Deutsche Hanse

Players: 2

Time: 30 minutes

Deutsche Hanse, or the Hanseatic League, were a confederation of market towns in Northern Europe.

As traders in 14th century Lübeck you need to be able to anticipate the maket in order to get ahead of your rivals. Your connections have told you which convoys are heading in next, but are you the best prepared to fulfil their needs?

Get the orders wrong and you might find yourself lagging behind the other commercial households in the quest for wealth.

Components Required

33 d6 in 3 colours (15 of one colour, 15 of another, and 3 of a third colour)

1 pencil/pen

1 game sheet

Winning the Game

The object of *Deutsche Hanse* is to amass the most wealth within the 10 months (turns) of the game. Wealth is gained when a caravan arrives at Lübeck based on the available goods they are looking for and the ability of the players to fulfil those orders.

Setup

1. Each player should take the 15 dice of their colour and place them in their **resources** area.
2. Each player takes 6 dice from **resources**, rolls them, and places them unmodified in their **stock** storage area.
3. Each player takes 6 more dice from **resources**, rolls them and places them unmodified in their **production** area. The remaining 3 dice are left in **resources**.
4. One by one the 3 neutral dice are rolled and place in the convoy schedule.

Playing the Game

A game of *Deutsche Hanse* consists of 10 turns. Each turn is made up of a number of phases.

Phase 1 – Display your wares

Phase 2 – The caravan arrives

Phase 3 – Stock your warehouse

Phase 4 – Produce goods

Phase 5 – Exchange first player token

Phase 1 – Display your wares

During this round each player takes it in turns using dice from their **stock** area.

There are 2 ways to use **stock dice**;

1. Place the item on display in the market. Place the die on any matching dice square in the market.
2. Bribe one of your contacts, revealing previous information to have been false. A die may be used to swap a convoy of equal value with another convoy at either the front or back of the schedule.

Once all dice have been used, or dice can no longer be placed, move to phase 2.

Phase 2 – The Caravan Arrives

During this phase both players amass wealth from the goods sector requested by the convoy at the top of the track. Each good grants the player who placed the most dice in its sector a bonus if all the coloured squares have all been filled. If there is a tie neither player gets the bonus.

See the **Scoring** section for how to calculate wealth gained.

Good 1 (Wool) – Score this sector again.

Good 2 (Linen) – Before the start of **Phase 3**, swap any 2 convoy dice.

Good 3 (Timber) – You may reroll as many dice in your **Production** as you wish.

Good 4 (Furs) – Swap 2 dice from your **Production** with 2 in your **Stock**.

Good 5 (copper) – Gain 15 additional wealth this turn.

Good 6 (Iron) – Remove all of your opponents dice from 1 sector and place in their resources.

Once this is complete, record your score for that turn in the box relevant box, remove the top die from the track, move the remaining dice up, roll the die and place it at the end of the track. All dice in that zone are removed and placed in their owner's **resources** box.

Phase 3 – Stock your Warehouse

Move dice from **Production** to **Stock** until all 6 squares are filled.

Phase 4 – Produce goods

Roll as many dice from **Resources** as there are spaces in your **Production** zone, place them in the available spaces.

Phase 5 – Exchange first player token

Exchange the first player token. Put a mark in the next blank turn box (Start on turn 1)

END OF THE GAME

At the end of Phase 2 on the 10th turn, both players should calculate their total wealth earned. The player with the highest wealth has won.

Scoring

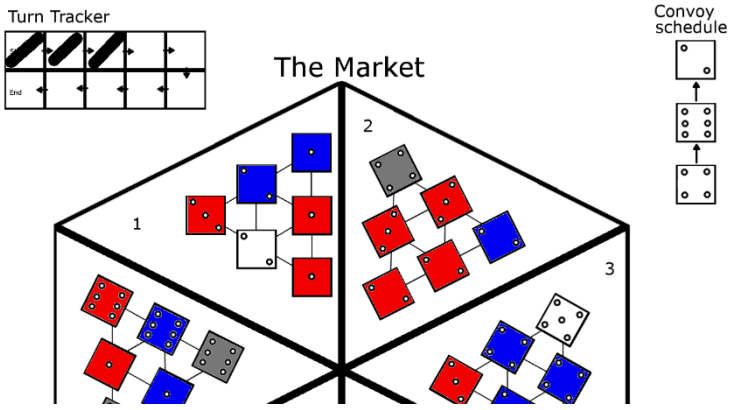
Players amass wealth in the following 3 ways.

1. Each dice in the zone visited by the caravan earns 1 wealth.
2. Lines of dice earn points based on length. 3 wealth for a line of 2 dice, 7 for a line of 3 dice.
3. If all 3 points of a triangle belong to one player they earn 7 wealth.

Scoring example

The blue player has a single dice in the sector visited by the convoy (2) and so scores 1 wealth.

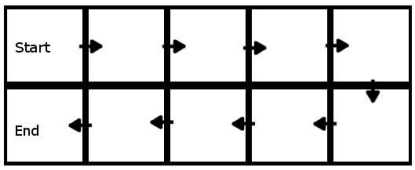
The red player scores 4 wealth for the four dice in the sector. As well as this he scores 5 lines of 2 dice at 3 wealth each and 2 completed triangles at 7 wealth each.



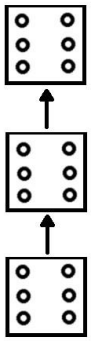
4 + 15 + 14 results in a total wealth for this round of 33 for the red player. Not all the shaded squares were filled so there is no bonus for this round.

Blue will have to try harder to block red from getting so many lines and triangles next time!

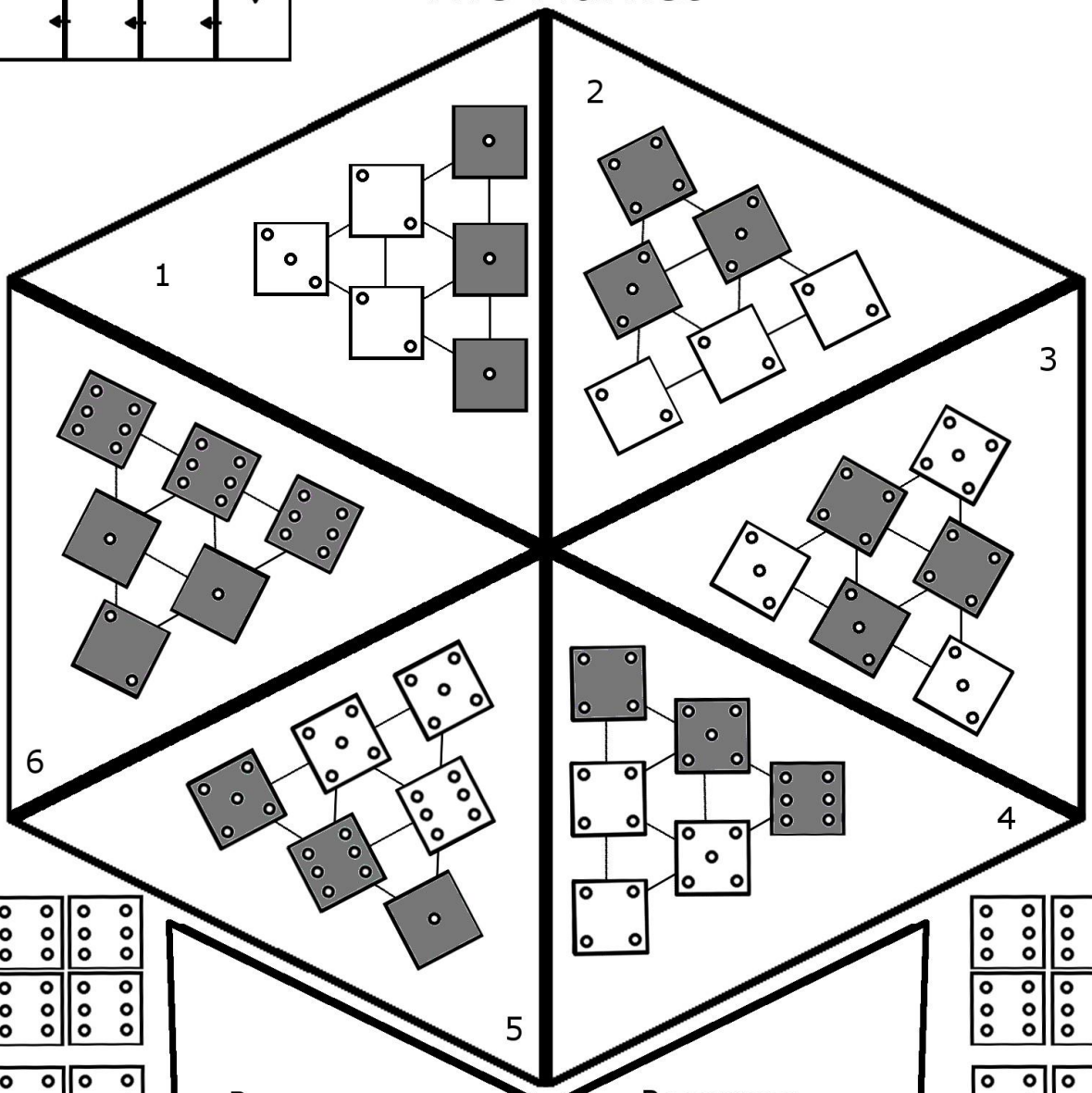
Turn Tracker



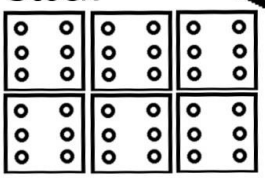
Convoy schedule

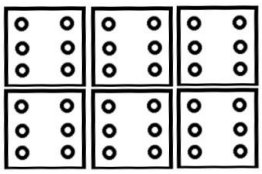


The Market



Stock





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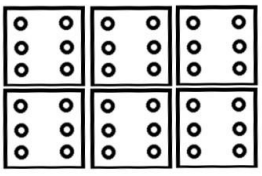
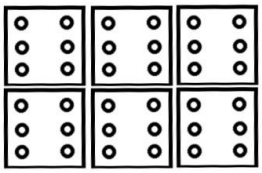
Resources

Resources

Stock





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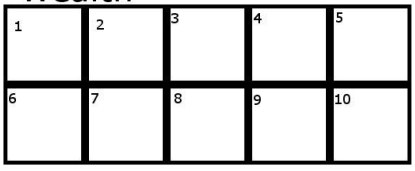
Wealth



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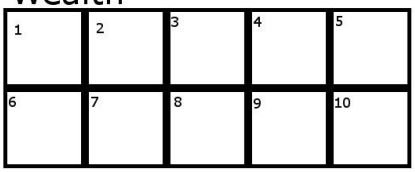
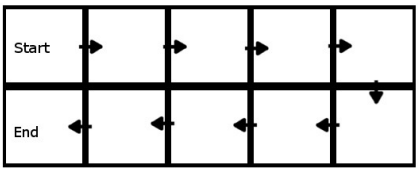
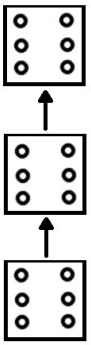
Wealth



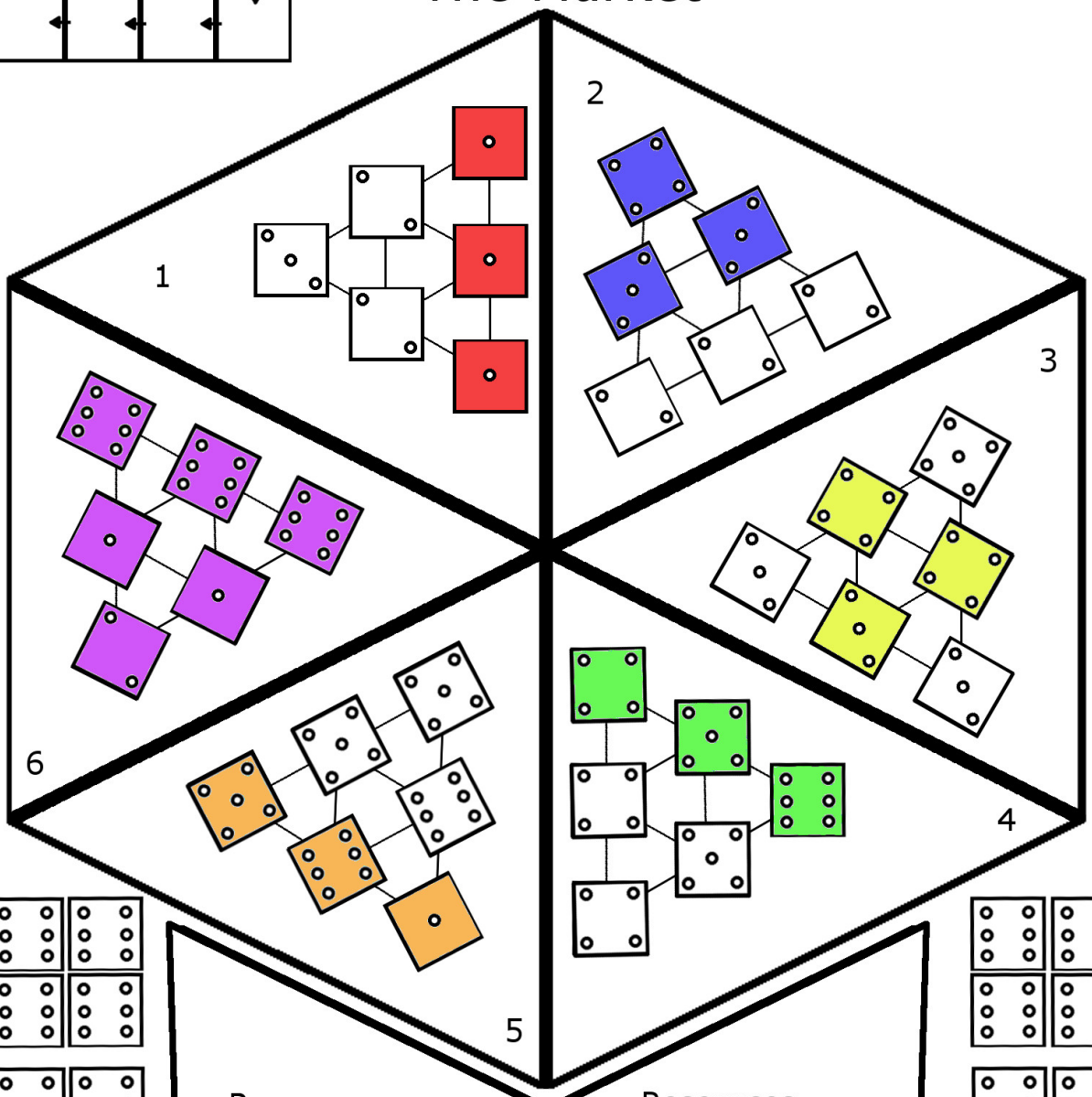
Turn Tracker



Convoy schedule



The Market



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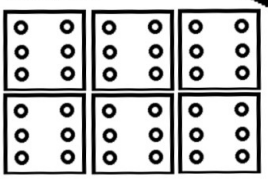

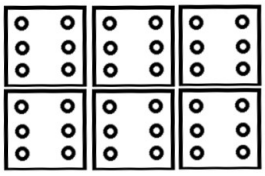

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Resources

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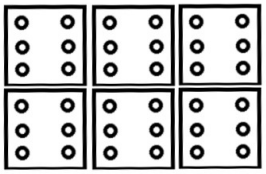

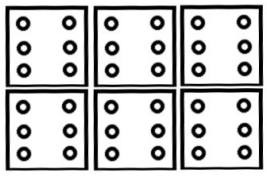

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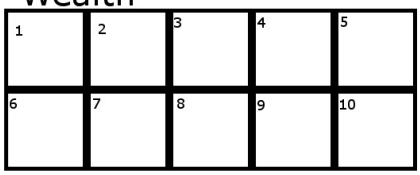

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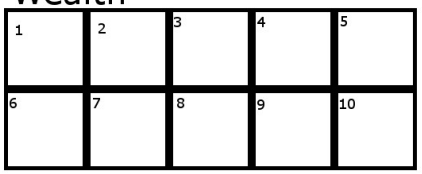
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