Somerset: The Rules by Aaron Oster - A Comprehensive Guide to the Game

Somerset: The Rules by Aaron Oster is a board game that simulates the experience of managing a county in England during the 16th century. Players must balance the needs of their people with the demands of the Crown. The game is played on a hexagonal map of England, and players use a variety of resources to develop their counties.

The game is played over a series of turns, and each turn is divided into four phases:

1. **Planning Phase:** During this phase, players choose the actions that they will take during the turn. Actions include moving units, building structures, and training troops.

2. **Action Phase:** During this phase, players carry out the actions that they chose in the Planning Phase.

3. **Development Phase:** During this phase, players collect income and build new structures.

4. **End Phase:** During this phase, players prepare for the next turn.

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

Somerset (The Rules Book 1) by Aaron Oster

★★★★☆ 4.2 out of 5

Language	: English
File size	: 4125 KB
Text-to-Speech	: Enabled
Enhanced typesetting	: Enabled

- A player conquers all of the other counties in England.

- A player has a population of 100,000 people.

- The game has been played for 100 turns.

The player who meets one of the victory conditions wins the game. If multiple players meet a victory condition in the same turn, the player with the highest score wins.

The game includes the following components:

- A game board

- 100 county tiles

- 40 resource tiles

- 50 unit tiles

- 25 building tiles

- 100 money tokens

- 100 population tokens

- 50 victory point tokens

- A rulebook

To set up the game, follow these steps:

1. Place the game board in the center of the table.

2. Shuffle the county tiles and place them face down in a stack.

3. Shuffle the resource tiles and place them face down in a stack.

4. Each player chooses a color and takes the corresponding unit tiles, building tiles, money tokens, population tokens, and victory point tokens.

5. Each player places their starting units on the county tile that corresponds to their starting location.

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There are many different strategies that can be used to win Somerset: The Rules. Some of the most common strategies include:

- **Expansion:** This strategy involves conquering new counties and increasing your population.

- **Development:** This strategy involves building new structures and improving your economy.

- **Diplomacy:** This strategy involves forming alliances with other players.

- **War:** This strategy involves using your military to conquer other counties.

The best strategy for you will depend on your playstyle and the game situation.

Somerset: The Rules was designed by Aaron Oster and published by GMT Games in 2014. The game has received positive reviews from critics and has been praised for its historical accuracy and strategic depth.

Somerset: The Rules is a challenging and rewarding board game that simulates the experience of managing a county in England during the 16th century. The game is packed with historical detail and offers a variety of strategic options. Whether you are a fan of history

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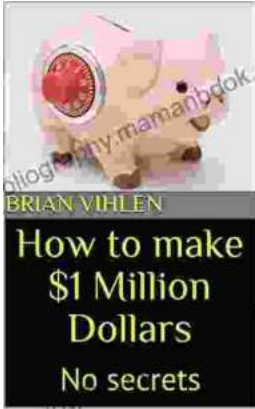
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