.)*

In later years, the Druzhina began adopting shock cavalry tactics, adapted from their conflicts with nomadic tribes. III

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Knyaz



2 2

UPGRADE

+1 ♥ and **Armor 1** *(Take 1 less damage during combat.)*

A Knyaz was a Rus' prince who ruled over the various Rus' principalities. The Velikiy Knyaz, or 'Grand Prince', held the supreme position as the monarch of Kievan Rus'. I

Kremlin



ACTION

2 Heal 3 health of any Camp or Barracks of yours exceeding the max health.

A fortress, built in most major cities of the Rus'. The term 'Kremlin' first appears in 1317 regarding the Tver Kremlin. Comparable terms are Krom and Detinetz. I

Veche



REACTION

1 1 When targeted, you may place a camp surrounding to the targeted square.

A medieval Rus' town council, made up of free citizens, but often dominated by rich merchants and nobles. It managed local militias, rallied during conflicts, and could even elect and dismiss princes. I

Vyra



REACTION Upgrade

1 When one of your units is killed, give one of your units +1 ⚔. Attach this card as an upgrade card.

REACTION Upgrade

1 When one of your units is killed, give an enemy unit this card as an upgrade card. The unit takes 1 extra damage in combat.

A blood money tax. Blood feuds were common in Rus' lands, but if no close relative remained to seek revenge, the feud was legally ended with the payment of a Vyra, a form of blood money. III

Beeswax Trade



ACTION

1 Gain 1 Temporary Gold.

Beeswax and honey where very important export products of the Rus'. Novgorod was a major tradehub, which exported to all over Europe and into the middle east. III

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Hunter Princes



ACTION

2 For each of your units on a forest square, gain 1 temporary food.

Hunt was a major part of Rus' society. Princes often had trained pets for hunting, such as dogs and birds. III

Posadnik



ACTION

1 1 Build a camp of yours on a square surrounding a village.

ACTION

1 1 Draw 2 cards.

Representative of the Princes, and later mayors of towns and cities. III

Detinetz



3 1

EVENT

Barracks of yours on Forest squares have **Armor 2** and collect wood as if they were camps.

A type of citadel found in medieval Rus' cities. This term predates the similar 'Kremlin'. These citadels were often earthen embankments topped with a wooden palisade. I

River Raiding



3 2

EVENT

You may deploy units of yours onto enemy camps surrounding water squares.

The Rus' made extensive use of river routes for transport and raids, often striking deep into Bulgarian and Byzantine territories. I