



It's the dawn of the Livonian Crusade, and Estonia is being conquered by several nations. The Danish forces of Valdemar the Great are arriving from the West. Crusaders, led by Bishop Albert, are crossing the borders from the South. Vsevolod, Prince of Novgorod is attacking from the East. There's only one hope for all Estonians – Lembitu – a leader brave enough to fight against all the conquerors.

## GOAL OF THE GAME

Lembitu is a co-operative game where all players share a singular goal – to prevent enemy forces reaching Weissenstein. If players succeed, they all share the victory! If they fail, Weissenstein will be conquered, and the game will end in defeat for everyone.

Enemy units are represented as cubes. There are three different colours available – red for forces of Vsevolod, Prince of Novgorod entering from the East; blue for Valdemar the Great's troops arriving from the West and green for Bishop Albert's crusaders entering from the South. Each enemy has two starting locations from where their forces enter on board.

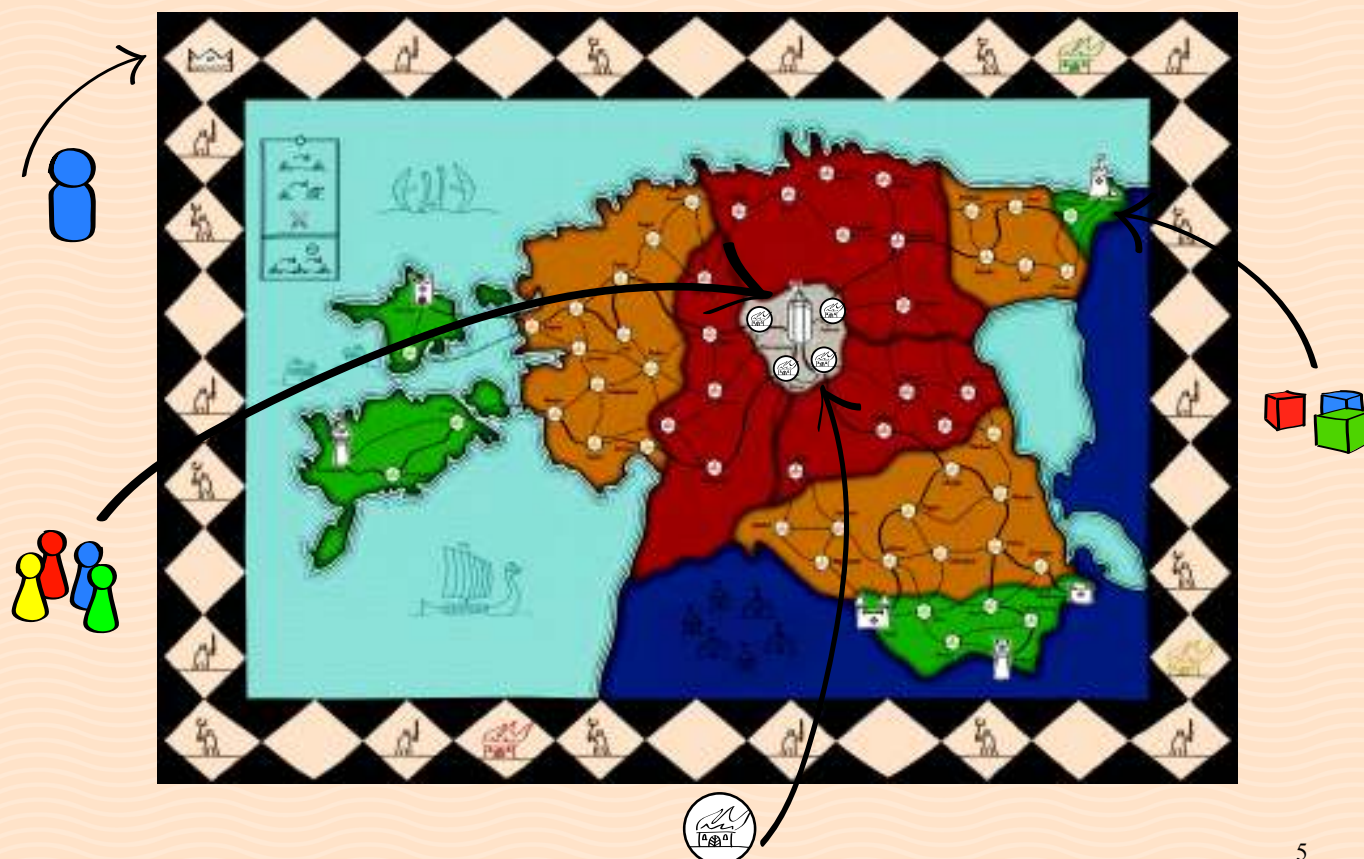
## COMPONENTS

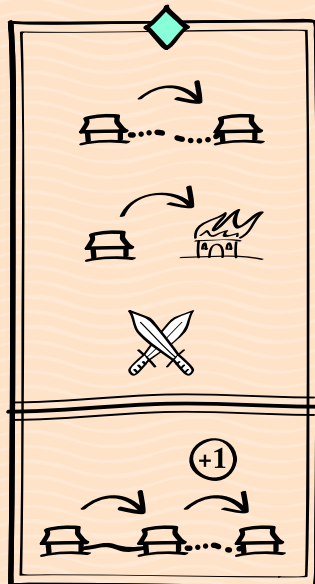
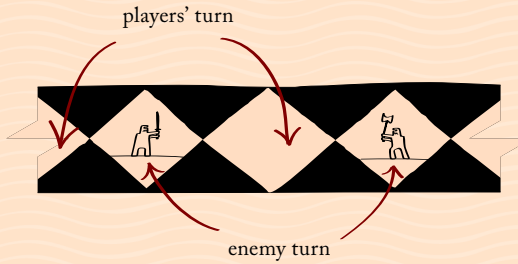
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| 1 game board  | 60 enemy markers<br>(in 3 different colours) |
| 4 pawns       |  |
| 1 turn marker | 20 uprising/fortification<br>markers         |
| 3 dice        |  |

Markers included are not meant to be limited. Feel free to use something suitable (coins, tokens etc) as replacements should you run short.

## SETUP

1. Each player chooses a pawn and places it in Weissenstein.
2. Place the turn marker on the turn track at the starting position.
3. Place uprising markers on 4 towns, surrounding Weissenstein.
4. All 3 dice are rolled 4 times and new enemy units are placed on the board each time (see ENEMY TURN for details)
5. Place all remaining cubes near the board as unit reserves.
6. The turn marker is moved one space forward and the game starts with the first player's turn.





There is a reminder on game board about actions available



Example: Placing enemy forces

## COURSE OF THE GAME

Game play alternates between player and enemy turns. Enemy turns are marked with a soldier on the turn track field, player turns have no icons on the track field.

## PLAYER TURN

During the players' turn, player order for taking actions is not fixed. The only rule is that one player must finish taking all his/her actions before another player starts. The amount of actions available for each player depends on the number of players:

with **two players** each player has 6 actions,

with **three players** each player has 4 actions,

with **four players** each player has 3 actions.

There are three different types of actions available for players – movement, combat, and rebel. The same action can be used multiple times during a turn (but not exceeding the action limit) – for example a player can move twice and then do combat.

**Movement** – Player can move on a major road (thick line) or on a forest trail (dotted line). Player can not move through a location occupied by enemy forces. Momentum – If a player has made at least one move on a major road, he/she automatically gets one additional movement that can be used any time during player's turn. There is a limit of only one additional movement a player can receive during his/her turn.

**Combat** – Player removes one enemy unit from his/her current location.

**Rebel** – Player places uprising marker on his/her current location. This location may not have any enemy units in it when performing that action.

## ENEMY TURN

During enemy turns, the units of three different enemy leaders are moving towards Weissenstein. Every leader has two locations their units start moving from.

Roll three dice and place enemy forces on the board by creating a chain of units according to result. This represents the movement of enemy forces. Enemy forces always moves on major roads towards Weissenstein taking the shortest road available (exception: fortifications – see below). If there are multiple roads with equal length, players can select the more suitable one themselves. If there are gaps (due to combat) between an enemy's starting location and their front-most cube on the road, these gaps are filled first.

If an enemy unit enters into the same location with a player, that player is eliminated and is out of the play for the rest of the game.





If an enemy unit enters a location with an uprising marker, then this uprising is subdued. The marker is removed from board, and additionally, one enemy unit (of that particular colour) is added to the “siege” section of the game board from the unit reserves. Heavy resistance – 4 uprising markers placed during setup will prevent one enemy unit from entering the location. After that marker is removed, one unit is added to the “siege” section as usual.

Fortification blocks the enemy from moving into (and through) the location. In that case enemy forces start moving on forest trails, taking the shortest path towards Weissenstein – until they reach a major road again.

In case of an enemy direction being completely “blocked out” by fortifications in a way that no new units can be placed, each time this direction is rolled, 1 or 2 units are placed on “siege” section instead – until the fortifications can be successfully sieged.

**Siege** – If the enemy has at least two of his units on the “siege” section, it can conquer a fortification during his movement. As a result, he will remove the fortification marker from the location in which he moves, places his unit on the location, and removes two of his units from the “siege” section.

There will be maximum of three rebellions during the game – one each time the turn marker enters the “uprising” field. During rebellion, all uprising markers in provinces of that particular colour are turned over to fortifications. Provinces of other colour markers are left unchanged. After rebellion, normal player turn follows.

Players win if the turn marker reaches the starting location with no enemy units entering Weissenstein. Players lose if any enemy unit enters Weissenstein.



The board game Lembitu is based on two historic events taken place in Estonia at the end of prehistoric period and the beginning of the Middle Ages.

The Livonian Crusade or else the ancient Estonian fight for freedom took place in 1208–1227 and ended with the conquest of the land and the forced christening of the Estonians. The main source of the events that took place at the time is Livonian Chronicle, written by a German priest Henricus de Lettis. He also brought up the name of Lembitu, the leader of the Estonian ancient fighters. Lembitu was the most important leader of the Estonians. He fell in a battle in 1217.

The uprising of the Estonians against the foreign supremacy, so-called the St George's Night uprising took place in the years of 1343–1345 and covered almost the whole Estonia, proceeding close on two years. After the first and successful battle the resurrected Estonians chose amongst themselves four kings, who led the siege of Tallinn. The news reached the Livonian Order and the master of the

order asked the kings to come to Paide under the pretext of negotiations. There he provoked an armed conflict in course of which in 1343 the kings were killed. In the following battles the Estonians were beaten. After the mutiny all the most important citadels of the Estonian dukedom fell into the hands of the Livonian Order.

Now provides the opportunity to partake in a variety of historic events a museum Wittenstein Time Centre ([www.wittenstein.ee/en](http://www.wittenstein.ee/en)), which is located in the former Paide tower. The museum has created an atmosphere with multiple sound and light effects and illusions, which builds a real bond with the past.

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