

WARRIOR KNIGHTS™



RULES OF PLAY



A KINGDOM IN CHAOS

The King lies dead without an heir, slain by a villainous hand. The six Barons of the land have assembled, each staking his claim to the throne.

Through the deliberation, it is plain to see that this conflict will not end without bloodshed. With such power at stake, there will be no compromise. Even now, each Baron plots to gain advantage and hires hardened mercenaries to strengthen his forces. Soon the crashing of marching boots and the roar of battle will drown out the negotiations taking place at the Assembly.

Fortresses will fall, cities will be razed, and a King will be crowned.

GAME OVERVIEW

In WARRIOR KNIGHTS, each player takes on the role of a Baron vying for control of the Kingdom. Each Baron commands four faithful Nobles who lead his armies into battle. Each Baron seeks to capture cities in order to gain Influence, which is used to measure his claim to the throne. Barons may also seek to gain advantage by increasing their income, gathering Votes to use at the Assembly, or by amassing Faith, which can be used to gain a measure of control over chance events. Only through cunning strategy and careful diplomacy can a Baron hope to attain victory.

OBJECT OF THE GAME

There are two ways for a Baron to attain victory in WARRIOR KNIGHTS.

1. Have the most Influence after the last game round, thereby proving your claim to the throne.
2. Control more than half of the unrazed cities in the Kingdom at the end of a game round, thereby taking control of the Kingdom by force.

THE ORIGINS OF WARRIOR KNIGHTS

When Games Workshop released WARRIOR KNIGHTS in 1985, it was destined to become a classic. Derek Carver's game of medieval power struggle offered just the right mix of warfare and political intrigue.

Fantasy Flight Games is pleased to present a new version of this brilliant classic. Fans of the Games Workshop edition will recognize many elements from the original game, while this new edition also features new rules, game mechanics, and modern components. With this new edition, Fantasy Flight Games hopes to pay homage to the original WARRIOR KNIGHTS while reinventing the game for a new generation.

COMPONENTS

Your copy of WARRIOR KNIGHTS should contain the following components:

This Rulebook (24 pages)
1 Game Board
24 Plastic Nobles (in 6 colors)
24 Plastic Cities
6 Stronghold Cards
24 Noble Cards
24 Fate Cards
36 Event Cards
45 Agenda Cards
66 Mercenary Troop Cards
24 Regular Troops Cards (4 per Baron)
80 Action Cards (12 per Baron and 8 Neutral)
78 Crown Tokens (in 1s and 5s)
40 Vote Tokens (in 1s and 3s)
36 Faith Tokens
40 Influence Tokens (in 1s, 3s, and 5s)
28 Casualty Tokens (in 1s and 2s)
21 Breach Tokens (double-sided, in 1s and 2s)
48 Baron Markers (8 for each Baron)
3 Expedition Markers
12 Siege Markers
72 Control Markers (12 for each Baron)
6 Stronghold Tokens (1 per Baron)
1 Chairman of the Assembly Token
1 Head of the Church Token

COMPONENT OVERVIEW

Below you will find a brief description of the components included in this game.

THE GAME BOARD

The game board depicts 18 Kingdom cities and 6 overseas cities. Three expedition tracks and an area for current Agendas are on the left side of the board, while the Mercenary Track and areas for Action cards, the Fate deck, and the Mercenary deck are at the bottom of the board. See the "Game Board Overview" on page 3 for a complete breakdown of these elements.

PLASTIC CITIES



The 24 plastic cities included in the game are used to mark which cities on the board have not been razed. Barons may capture or raze these cities during the game.

IMPORTANT GAME TERMS

Baron: In WARRIOR KNIGHTS, the terms "player" and "Baron" are used interchangeably for thematic flavor.

army: A group of troops assigned to one Noble. Also, a group of troops at a stronghold who are not assigned to any Noble.

leading Noble or leader: When troops are assigned to a Noble, that Noble is said to be **leading** those troops.

commanding Noble: If a player has more than one army on his side of the battle, he must choose one Noble to **command** his troops in the battle. Only the commanding Noble's special ability and +200 strength are used in the battle. Other Nobles have no effect on the battle, although they may die if the army they lead takes casualties equal to or greater than the number of troops in the army.

heir: When a Noble dies, he may be returned to play at the end of the game round. The same game piece is used, and the newly returned Noble is said to be the deceased Noble's **heir**.

Kingdom area/city: Any area or city on the game board except for the six areas at the top of the board (the areas with Constantinople, Syracuse, Cadiz, Jerusalem, Alexandria, and Acre).

Overseas area/city: The six areas and cities located at the top of the game board.

CONTROL MARKERS



Unfortified



Fortified

Control markers are used to show ownership of a particular city. When a player captures a city, he placed his control marker underneath it. The control markers are double-sided. One side is used to show that a Baron controls the city, while the other side is used to show the Baron controls that city and that the city has been fortified.

STRONGHOLD CARDS



Each Baron receives a stronghold card that bears his name, his color, and his unique crest on it. The stronghold's strength is also shown in the lower right of the card. A stronghold card represents the home location of a Baron.

STRONGHOLD MARKERS



There are six stronghold markers, one for each Baron. These markers are placed on the board during setup to show the home location of each Baron.

PLASTIC NOBLES (IN SIX COLORS)



Each Baron controls four Nobles, which are represented by plastic pieces of his color. During the game, these plastic Noble pieces are moved around the board to show the location of a Baron's armies. Each of a Baron's four Noble pieces has a different pose, and each has a base with a different shape (square, circle, triangle, or star). This shape corresponds to the icon in the upper left of the Noble cards.

NOBLE CARDS



Each Baron receives four Noble cards, each of which corresponds to one of his plastic Noble pieces. Regular and Mercenary Troop cards are placed beneath a Noble card to show which Noble is **leading** which troops. A Noble together with the troops he leads is referred to as an **army**.

GAME BOARD OVERVIEW



1. The six overseas areas, each of which has a city.
2. Three Agenda cards are placed in the "Current Agendas" space at the beginning of the game. These Agendas will be voted on during the first Assembly.
3. The three expedition tracks.
4. The three Action card areas.
5. The Event deck is placed here.
6. The Influence pool area.
7. The Fate deck is placed here.
8. The three Special Phase areas.
9. The Mercenary Track.
10. An impassable river border.
11. A bridge across the river.
12. An impassable mountainous border.
13. The road.
14. A unrazed city. The city's name, strength (left), and income (right) are listed underneath the plastic city piece.
15. A port icon.

REGULAR TROOP CARDS



Each Baron starts the game with the four Regular Troop cards, the backs of which match his color. A troop's strength is listed in the lower right of its card, and the number of crowns it must be paid is listed within a gold coin. Regular Troops represent the Baron's loyal troops, which are less likely to be lost during the course of the game.

MERCENARY TROOP CARDS



Mercenary Troop cards have a common back. Each Baron starts with two Mercenary Troops, and may hire others during the game. A Mercenary Troop's **nationality** is listed in at the bottom left of the card. Mercenary Troops are less loyal and may desert when a Noble dies or loses a battle.

FATE CARDS



Fate cards play an important role in WARRIOR KNIGHTS, since they are used to resolve battles and other important events. See "Drawing Fate Cards" on page 5 for a complete overview of the Fate cards and how to use them.

BARON ACTION CARDS



Each Baron receives 12 Baron Action cards, which are used to move armies, start battles, hire Mercenaries, and so forth. All Baron Action cards have a common back but are color-coded on the front to indicate which Baron they belong to.

NEUTRAL ACTION CARDS



There are eight Neutral Action cards that do not belong to any Baron. These cards represent certain actions that any Baron may take.

EVENT CARDS



The Event cards represent beneficial, harmful, and neutral events that may take place throughout the game.

AGENDA CARDS



Agenda cards represent various laws that are voted on by Barons when they gather for the Assembly (page 11).

CROWN TOKENS



1 crown

5 crowns

Crowns are the currency of WARRIOR KNIGHTS.

VOTE TOKENS



Votes (in 1s and 3s) are used during the Assembly.

FAITH TOKENS



Barons can use Faith to avoid harmful events and to bless expeditions.

INFLUENCE TOKENS



Influence tokens represent a Baron's influence over the Kingdom and his claim to the throne. If no player is able to take control of more than half the Kingdom cities by the end of the game, then the Baron with the most Influence wins.



CASUALTY TOKENS

Casualty tokens are placed on an army when it takes casualties in battle.



BREACH TOKENS

Breach tokens are placed next to a city when it takes casualties in battle.



BARON MARKERS

Each Baron has eight Baron markers in his color. Each Baron's markers also bear his unique crest. Baron markers are used to keep track of draft order on the Mercenary Track as well as to mark who is funding particular expeditions.



EXPEDITION TOKENS

Expedition tokens are used to mark what point an expedition is at on one of the three expedition tracks.



SIEGE MARKERS

Siege markers are used to mark when a city or stronghold is under siege.

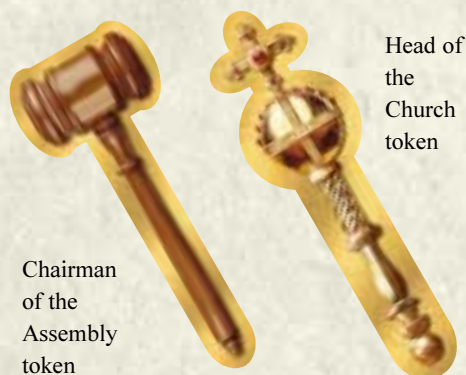


CHAIRMAN OF THE ASSEMBLY TOKEN

Whoever controls the Chairman of the Assembly token decides the Agenda order in the Assembly and breaks voting ties (see “The Assembly,” page 11).

HEAD OF THE CHURCH TOKEN

Whoever controls the Head of the Church token may decide which Baron is the victim of harmful Event cards and which Baron is the beneficiary of good Event cards (see page 9).



Head of the Church token

Chairman of the Assembly token

GAME SETUP

After unpacking your WARRIOR KNIGHTS game for the first time, carefully punch out the pieces from their frames so they do not tear.

When starting a game of WARRIOR KNIGHTS, follow the sequence below:

1. Place the Neutral Action cards, Agenda cards, and Mercenary cards to the side of the board. Fate cards and Event cards are placed on the board in the designated locations (see the “Game Setup Overview” diagram on page 6). Shuffle each deck thoroughly and then place the top card from the Event deck onto the bottom of that deck.
2. All Votes, Faith, and crowns are placed to the side of the board. This pool of tokens is known as the treasury.
3. Place 10 Influence per player on the board in the Influence pool area (see page 6). This Influence is referred to as the Influence pool.
4. If there are fewer than six players, a certain number of cities will be razed at the start of the game. Place a plastic city on the board on all cities not razed. For details on playing with fewer than six players, see page 19.
5. Deal out a Stronghold card to each player. Each player receives the four plastic Noble pieces of his color and the matching Noble cards (4), Action cards (12), control markers (12), and Baron markers (8).
6. Randomly choose one player to be the Chairman of the Assembly, and give him or her the Chairman of the Assembly token. Randomly choose a different player to

be Head of the Church, and give him or her the Head of the Church token.

7. Each Baron receives 15 crowns from the treasury.
 8. Each Baron receives three “50” Regular Troop cards and one “100” Regular Troop card. They each then receive one random “50” Mercenary Troop card and one random “100” Mercenary Troop card. Each Baron must then assign these 400 troops to his Nobles and/or his stronghold, by placing the Troop cards under the Stronghold and Noble cards. Note that all troops **must** be assigned to Nobles and/or the stronghold, but players are not required to assign troops to all their Nobles, and they are not required to assign any troops to their strongholds. However, only Nobles who have been assigned troops may be placed on the board (see #12, below).
 9. Reveal a number of Mercenary cards equal to one more than the number of Barons in the game, and place them to the side of the board near the Mercenary Track. These Mercenaries will be hired during the first Mercenary Draft.
 10. Reveal the top three Agenda cards and place them in the designated area (see page 6) in the upper left of the board. These will be voted on during the first Assembly.
 11. Starting with the Chairman of the Assembly and proceeding clockwise, each Baron places his stronghold on the board. A stronghold may be placed in any Kingdom area that does not contain an unrazed city or another Baron’s Stronghold.
 12. Starting with the last Baron to place his stronghold and proceeding counterclockwise, Barons take turns placing one Noble *who has been assigned troops* on any Kingdom area of the board. Nobles may not be placed in overseas areas or in the same area as another Baron’s Noble or stronghold. A Baron may place Nobles in areas that contain his stronghold or other Nobles he controls.
- The game is ready to begin when all Nobles with troops have been placed on the board.

DRAWING FATE CARDS



- 1) Random Baron
- 2) Revolt/No Revolt
- 3) Random Noble
- 4) Battle Result
- 5) Expedition Result
- 6) Random City
- 7) Random Nationality

These rules and various cards sometimes instruct Barons to “randomly choose” Barons, Nobles, Mercenary nationalities, or cities. The Fate deck is used for all such random selections: The Chairman of the Assembly simply draws the top card of the Fate deck to determine the result.

If a random Noble of a random Baron is required, one card is drawn and the Noble and Baron from that card is the result.

If a specific random result is needed and the first card drawn does not meet the requirement (e.g., a random Kingdom city is required and the first card drawn shows an overseas city), keep drawing Fate cards until the required result is drawn.

Fate cards are also used to determine the results of battles, expeditions, Noble deaths, and other events. See the appropriate sections of the rulebook for more details.

When discarding Fate cards, discard them face-down to the bottom of the Fate deck.



GAME SETUP OVERVIEW

Place the siege markers, breach markers, casualty tokens, Faith tokens, crowns, Vote tokens, and extra Influence tokens to the side of the board, within easy reach of all players.

Use the Fate deck (see “Drawing Fate Cards,” page 5) to determine who will start the game as Chairman of the Assembly and Head of the Church, and give the relevant players these tokens.

Shuffle the Agenda deck and place it near the top of the board. Place the top 3 Agendas faceup in the “Current Agendas” area.

Place a plastic city over each “razed city” icon on the board. With fewer than 6 players, some cities are razed and no plastic city is placed over them (see page 19).

Shuffle the 8 Neutral Action cards and place them to the side of the board.

After assigning starting Mercenaries to each Baron (see below and step 8 on page 5), shuffle the Mercenary deck and place it off the board, near the Mercenary Track. Draw a number of Mercenary cards equal to the number of players and place them faceup, as shown here.

Shuffle the Event deck, place the top card of the deck on the bottom of the deck, then place the deck here.

Place 10 Influence tokens per player here.

Shuffle the Fate deck and place it here. It will be used to determine which cities are razed in a game with less than 6 players, and to determine who will start the game as Chairman of the Assembly and Head of the Church. The deck should be reshuffled once again before the game actually begins.

Each player takes the following components:

Four plastic Noble pieces.

A stronghold card and 4 Noble cards (unexhausted side up).

15 crowns.

Give each player 3 50-strength Regular Troop cards and 1 100-Strength Regular Troop card. Then take 1 100-strength Mercenary card per player from the Mercenary deck, shuffle them, and deal 1 to each player. Then take 1 50-strength Mercenary card per player from the deck, shuffle them, and deal 1 to each player.

12 Baron Action cards.

A stronghold marker, 12 control markers, and 8 Baron markers.

THE GAME ROUND

WARRIOR KNIGHTS is played over a series of game rounds. Each game round is broken into three phases:

1. Planning
2. Actions
3. Upkeep

GAME ROUND OVERVIEW

In the Planning phase the Barons choose which Action cards they will play during the game round; during the Actions phase these Action cards are resolved; and during the Upkeep phase Barons are awarded Influence for the cities they control.

The bulk of the action in WARRIOR KNIGHTS takes place within the Actions phase, since this is where movement and battles take place.

Depending on which Action cards the Barons choose to play, one or more of the four **special phases** – Taxation, Wages, the Assembly, and the Mercenary Draft – may also take place **within** the Actions phase.

PHASE 1: PLANNING

During the Planning phase, each Baron chooses six Action cards that he wants to play that round and places them, facedown, onto the three Action card areas at the bottom of the game board. Each Baron places two Action cards in the area marked “1,” two Action cards in the area marked “2,” and two Action cards in the area marked “3.” (We recommend that each Baron allocate his six cards into three separate stacks before him and make sure his choices are final before actually placing them onto the board.) The Chairman of the Assembly also shuffles the eight Neutral Action cards and deals, facedown, two cards onto each of the three Action card areas. Place the other two Neutral Action cards aside, facedown, until next round.

Thus, in a six-player game, after each of the six Barons has placed his Action cards and the Chairman of the Assembly has placed the Neutral Action cards, there will be 14 cards in each of the three Action card areas. The Chairman of the Assembly (possibly with the assistance of other Barons) then shuffles each of the three Action card stacks separately.

After the first game round, a Baron will normally not have access to all 12 of his Action cards, because some of his cards will be in the three Special Phase areas at the bottom right of the game board (see “Allocate an Action Card,” below). If a Baron is unable or unwilling to place two Action cards into each stack, *he may place fewer than two cards* in each Action stack.

PHASE 2: ACTIONS

In the Actions phase, the Chairman of the Assembly reveals the top card in the first Action card area (the area marked with a “1”) and reads it aloud. That card is then resolved and allocated (see below), and then another card is turned over and resolved and allocated, and so on. Once all the cards in the first Action card area have been resolved and allocated, the cards in the second Action card area are turned over, one by one, and resolved and allocated, and finally the cards in the third Action card area are turned over, one by one, and resolved and allocated. In this way, a Baron can be sure that he will perform the Actions placed in the first Action card area before he performs his other Actions, but he cannot be sure of exactly when his Action cards will be resolved relative to the other Barons’ cards.

REVEAL AN ACTION CARD

Starting with the first Action card stack, the Chairman of the Assembly turns over the top Action card and reveals it to all players.

RESOLVE AN ACTION CARD

Each Action card either belongs to a Baron or is a Neutral Action card. If the card belongs to a Baron, the owner of the card takes one of the actions listed on the card. The various actions listed on the six different Baron Action cards are discussed in detail on pages 8 and 9. A Baron may decline to carry out an action if he chooses; however, the Action card is still allocated to one of the Special Phase areas as normal (see below).

If the Action card is a Neutral Action card, the Chairman of the Assembly should read it aloud and resolve its effects. Detailed instructions for resolving the eight Neutral Action cards are on pages 9–11.

ALLOCATE AN ACTION CARD

After an Action card is resolved, it is placed in the appropriate area, where it may trigger a special phase. Neutral Action cards are returned to the pile of unused Neutral Action cards, and the “Versatile Strategy” Action card is returned to the Baron who played it.

The other Baron Action cards are placed in one of the three Special Phase areas in the lower right of the game board, as follows:

- The “Draft Soldiers” Action card is placed in the red “Wages” area of the game board.
- The “Rally Support” Action card is placed in the blue “Assembly” area.
- The “Levy Taxes” Action card is placed in the yellow “Taxation” area.
- A Baron who plays the “Serve the Church” Action card places it in any one of the three Special Phase areas.

- The “Mobilize Forces” card is placed in the “Wages” area if a Baron used it only to move, and it is placed in the “Assembly” area if a Baron uses it to attack. If a Baron moves *and* attacks with the “Mobilize Forces” card, he may place it in *either* the “Wages” or the “Assembly” area.

Allocating the Action cards is discussed in further detail under “The Baron Action Cards,” on pages 8 and 9.

TRIGGERING A SPECIAL PHASE

When a card is resolved or allocated to one of the Special Phase areas, it may trigger one of the four special phases: Taxation, Wages, the Assembly, or the Mercenary Draft, as follows:

Taxation: The Taxation Phase is triggered when the number of cards in the “Taxation” area is equal to twice the number of players. Thus, in a six-player game, the Taxation phase is triggered when the twelfth card is allocated to the “Taxation” area.

Wages: The Wages phase is triggered when the number of cards in the “Wages” area is equal to twice the number of players.

Assembly: The Assembly phase is triggered when the number of cards in the “Assembly” area is equal to twice the number of players.

Mercenary Draft: The Mercenary Draft is triggered when the number of Baron markers on the Mercenary Track is equal to one more than the number of players. Thus, in a six-player game, the Mercenary Draft phase is triggered when the seventh Baron marker is placed on the Mercenary Track.

These four special phases are discussed in detail on pages 11–13.

If a special phase is triggered, *the entire special phase is carried out before another Action card is revealed*. After the special phase is carried out, the Actions phase proceeds as normal, with the next Action card being revealed, resolved, and allocated.

Example: *During the Actions phase in a 4-player game, the Chairman of the Assembly reveals the next Action card. It is Baron Raoul d’Emerande’s “Rally Support” card. Baron d’Emerande resolves the card (he takes 2 Votes from the supply and checks to see whether he becomes Chairman of the Assembly), then allocates the card (placing it in the “Assembly” area of the board). There were already 7 cards in the “Assembly” area, so Baron d’Emerande’s card triggers an Assembly phase. Once the Assembly phase has been fully carried out, the Chairman of the Assembly turns over the next Action card, which is resolved and allocated, possibly triggering another special phase.*

This process continues until all the Action cards have been revealed, resolved, and allocated.

CARRYING OUT AN ACTION



1. In a 4-player game, it is the middle of the Actions phase. All the Action cards in the first Action stack have been revealed, resolved, and allocated. The Chairman of the Assembly reveals the first card in the second Action stack: It is Baron Raoul d'Emerande's "Serve the Church" Action card.

2. Resolving his "Serve the Church" Action, Baron d'Emerande takes 1 Faith, then checks to see if he has more Faith than any other player. He does not, so he does not take the Head of the Church token.

3. Finally, Baron d'Emerande allocates his "Serve the Church" card. The "Serve the Church" card allows the Baron who played it to allocate it to any one of the three Special Phases areas, as indicated by the three colors at the bottom of the card. Baron d'Emerande chooses to allocate the card to the "Taxation" stack. Since this is only the third card allocated to that stack, no special phase is triggered. This is a 4-player game, so a Taxation phase will be triggered when the eighth Action card is allocated to the "Taxation" stack.

PHASE 3: UPKEEP

In the Upkeep phase, perform the following actions:

1. CHECK FOR VICTORY

First, check whether any Baron controls more than half the unrazed cities in the Kingdom (do not count overseas cities). If so, that player immediately wins the game.

2. GAIN INFLUENCE

Each Baron receives 1 Influence for each city he controls. Each Baron takes the appropriate number of tokens from the Influence pool. If there is not enough Influence for everyone, extra Influence is taken from outside the pool. Note that if all the Influence in the Influence pool is taken, the game ends after this Upkeep Phase, and the Baron with the most Influence wins the game (see "Winning the Game," page 18).

Important: A Baron may not gain Influence if his stronghold is not currently on the board, nor may he gain Influence from a city under siege (see "Attacking a Stronghold" and "Sieging a City," page 17).

3. REVOLTS

After scoring, there is a chance that cities under a Baron's control may revolt if he does not have one of his Nobles present in the area. One at a time, for each city a Baron controls without one of his Nobles in the area, he must draw one Fate card. If the Fate card says "Revolt," then the city immediately becomes neutral (remove the Baron's control marker) unless that Baron pays **one Faith or twice the city's income in crowns**.

4. SEA MOVEMENT ARRIVALS

All Nobles traveling by sea are placed in the land area they are traveling to (see "Sea Movement," page 14).

5. REFRESH NOBLES

Each Baron refreshes any Nobles that have moved or attacked this round by flipping any facedown Noble cards faceup.

6. RETURN NOBLES TO THE BOARD

Finally, troops may also be transferred between Nobles in the same area, and Nobles who are currently off the board may be brought into play. See "Returning Nobles to the Board," page 19, for more information.

THE BARON ACTION CARDS

When one of his Baron Action cards is revealed during the Actions phase, that Baron may carry out the instructions on the card.

LEVY TAXES

The player of this card immediately gains one crown for each area (either in the Kingdom or overseas) in which he or she has a Noble (if two or more Nobles are in the same area, the Baron only gets one crown for that area). These crowns represent taxes that Nobles collect from the area they are in, and are separate from the income gained from cities during the Taxation phase. The "Levy Taxes" card is then placed on the "Taxation" area, where it may start a Taxation phase (see page 11).

Nobles on a port (see page 14) do not count for the purpose of levying taxes, since they are traveling by sea and thus not actually in an area.

DRAFT SOLDIERS

The player of this card immediately places his or her Baron marker on any of the available spots on the Mercenary Draft track, without paying any fee. A Baron may not place a marker on a space whose number is higher than the number of players. (For example, in a three-player game a Baron would only be able to place a marker on one of the two blank spaces, the "2" space, or the "3" space.)

If the number of markers on the Mercenary Track is one more than the number of players, a Mercenary Draft is triggered (see pages 12–13).

Example: In a 4-player game, there are already 4 Baron markers on the Mercenary Track. Baron Mieczyslaw Niebieski's "Draft Soldiers" card is revealed, and he places one of his Baron markers on the last available space on the Mercenary Track. This triggers a Mercenary Draft.

The "Draft Soldiers" card is then placed on the "Wages" area, where it may start a Wages phase (see page 11).

Important: The "Draft Soldiers" card is the only Action card that can start two special phases (the Mercenary Draft when it is resolved and the Wages phase when it is allocated). If the situation arises where a single "Draft Soldiers" card would trigger both a Mercenary Draft and a Wages phase, carry out the Wages phase **before** the Mercenary Draft.

RALLY SUPPORT

The player of this card immediately gains 2 Votes. If this gives the player more Votes than any other Baron, he or she immediately becomes Chairman of the Assembly and takes the Chairman token. This card is then placed in the Assembly stack, where it may start an Assembly (see page 11).

THREE TYPES OF EVENTS

There are three types of Event cards, distinguished by the color of their backs. Red and green Events always affect the Baron who drew the Event, while blue events may target any Baron. Red Events are always harmful, while a green Event is always beneficial to the Baron who draws it.

Most red Events and some blue Events can be avoided by paying Faith: The amount of Faith necessary to cancel a harmful Event is listed at the bottom of the card. For red Events, only the Baron who drew the card may pay Faith to cancel the Event. For blue Events, any Baron may pay Faith to cancel the Event. In either case, the Event is instantly discarded without effect.

If the cost to cancel a blue Event is more than one Faith, multiple Barons may combine to pay the total cost.

Note that some Event cards instruct Barons to draw Fate cards to determine random targets for the event. *Such Event cards may be canceled after the Fate cards are drawn and the Event's targets have been determined.*

SERVE THE CHURCH

The player of this card immediately gains one Faith. If this gives the player more Faith than any other Baron, he or she immediately becomes Head of the Church. The player then decides which stack to place the “Serve the Church” Action card in, possibly triggering a Wages phase, a Taxation phase, or an Assembly.

MOBILIZE FORCES

The player of this card chooses one area, then may move one or more unexhausted Nobles into the area, start a battle in the area, **or do both**.

If the Baron chooses only to move one or more Nobles into the area, then place this card in the “Wages” area.

If the Baron chooses only to start a battle in the area (see “Battles,” page 14), then place this card in the “Assembly” area.

If a Baron chooses to move one or more Nobles into the area *and* start a battle in the area, then the Baron may place this card in *either* the “Wages” *or* the “Assembly” area.

The “Mobilizes Forces” card allows Barons a significant amount of flexibility. It can even be used to move one Noble into an area already occupied by another unex-

hausted Noble of the same color, and then have both those Nobles enter a battle. See the battle example on page 16.

Nobles that move and/or attack as a result of the “Mobilize Forces” card are then exhausted (flip them facedown) and may not move or start a battle for the remainder of this game round (see “Exhausting a Noble,” page 19).

VERSATILE ACTION:

As soon as this Action card is revealed, the player of the card must choose one of the following courses of action:

- Immediately gain 2 crowns.
- Immediately gain 1 Vote.
- Move any one of his or her unexhausted Nobles, then exhaust that Noble.
- Start a battle (note that if a Baron wishes to move *and* attack with the same action, he must use a “Mobilize Forces” Action card). Then exhaust any Nobles involved.
- Immediately place his or her Baron marker on any of the available spots on the Mercenary Draft track **and pay the listed fee**. (For example, to place a Baron marker on the “3” spot, a Baron would have to pay 5 crowns to the treasury.) A Baron may not place a marker on a space whose number is higher than the number of players.

Then return the “Versatile Action” card to its owner’s hand.

THE NEUTRAL ACTION CARDS

There are eight Neutral Action cards, six of which are shuffled into the Action stacks each game turn. When one of the Neutral Action cards is revealed during the Actions phase, the Chairman of the Assembly reads the card aloud and then the card is resolved according to the following instructions.

IMPORTANT EVENT

When “Important Event” is revealed, the Head of the Church chooses a Baron to draw and resolve the top Event card. If the top card is a red (harmful) Event, the Head of the Church may either draw it himself, or he may pay one Faith to choose an opponent to draw it. If the top Event is a green (beneficial) Event, the Head of the Church may either choose an opponent to draw it, or he may pay one Faith to draw it himself. For more information about Event cards, see the “Three Types of Events” sidebar and “Canceling an Event” diagram.

FUND EXPEDITIONS

When “Fund Expeditions” is drawn, the Chairman of the Assembly decides whether he wants to start an expedi-

CANCELING AN EVENT



In the Actions phase, the Chairman of the Assembly reveals the “Important Event” Neutral Action card. The top card in the Event deck has a blue back, indicating that it is a neutral Event, so it does not matter who draws that card. The Head of the Church draws it himself and reads it aloud: It is the “Arson” card, which reads “Randomly choose an unrazed city. The city is razed, and any Nobles in it are killed.” The card has 2 Faith symbols at its bottom: Any Baron may pay 2 Faith to cancel this Event. However, players will likely want to wait and see which city the Event targets before canceling it.

If a red Event had been drawn, only the player who drew it would be allowed to use Faith to cancel it.

tion, and if so which one. The Ceylon expedition has the most chance of success but the lowest rewards, while the China expedition has the least chance of success and the highest payouts, and the Spice Islands expedition is in between the two. The Chairman may only choose an expedition that is not currently underway; if all three expeditions are underway, a new expedition may not be started.

If the Chairman does choose to start an expedition, then, starting with the Chairman, all Barons decide how many (if any) crowns they wish to invest in the expedition. Each Baron, in turn, may place up to 5 crowns below the expedition, along with his or her Baron marker. Funding an expedition is completely optional, even for the Chairman who chose to start the expedition.

After all Barons have decided whether to fund the expedition, the Head of the Church may choose to **bless** the expedition by paying one Faith. Place the Faith token on the expedition track until it is resolved. When a blessed expedition is resolved, one additional Fate card is drawn and the better result is used.

The Chairman of the Assembly then places an expedition marker on the “1” spot on the expedition track. Note that no marker should be placed if the Chairman does not choose to start an expedition.

Regardless of whether or not the Chairman chose to start a new expedition, other expeditions that are on the “1” or

FUNDING, BLESSING, AND RESOLVING EXPEDITIONS

1. During the Actions phase, the Chairman of the Assembly reveals the “Fund Expeditions” Neutral Action card. The Chairman now has to decide whether he wants to start an expedition, and if so, which one. The Spice Islands expedition is already underway, so he cannot choose to start that one. The Chairman chooses to start the China expedition.

2. Starting with the Chairman and proceeding clockwise, each Baron chooses whether or not he wants to fund the expedition. If a Baron wants to fund the expedition, he places up to 5 crowns in the expedition area, along with his Baron marker.

3. Since at least one Baron chose to fund the expedition, an expedition marker is placed on the “1” space of the China expedition track.

4. The Head of the Church decides whether to bless the expedition. In this case he does, placing one of his Faith tokens on the China expedition track.

5. The expeditions that were already underway are advanced. The Spice Islands expedition, which was on the “2” space, is advanced to the “3” space.

6. A Fate card is drawn for each expedition that is now on the “3” space of its track. In this example, only 1 Fate card is drawn for the Spice Islands expedition, since it had not been blessed. The result is “2x.” Baron Raoul d’Emerande (green) has funded the Spice Island expedition with 1 crown, so he is rewarded with a total of 2 crowns. Baron Thomas Edmund Madder (red) has funded the Spice Island expedition with 5 crowns, so he is rewarded with a total of 10 crowns. The Spice Islands expedition marker is then removed from the board and may be started again when “Fund Expeditions” is drawn once more.

“2” spots on their expedition track (but **not** one that has just been started) are now advanced one spot on their track.

Any expeditions that are on the “3” spot on their track (even if it was just advanced) are now resolved. Draw 1 Fate card for each such expedition and resolve as follows:

- **No News:** The expedition stays on spot “3.” Another Fate card will be drawn for it the next time “Fund Expeditions” is resolved.
- **Fleet Lost:** All crowns that have been invested in the expedition are returned to the treasury. The expedition marker is removed from the board and may be started again later.
- **1x, 2x, 3x, 4x:** The expedition is a success. Barons who funded the expedition receive the listed return on their investment: The number of crowns they invested multiplied by the number on the drawn Fate card. A “1x” result merely breaks even. All money on the track itself is returned to the treasury and each Baron retrieves his marker.

Example: Mike invests 5 crowns on the China expedition. When the expedition reaches spot 3 on the track, a Fate card is drawn with a “4x” result. Mike gains a total of 20 crowns.

Again, if the expedition is blessed, the better of the two results is used. If “No News” is drawn, the expedition stays blessed until it is completely resolved.

UPGRADE DEFENSES

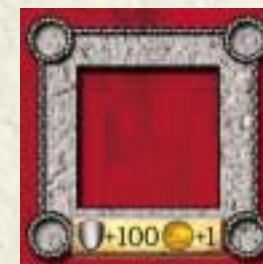
When “Upgrade Defenses” is drawn, each Baron (starting with the Chairman of the Assembly and proceeding clockwise) has the opportunity to **repair or fortify one** city that he controls.

REPAIRING A CITY

To repair a city, the Baron pays **two crowns per breach** token he wishes to remove. Multiple breach tokens may be removed from **one** city. (Breaches are discussed on page 16.)

FORTIFYING A CITY

To fortify a city, the Baron pays **four crowns** to flip his control marker underneath one city so that the “fortified” side is faceup. Fortified cities provide one additional crown each Taxation phase and provide an additional 100 strength when defending.



A Baron may choose to repair his stronghold instead of a city, but strongholds have no control markers and may not be fortified.

For more information on fortified cities, see page 18.

MUSTER TROOPS

When “Muster Troops” is drawn, each Baron (starting with the Chairman of the Assembly and proceeding clockwise) has the opportunity to remove any number of casualty tokens from one of his armies, at the cost of 2 crowns per token he wishes to remove.

UNCERTAIN TIMES

When “Uncertain Times” is drawn, shuffle the Fate deck.

THE SPECIAL PHASES

One or more of four special phases may be triggered within the Actions phase, as described on page 7. When a special phase is triggered, it is completely resolved before another Action card is revealed in the Actions phase.

TAXATION

When the number of cards in the Taxation area is equal to twice the number of players in the game, a Taxation phase is triggered. All Barons receive income from every city and concession they control. The income a city provides is shown to the right of a gold coin underneath the city’s name. Remember that fortified cities provide one additional crown during the Taxation phase.

After all Barons have received income, return all cards in the Taxation stack to their owners.

WAGES

When the number of cards in the Wages area is equal to twice the number of players, a Wages phase is triggered. Each Baron must pay wages for his troops. The amount required by each troop is shown in a gold coin in the lower right of each Troop card. Each Baron starting with the Chairman of the Assembly and continuing clockwise, must pay Wages to the treasury as follows.

A Baron must attempt to pay all his Regular Troops before paying any Mercenary Troops, even those that are assigned to a Noble that is currently off the board and those that are in armies with casualty tokens. Regular Troops do not desert if a Baron is unable to pay them, but a Baron is required to pay as many Regular Troops as he can.

Once all of a Baron’s Regular Troops have been paid, then the Baron **may choose** whether or not to pay each Mercenary Troop. Any Mercenary Troops not paid in full immediately desert the Baron and are shuffled back into the Mercenary deck.

Each Baron has a Noble with a special ability that frees the Baron from having to pay wages to troops assigned to that Noble, provided that the number of troops assigned to that Noble is 400 or less. If the Noble has 450 or more troops, all of those troops must be paid as normal.

Finally, return all Action cards in the Wages stack to their owners.

THE ASSEMBLY

When the number of cards in the Assembly area is equal to twice the number of players, an Assembly phase is triggered. The Barons of the land gather to vote on three **Agendas**, which represent important issues facing the Kingdom. All Barons that are not banned from the Assembly (see page 12), or prevented from attending the Assembly because of a charge, must attend the Assembly.

During an Assembly, use the following procedure:

- 1. Receive Votes:** At the start of the Assembly, each attending Baron receives one Vote token plus one Vote token for each **Kingdom** city he controls. Barons’ Votes are open information until voting starts.
- 2. Appoint Acting Chairman** (usually not necessary): If the Chairman is not attending the Assembly, he must appoint an acting Chairman for this Assembly.
- 3. Vote on Private Motions:** If there are any “Private Motion” Agendas in the “Current Agendas” area of the board, they are voted on before any other Agendas.
- 4. Declare Agenda Order:** The Chairman decides the order in which the three current Agendas will be put to vote. (There will be fewer than three current Agendas remaining if one or more “Private Motion” agendas were already voted on in this Assembly.) The Chairman reads aloud all the Agendas, in the order in which they will be voted on.
- 5. Vote on Agendas:** Each Agenda is voted on, one at a time, using the following procedure:
 - a. Each Baron secretly places a number of Votes in a closed fist. All unused Votes should be hidden in the Baron’s other hand.
 - b. All Barons simultaneously reveal their Votes.
 - c. Starting with the Chairman (and proceeding clockwise), Barons declare how they are casting their Votes (either choosing a Baron to vote for or voting yes/no, depending on the Agenda). All revealed votes count and are discarded after use. Ties during voting are broken by the Chairman. The Chairman may break the ties in any way he chooses, regardless of how he voted.
 - d. Once the winning result is determined, the Agenda’s effect is immediately resolved.
- 6. Reveal Next Assembly’s Agendas:** After all the Agendas for this Assembly have been voted on, three new Agendas are revealed and placed in the “Current Agendas” area of the board. These Agendas will be resolved at the next Assembly.

Finally, return all Action cards in the Assembly stack to their owners. The Actions phase then continues as normal. Barons keep any Votes they did not use at this Assembly.

TYPES OF VOTING

When Barons vote on Agendas, they either vote “yes” or “no,” *or* they vote for a specific Baron, depending on the Agenda. Each Agenda card indicates in its lower right-hand corner whether it receives a “yes/no” or a “Choose a Baron” vote.

If a “yes/no” Agenda is passed (receives a “yes” vote), it immediately takes effect. “If it fails (receives a “no” vote), it is discarded without effect.

After a “Choose a Baron” Agenda has been voted on, it is immediately assigned to the chosen Baron.

TYPES OF AGENDAS

There are four types of Agenda cards:

- **Motions:** If a motion passes, its effect is immediately carried out, and then the motion is discarded.
- **Laws:** If a law is passed, it is placed faceup on the table to remind all Barons of its ongoing effect.
- **Charges:** Charges are assigned to a specific Baron, giving him special abilities. A Baron may only have **three charges** at any given time. If a Baron receives a fourth charge, one of his original three charges must be discarded (his choice, however, he may **not** discard the newly received charge).
- **Offices:** Offices are assigned to a specific Noble by his Baron. A Baron receiving an office must immediately decide which Noble to assign it to. Each Noble may only have one office at any given time. If a Noble receives a new office, the old office is discarded. A Noble’s office is discarded if he dies. Many offices give a Baron a certain number of **maintained troops**. Maintained troops add their strength to a Noble’s army but do not need to be paid in the Wages phase.

Note that a Baron need not be present at the Assembly to be assigned a charge or office, but if the Baron has been Banned from the Assembly (see page 12), he may refuse the charge or office without further penalty.

PRIVATE MOTIONS

Private Motions are special Agendas that allow a Baron to force the Assembly to vote on a matter of his choosing. Private Motions are always resolved before other Agendas.

To resolve a Private Motion, a Fate card is drawn to decide which Baron gets to propose the Private Motion. A Private Motion may be any of the following:

- A vote to rescind the ban on a Baron who is currently banned from the Assembly.
- A vote to discard one law, charge, or office currently in effect.
- A vote to postpone the Assembly. If this vote passes, the Assembly immediately ends, and the current Agendas are voted on next Assembly.
- A vote on any Agenda in the discard pile.

EXAMPLE OF A MERCENARY DRAFT



It is the beginning of the Actions phase in a 3-player game. In previous rounds, Baron Thomas Edmund Madder used a “Draft Soldiers” Action card to place a Baron marker in the first space of the Mercenary Track, without paying a fee. Baron Mieczyslaw Niebieski used a “Draft Soldiers” card to place his Baron marker in the second spot of the track for free, then later used a “Versatile Strategy” card to place another of his markers on the “3” spot, this time paying a fee of 5 crowns to do so.

1. The Chairman of the Assembly reveals the top card of the first Action stack, and it is Baron Raoul d’Emerande’s “Draft Soldiers” card. Resolving the card, Baron d’Emerande places his Baron marker, for free, on the last available spot on the Mercenary Track (in a 3-player game, only 4 spots are available – one more than the number of players.) This triggers a Mercenary Draft. (Note that if for some reason – being out of money, for example – Emerande did not want to place his Baron marker, he would not have to, but he would still have to allocate his “Draft Soldiers” card to the “Wages” Special Phases area. In either case, if allocating the “Draft Soldiers” card would trigger a Wages phase, the Wages phase is resolved before the Mercenary Draft.)

2. Baron Madder is up first, and of the 4 available Mercenary Troops, he chooses to hire the 150-strength

English Mercenaries. Baron Madder pays the 3-crown hiring fee to the treasury, then takes the Mercenary card and assigns it to his stronghold. Then he removes his Baron marker from the Mercenary Track.

3. Baron Niebieski is up next, and he selects the 100-strength Polish Mercenaries. Because there are 2 Polish Mercenary Troops for hire in this draft, and because Baron Niebieski has 2 Baron markers on the track, he can exercise the special option to hire more than one Mercenary Troop of the same nationality at once. Baron Niebieski chooses to hire *both* Polish Mercenary Troops, paying the hiring fee for *both* troops (a total of 3 crowns) and removing *both* his Baron markers from the Mercenary Track. He assigns both troops to his Noble, Louis de Cyan, who is currently off the board.

4. Finally, Baron d’Emerande hires the 50-strength Rumanian Mercenaries. He pays the 1-crown hiring fee and assigns the Mercenaries to Lorenz von Linden, who is currently located at the city of Kovel, which Baron d’Emerande controls.

The Mercenary Draft is now over. Four new Mercenary cards are drawn from the Mercenary deck and placed face-up beside the Mercenary Track, to be hired during the next Mercenary Draft.

The Private Motion is voted on before the Chairman decides the order in which the other Agendas will be voted on. Note that a Baron does not have to be attending the Assembly to propose a Private Motion.

CONCESSIONS

Concessions are special charges that Barons can receive income from. When a Taxation phase occurs, a Baron receives crowns from all Concessions he or she controls.

BEING BANNED FROM THE ASSEMBLY

If the Assembly passes an Agenda that a Baron does not want to abide by, the Baron may refuse the Assembly decision in the following manner.

Charges, motions, and offices must be refused as soon as they are passed by the Assembly. Discard the Agenda if it targets the Baron. Under this circumstance, the infuriated Baron immediately storms out of the Assembly and is immediately banned from the Assembly. He may not vote on any further Agendas.

Laws may be refused whenever a Baron is required to comply with the law. For example, if a law implements a tax on income received during the Taxation phase, a Baron may wait until the Taxation phase to refuse to pay the tax and become banned from the Assembly.

A Baron cannot refuse to follow an Assembly decision to *withdraw* an office or charge from a Baron.

Barons who are banned from the Assembly are banned for the entire game, unless the ban is rescinded by an Assembly vote. If a Baron is reinstated during an Assembly (by a Private Motion, for example), he is allowed to attend future Assemblies, but not the one currently underway.

If the Chairman of the Assembly is banned from the Assembly, the Baron with the highest number of Votes (break ties randomly) becomes Chairman of the Assembly. Barons who are banned from the Assembly cannot become Chairman of the Assembly by any means.

THE MERCENARY DRAFT

When the number of Baron markers on the Mercenary Track is equal to one more than the number of players in the game, a Mercenary Draft is triggered.

HIRING MERCENARIES

In the Mercenary Draft, Barons may hire Mercenary Troops, selecting from the cards that have been placed to the right of the Mercenary Track. In order (starting with the Baron whose marker is left-most on the Mercenary Track), a Baron may hire one of the available Mercenary Troops. The Baron must immediately pay a hiring fee equal to the troop’s wage. If a Baron cannot pay the hiring fee, he may not choose the Mercenary, but must still remove his marker. A Baron may choose not to hire a Mercenary (for financial or other reasons), in which case the next Baron in line gets to choose. If a Baron has two

EXAMPLES OF MOVEMENT



Impassable Borders

In the above diagram, the two black arrows show two illegal moves for the green Noble. Mountainous borders are impassable, and river borders may only be crossed using one of the four bridges on the map. In this example, the green Noble chooses to move across a bridge, as shown by the red arrow.



Road Movement and Blocking

An army can move up to three spaces on a road, as long as it follows the course of the road for the entire movement. In this example, the green Noble moves two spaces to the left via the road. He would be able to continue on to a third space along the road if it weren't for the blue Noble, whose permission the green Noble needs to pass.

Note that the green Noble cannot leave the road once he starts along it.



Sea Movement

The green Noble, who is starting his movement at Alexandria, can move to any area on the board that has a port. When resolving a "Mobilize Forces" or "Versatile Strategy" Action card, the controlling Baron places the green Noble on the port icon of the destination area and exhausts him. During the Upkeep phase, the green Noble is unexhausted and placed in the destination area. In future rounds he may move as normal.

or more Baron markers on the Mercenary Track, he will have multiple opportunities to hire troops.

SPECIAL OPTION ON MERCENARIES OF THE SAME NATIONALITY

If there is more than one Mercenary of the same nationality available in the draft, a Baron may be able to hire two or more of them at once. In order to do this, the Baron needs to have as many Baron markers on the Mercenary Track as Mercenary Troops he wishes to hire. These markers need not be next to each other on the Mercenary Track. When his first marker comes up, the Baron may announce that he is hiring multiple troops of the same nationality. He then removes his markers from the track (two markers if he is hiring two troops, three if he is hiring three, etc.) and pays the necessary hiring fees. When more than one Mercenary Troop is hired in this way, they do not need to all be assigned to the same Noble or stronghold (see below).

ASSIGNING MERCENARIES

Immediately after hiring a Mercenary Troop, a Baron must assign it to either 1) a Noble located at a Baron's

city or stronghold; 2) a Noble that is currently off the board; or 3) the Baron's stronghold.

After all spots have drafted, any remaining, unhired Mercenaries are shuffled back into the Mercenary deck and all Baron markers are removed from the Mercenary Track. Then reveal a number of Mercenaries equal to one more than the number of Barons. These may be hired during the next Mercenary Draft.



MOVEMENT

Nobles are usually moved using a "Mobilize Forces" or "Versatile Strategy" Action card. When moving a Noble, Barons must abide by the following rules.

A Noble may normally only move one area. A Noble on a road may move up to three areas, but he must follow the course of the road for his entire movement.

Mountainous borders are **impassable**. **River** borders may only be crossed using one of the four **bridges** on the map.

Nobles may not move through an area containing another Baron's Noble or city unless the opposing Baron allows it.

After a Noble has moved and/or attacked, that Noble is **exhausted**. Flip its card over to indicate this. Exhausted Nobles may not move or attack (but may still defend in battle). See "Exhausting a Noble," page 19.

SEA MOVEMENT

A Noble in an area with a port may travel by sea to any other area with a port, as follows:

1. A Noble who starts his movement in an area with a port may move to any port on the board. Place the Noble on the destination area's port icon and exhaust him.
2. During the Upkeep phase, place any Nobles who are on a port icon into the area with the port. These Nobles are then refreshed along with other exhausted Nobles, and may move and/or attack next game round.

Example: *Baron Heinrich Otto Zobel uses a "Versatile Strategy" card to move his Noble, Sir John Dudley Black, from Ballin (a port city) to the port in Cadiz. The Noble is placed on Cadiz's port icon and is exhausted. During the Upkeep phase, Sir John Dudley Black is moved from the port icon into the area, then refreshed.*

Since a Noble must start his turn in an area with a port, port movement cannot be combined with movement on a road in any way.

A Noble on a port icon may not attack or be attacked. His position on the port icon represents that he is traveling by sea, and has not yet actually arrived at the destination area.

RECEIVING TROOPS DURING MOVEMENT

At any point during his movement, a Noble may receive any number of troops from his stronghold (if he is in the area with the stronghold) or from an **unexhausted** Noble in the same area as the moving Noble. To receive troops, take the Troop cards from the stronghold or unexhausted Noble and place them under the moving Noble. A Noble on a road may continue his movement after receiving troops in this manner.

An army with casualty tokens on it may *receive* any number of troops via transfer. However, if a Baron wishes to transfer troops *out of* an army with casualty tokens on it, he must transfer **all** of the army's troops and casualty tokens to the moving army (in which case the leader of the now-troopless army is removed from the board) or nothing at all.

BATTLES

A battle may be started by using either the "Mobilize Forces" or the "Versatile Strategy" Action card. In order to start a battle, the owner must have at least one Noble in an area with an opposing Noble, city, or stronghold. The Baron taking the action is the **attacker** while the opponent is the **defender**. The defender may be a neutral city.

Only one or two Barons are ever involved in a single battle. If an attacker starts a battle in an area with two or more opponents' armies in the area, he must announce which Baron is the defender.

All the defender's troops in the area fight in the battle. The attacker may **choose** which of his armies led by **unexhausted** Nobles will fight in the battle. Armies led by the attacker's exhausted Nobles, and armies which the attacker chooses to keep out of the battle, have no effect on the battle.

Important: When a battle is announced, any defending Noble located in an area with a city that his Baron controls is considered to be in the city. An attacking Noble is never considered to be in a city.

There are three types of battles: **open-field battles**, **assaults**, and **sieges**. The latter two can only occur when the battle occurs in an area with a city that the attacker does not control. If the battle takes place in an area with a city that the attacker controls, it is an open-field battle (the attacker is considered to have left his city to attack).

OPEN-FIELD BATTLES

During an open-field battle, Barons will draw a number of Fate cards based on the strength of the armies they have in the battle. Depending on the Fate cards each Baron plays, the armies in the battle may take **casualties** or win **battlefield victories**.

To resolve an open-field battle, use the following procedure:

PREPARE FOR BATTLE

1. Declare Commanders: If either the attacker or the defender has more than one Noble in the area, each Baron must choose one Noble to **command** all of his Baron's troops in the battle. **Only the commanding Noble's special ability and +200 strength are used**, and any non-commanding Nobles have no effect on the battle. The commanding Nobles command **all** the troops fighting for their Baron in that battle, regardless of which Noble they are assigned to (again, all the defender's armies fight, while only armies of the attacker's choosing fight). The attacker chooses his commanding Noble first, followed by the defender. If either the attacker or the defender has only one Noble in the area, that Noble is the commanding Noble by default.

2. Draw Fate Cards: Each Baron draws one Fate card per 100 troop strength he has fighting in the battle, as

well as two cards for the commanding Noble's +200 strength. Remember to take any casualty tokens (-100 strength each) into account.

3. Discard Fate Cards: The +200 strength that commanding Nobles provide comes from, in thematic terms, leadership and strategic decision-making rather than actual force. To represent this, each Baron must choose two Fate cards to discard (facedown to the bottom of the Fate deck).

However, if this would leave him with no cards (because he was only able to draw two cards), he may instead keep one Fate card.

If a player wishes, he or she may discard more than two Fate cards during this step.

4. Reveal Fate Cards: Both Barons simultaneously reveal cards and resolve the outcome.

RESOLVING THE BATTLE

After both Barons have revealed their chosen Fate cards, they are resolved according to the following procedure:

1. Draw Additional Fate: Resolve any cards that state "Draw 1 Fate." For each such card, the player who played the card draws one additional card and adds it to his or her revealed cards. If the newly drawn card also states "Draw 1 Fate," then draw another.

2. Tally Casualties: Now both Barons tally casualties simultaneously.

The attacker tallies the number of "Deal 100 Casualties" cards he played and the number of "Prevent 100 Casualties" cards the defender played. If the attacker inflicted more casualties than the defender prevented, the defender must take casualties equal to the difference. Likewise, the defender tallies the number of "Deal 100 Casualties" cards he played and the number of "Prevent 100 Casualties" cards the attacker played. If the defender inflicted more casualties than the attacker prevented, the attacker must take casualties equal to the difference.

When tallying "Deal 100 Casualties" and "Prevent 100 Casualties" Fate cards, each Baron must also decide whether to use his commanding Noble's special ability. All the Nobles with the star symbol have the "May inflict 100 extra casualties in battle" ability, and all Nobles with the square symbol have the "May prevent 100 casualties in battle" special ability. If a commanding Noble uses one of these abilities, treat it as if the controlling Baron had played an additional "Deal 100 Casualties" or "Prevent 100 Casualties" Fate card.

3. Assign Casualties: For each 100 casualties he has taken, each Baron must assign one casualty token to his armies. One by one, he assigns the tokens to his armies involved in the battle. An army may only take as many casualties as it has troops. If the number of casualties is ever equal to or greater than the number of troops in the army, the Noble leading that army dies (see "Noble Death," page 18) and no more casualty tokens may be



EXAMPLE OF AN OPEN-FIELD BATTLE



1. Baron Raoul d'Emerande (green) uses a "Versatile Strategy" card to start a battle.

2. Since he has more than one opponent in the area, Baron d'Emerande must choose which Baron's armies he will fight. He chooses Baron Mieczyslaw Niebieski's (blue's) army. The army belonging to Baron Thomas Edmund Madder (red) will have no effect on this battle.

3. Since he has more than one unexhausted army in the area, Baron d'Emerande must choose which of his troops in the area will fight in the battle. He decides that both his armies will fight in the battle. Baron Niebieski's exhausted army defends by default. If blue had more than one army in the area, they would all defend by default.



4. Now each Baron chooses which Noble will command his armies. As the attacker, Baron d'Emerande names his commander first. He chooses his "square" Noble, Alan of Smalt. Ernesto di Celadon's special ability and +200 strength will **not** be used in this battle, but the 100-strength Polish Mercenaries assigned to him **will** fight in the battle. Otto von Prussen is blue's commanding Noble by default. Since he is exhausted, he will not be able to use his special ability, but he still adds his +200 strength.

5. Baron d'Emerande troops have 300 strength, so he draws 3 Fate cards. He draws an additional 2 cards for his commanding Noble's +200 strength, for a total of 5 cards. Baron Niebieski has 250 troops, so he draws 2 Fate cards, plus an additional 2 cards for his commanding Noble, for a total of 4. Since both Barons received extra cards for their commanding Noble, each Baron must choose 2 cards to discard. In this example, they discard the results with the red Xs.



6a. Now the Fate cards are resolved. Baron Niebieski played 2 "Deal 100 Casualties" cards. Baron d'Emerande did not play any "Prevent 100 Casualties" cards, but his commanding Noble's special ability is to "Prevent 100 casualties," so green only takes 100 casualties. He assigns 1 casualty token to the army led by Ernesto di Celadon, which is enough to kill him.

6b. Green played 2 "Deal 100 Casualties" cards. Blue cannot prevent any of the casualties, so he must assign 2 casualty tokens to his army. The number of troops assigned to blue's commanding Noble is greater than the number of casualties on the army, so Otto von Prussen does not die. Both Barons still have living Nobles in the battle, so battlefield victories are now resolved.

Baron d'Emerande played 1 "+1 Victory" card compared to Baron Niebieski's none, so green wins a partial victory. The battle is now over, and blue's army must retreat (see "Retreats," page 17). Finally, Baron d'Emerande must resolve the death of Ernesto di Celadon (see "Noble Deaths," page 18).

assigned to that army. If all a Baron's Nobles in the battle die, he cannot assign any further casualty tokens.

If the defending Baron wishes, he may see how the attacker assigns his casualties before assigning casualties to the defending armies.

If one or both Barons have no living Nobles in the battle at this point, **skip** step 4, below.

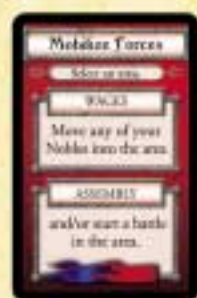
4. Count Victories: If at least one Noble from both sides is still alive, then each Baron tallies the "+1 Victory" Fate cards that he played. A Baron with a commanding Noble that has the "+1 Victory in battle" special ability also includes an extra victory. These victories represent successes on the battlefield that contribute to the battle's final outcome. There are 3 possible outcomes:

- **Full Victory:** One Baron has at least two more battle victories than his opponent. Any opposing Nobles

with troops fighting in the battle are killed (see "Noble Death," page 18).

- **Partial Victory:** One Baron has one more battle victory than his opponent. Any opposing Nobles with troops fighting the battle retreat (see "retreats," page 17).
- **Stalemate:** Both Barons have the same number of victories. Nothing happens.

EXAMPLE OF AN ASSAULT



Commanding Noble



1. Baron Thomas Edmund Madder uses a “Mobilize Forces” card to move Ricardo di Scarletti into the area with the 200-strength neutral city of Froli. One of his other unexhausted Nobles, Guy de Solferino, is already in the area. After moving, Baron Madder also chooses to assault Froli. He decides that both his armies will fight in the battle, and he names Guy de Solferino as his commanding Noble.

2. Baron Madder has 200 troops in the battle, so he draws 2 Fate cards, plus another 2 Fate cards for his commanding Noble. He then discards 2 of the Fate cards (the results marked with red Xs). Another

player draws 2 cards for the 200-strength neutral city. The defending city does not discard 2 Fate cards, since it has no commanding Noble.

3. Baron Madder inflicts 200 casualties on the city (100 from his Fate card and 100 from his commanding Noble’s special ability). He places two breach tokens on the city. The city inflicts 100 casualties, which are canceled by Baron Madder’s other Fate card.

4. Since the city’s strength has been reduced to 0, the battle is now over, and Baron Madder places his control marker underneath the city.

The breach tokens remain on Froli, and until they are repaired, the city will provide no strength bonus if it is attacked.



5. Resolve Noble Deaths: Each Baron resolves the deaths of his Nobles, if any (see page 18). Any casualty tokens on armies in which the Noble did not die remain on the army until they are removed via a “Muster Troops” Neutral Action card (see page 11).

The battle is now over, even if both Barons have armies remaining in the area.

4) The city is controlled by another Baron and the attacking Baron gains permission from the other Barons with armies in the area, not including the Baron who controls the city.

There are two ways to attack a city, each with its own advantages and disadvantages. When a player decides to attack a city, he must specify whether he will **assault** or **siege** the city.

Assaulting is the quickest way to capture an enemy city but also the most dangerous. Assaulting a city is also likely to damage its defenses and therefore make it less effective as a fortification.

Sieging a city is a safer alternative to assaulting it, but sieging takes longer than assaulting. The main advantage to sieging a city is that the attacker does not take any casualties and the city’s defenses remain intact.

ASSAULTING A CITY

To assault a city, follow the same procedure as in an open-field battle, with the following changes:

CITY STRENGTH

The defender adds the strength of the city to the strength of his defending armies. When drawing Fate cards, the defender draws Fate cards equal to the total of his troops’ strength **and** the city’s strength (again, 1 Fate card per 100 strength). For example, if 200 defending troops were in Vecht, a 300-strength city, the defender would draw 5 Fate cards, plus 2 for his commanding Noble, for a total of 7. If Vecht were fortified, the defender would draw a total of 8 cards.

If a neutral city is being attacked, a player other than the attacker draws cards for the city based on its strength. Since no commanding Noble is present in a neutral city, do not discard two Fate cards.



BREACHES

When taking casualties, the defender may choose to have the city take casualties in the form of **breaches**, rather than placing casualty tokens on his armies. Each breach is equivalent to 100 casualties, and a city can take breaches equal to its strength. For example, a 400-strength city can take four breaches, the equivalent of 400 casualties. Place a breach token next to the city for each breach it takes. Each breach that a city takes reduces its strength by 100, so a 400-strength city that already has one breach can only take three more breaches.

When taking more than 100 casualties, the defender can choose to assign some as casualties to his troops and others as breaches to the city. Once a city’s strength is reduced to zero, it cannot take any more breaches. Any further casualties must be taken by the defending Baron’s armies.

Any breaches on a city remain on it after a battle. They reduce the city’s strength for future battles unless they are repaired (see “Upgrade Defenses,” page 10).

ATTACKING A CITY

A Baron may only attack a city if one of these conditions is met:

- 1) It is a neutral city and he is the only Baron with armies in the area.
- 2) It is a neutral city and he gains permission from the other Barons with armies in the area.
- 3) The city is controlled by another Baron and the attacking Baron is the only other Baron with armies in the area.

CAPTURING A CITY VIA ASSAULT

When assaulting a city, the attacker may capture the city by inflicting enough casualties/breaches to kill all opposing Nobles **and** reduce the city's strength to zero.

The attacker may also capture the city by achieving a full or partial victory as described in the "Count Victories" step of resolving open-field battles. In this manner, it is possible to capture a neutral or controlled city with its defenses intact. In the case of a partial victory, any defending Nobles must retreat to an adjacent area as per the rules for open-field battles.

When a Baron captures a city, he places a control marker underneath it to show his ownership of the city.

SIEGING A CITY

The attacker may only choose to siege a city if his total strength is greater than the defender's strength.

When comparing strengths, the defender includes the city's strength and both the attacker and the defender include the +200 from their would-be commanding Nobles. Nobles' special abilities are **not** included in this comparison. A neutral city may be sieged, in which case the defender has no commanding Noble.

To resolve a siege, use the following rules.

After a Baron declares that he is sieging a city, place a siege marker on the city.

A Noble in a besieged city may not move, transfer troops, or receive additional troops during the Upkeep phase or the Mercenary Draft. A besieged city does not generate Influence during the Upkeep phase and does not generate income during the Taxation phase. A besieged city may not be fortified or repaired.

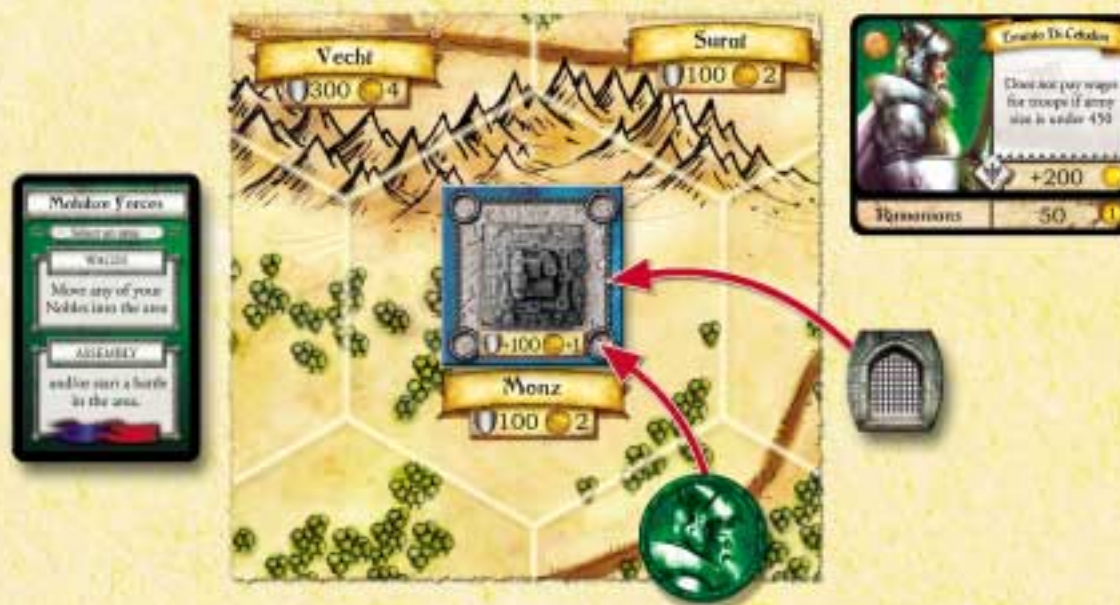
Nobles in a besieged city **may** attack the sieging armies using the "Mobilize Forces" or "Versatile Strategy" Action cards. Such an attack is considered an open-field battle, so the attacker does not add the city's strength when drawing Fate cards.

If the defender or any other Baron attacks the sieging armies and either kills their leading Nobles or forces them to retreat, or if all the attacker's armies leave the area for any reason, the siege is **lifted**. Remove the siege token to signify this.

If *on a future game round* (after the one in which the first siege took place) the *same Baron* sieges the city a second time – *without the siege being lifted in between attacks* – the city immediately falls and the attacker gains control of it. Any defending Nobles in the city immediately die.

Note that for the second siege, the attacker must again meet the requirement of having total strength greater than that of the defender. However, the attacker must meet the strength requirement only when he announces his siege attacks; if the sieging armies' strength is

EXAMPLE OF A SIEGE



Baron d'Emerande uses a "Mobilize Forces" Action card to move an army led by Ernesto di Celadon into the area that contains the city of Monz and then starts a battle. With only 50 troops, Baron d'Emerande chooses to siege Monz rather than assault it. This is legal because his overall strength is 250 (50 troops plus 200 from his commanding Noble), and the neutral city's strength is only 200. Baron d'Emerande places a siege marker on Monz and exhausts Ernesto di Celadon. If Baron d'Emerande or another green Noble sieges Monz again next round, without the siege being lifted in the interim, he will capture Monz.

reduced in between the two siege attacks (e.g., if only some of the sieging troops leave the area, or if an Agenda card weakens a sieging army's leading Noble), this does *not* lift the siege.

ATTACKING A STRONGHOLD

Strongholds represent each Baron's fortified castle. Strongholds are attacked in exactly the same manner as cities; they may be assaulted or sieged.

It is possible for a defender to have troops within a stronghold, but no Noble. If this is the case, do not discard two Fate cards, since there is no commanding Noble present. The battle ends immediately if the stronghold's strength is reduced to zero **and** any defending troops take casualties equal to or greater than their number. Such troops are removed from the board along with the stronghold (see below).

If a Baron eliminates an opponent's stronghold, he immediately gains one half of the defeated Baron's crowns (rounded down) and gains control of one of the defender's cities of the defeated Baron's choice. These two rewards represent the demands that the losing Baron must meet in order to avoid execution.

The defeated stronghold is then removed from the board, and the defeated Baron **does not gain any Influence during the Upkeep phase of this round**. The defeated Baron may place the stronghold back on the board during the Upkeep phase (immediately before placing any Nobles on the board) on any Kingdom area that does not contain an unrazed city or an opponent's Noble or stronghold.

RETREATS

There is no way for an army to *voluntarily* retreat from battle. If a would-be defender does not wish to be attacked, he should try to bargain his way out of the battle before the attacker declares his attack (see "Bargaining," page 19).

If a Noble is forced to retreat, perform the following steps:

1. Draw for Deserters: Draw 1 Fate card. If the retreating army has any Mercenaries of the drawn nationality, the Baron must choose one Mercenary Troop of that nationality to immediately desert. (Shuffle it back into the Mercenary deck.)

STRATEGY TIPS

Below are some tips for players new to WARRIOR KNIGHTS.

EARLY GAME STRATEGY

In the early game, it is important to take over as many neutral cities as possible. There are two common strategies that players tend to use:

1. A Baron creates four small armies and sieges as many cities as possible on the first turn.
2. A Baron creates fewer, more powerful armies and assaults cities on the first turn.

MANAGING STACKS

A Baron will not always have access to all of his Action cards, since some will be left in the three Special Phase stacks on the board. It is important to be aware of the Action cards a Baron has access to

as well as the special phase he may be trying to trigger. Experienced players will take advantage of the stacks to thwart their opponents and benefit themselves.

BATTLE STRATEGIES

If a Baron is fighting a small army, he may be able to deal enough casualties to eliminate the opponent before battle victories are tallied. If a Baron knows that he is going to lose a battle, he may focus on dealing the opponent casualties instead of battle victories.

There are certain circumstances when a Baron may wish to discard more than two Fate cards during a battle. For example, when assaulting a city, if a Baron's army greatly outmatches that of his opponent, he may wish to discard all his casualty cards in order to take the city without breaching it.

2. Move the Retreating Armies: Nobles retreat even if they are exhausted. Retreating Nobles need not be moved to the same area. The retreating Noble(s) must be moved to an adjacent area that does not contain any city or Nobles belonging to another Baron. If there is no such area to move into, the Noble is exhausted and placed at his Baron's stronghold. If the Baron's stronghold is under siege or off the board at the time (see page 17), then the Noble instantly dies. An army may not retreat via sea movement, so a Noble forced to retreat from an overseas area dies.

NOBLE DEATH

It is a treacherous world for Nobles and their armies. Bloody battles and poor health can lead to the sudden and frequent deaths of a Baron's Nobles.

When a Noble dies, the following happens:

1. Draw for Deserters: Draw one Fate card. If the deceased Noble had any Mercenaries of the drawn nationality assigned to him, the Baron must choose one Mercenary Troop of that nationality to immediately desert. (Shuffle it back into the Mercenary deck.)

2. Lose Casualties: For every casualty token on the Noble's army, he must discard 100 strength worth of **Mercenaries**. If the Noble cannot discard a number of Mercenaries exactly equal to the casualties, he must discard as many as possible without going over. Then all casualty tokens are removed from the Noble. Note that Regular Troops are **never discarded as casualties**.

3. Remove the Noble from the board and discard any offices he held.

4. Heir: The Noble's heir (the same game piece) takes control of any remaining troops and may be placed on the board during the Upkeep phase (see "Returning Nobles to Board," page 19, for more information). If the Noble has no heir, then all Mercenaries assigned to him are shuffled back into the Mercenary deck, and any Regular Troops assigned to him are **removed from the game** entirely. Note that this is the only way that a player can lose his Regular Troops.

Example: *The yellow Noble Jean-Luc d'Ambre, with 200 Regular Troops, a 50-strength English Mercenary Troop, a 100-strength English Mercenary Troop, and a 100-strength Polish Mercenary Troop assigned to him, dies in combat. A Fate card is drawn for deserters, and the result is "English," so the yellow player discards the 50-strength English Mercenaries. Ambre has 5 casualty tokens on him, so, he must also discard the 100-strength English Mercenaries and the 100-strength Polish Mercenaries along with the 5 casualty tokens. Ambre is then removed from the board, with the 200 Regular Troops still assigned to him, and may return to play during the Upkeep phase (see page 19).*

WINNING THE GAME

At the beginning of the Upkeep phase, check whether any Baron controls more than half the unrazed cities in the Kingdom (do not count overseas cities). If so, that player immediately wins the game.

Alternatively, when the last token is taken from the Influence pool during the Upkeep phase, this signals that this is the last game round. Barons who should receive Influence after the pool has been depleted still receive their Influence: Take the tokens from the extra Influence

that was not placed in the Influence pool at the beginning of the game. Also, resolve revolts as normal (see page 8).

Once this Upkeep phase has been completed, the Baron with the most Influence over the Kingdom is crowned the new king and wins the game.

If there is a tie for the most Influence, then the Baron who controls the most cities (in the Kingdom and overseas) wins. If that is also a tie, then the Baron with the highest combined total of crowns, Faith, and Votes wins. In the unlikely event that that is also tied, then the Baron with the most troops on the board wins. If there is still a tie, then there is no King and no winner.

OTHER RULES

The sections below clarify other important rules and concepts.

EXHAUSTING NOBLES

After a Noble finishes all movement and battle actions from an Action card, he is immediately **exhausted**. Exhausted Nobles are flipped over so that their "exhausted" side is faceup. Exhausted Nobles may not move or attack, but must defend if attacked.

FORTIFIED CITIES

Once a city is fortified, it will remain fortified even if it is taken over by another Baron, but loses its fortified status if it becomes neutral.

When a Baron gains control of a city, he immediately places one of his control markers underneath it. Control markers are placed with the "fortified" side down, unless the city was fortified when taken over, in which case the control marker is placed with the "fortified" side faceup. Any breaches on the city remain (breaches may only be removed via the "Upgrade Defenses" Neutral Action card).

If a fortified city becomes neutral again at a later point in time (e.g., via revolt), the Baron immediately removes his control marker from the city, and the city loses its fortified status. Any breaches on the city remain.

If a fortified city is reduced to zero strength via breach tokens, immediately flip the control marker to its "unfortified" side and remove one breach token, so that the city is still at zero strength.

RAZING A CITY

Instead of gaining control of a city, a Baron may wish to raze it. Barons only have the option of razing a city immediately after gaining control of it. To raze a city, the Baron simply removes the plastic city from the board along with any control marker underneath it. The Baron then receives 3 times the city's income in crowns.

Razed cities cannot be controlled by any Baron.

RETURNING NOBLES TO THE BOARD

Nobles may be off the board because they were never assigned troops, because all their troops were transferred to a stronghold or to another Noble, or because they died. At the end of the Upkeep phase, Barons have the opportunity to bring Nobles who are currently off the board into the game, according to the rules below. In the case of Nobles who have died, the return of the Noble to the board represents the deceased Noble's heir coming into play.

When returning troops to the board, the Chairman of the Assembly performs the procedure below first, followed by the player to his left, until all Barons have had an opportunity to return Nobles to the board.

First, a Baron may transfer troops among Nobles who are currently off the board. Simply take the troops from all the Nobles of one color who are currently off the board and re-assign them to these off-the-board Nobles as desired.

Second, any troops who are currently assigned to a **stronghold** may be assigned to that Baron's off-the-board Noble. If these troops have casualty tokens on them, then a Baron must transfer all the troops and casualty tokens to one Noble, or transfer nothing at all.

Finally, any off-the-board Noble **who has troops assigned to him** must be placed at a Baron's stronghold or at any city he controls (**except a city under siege**).

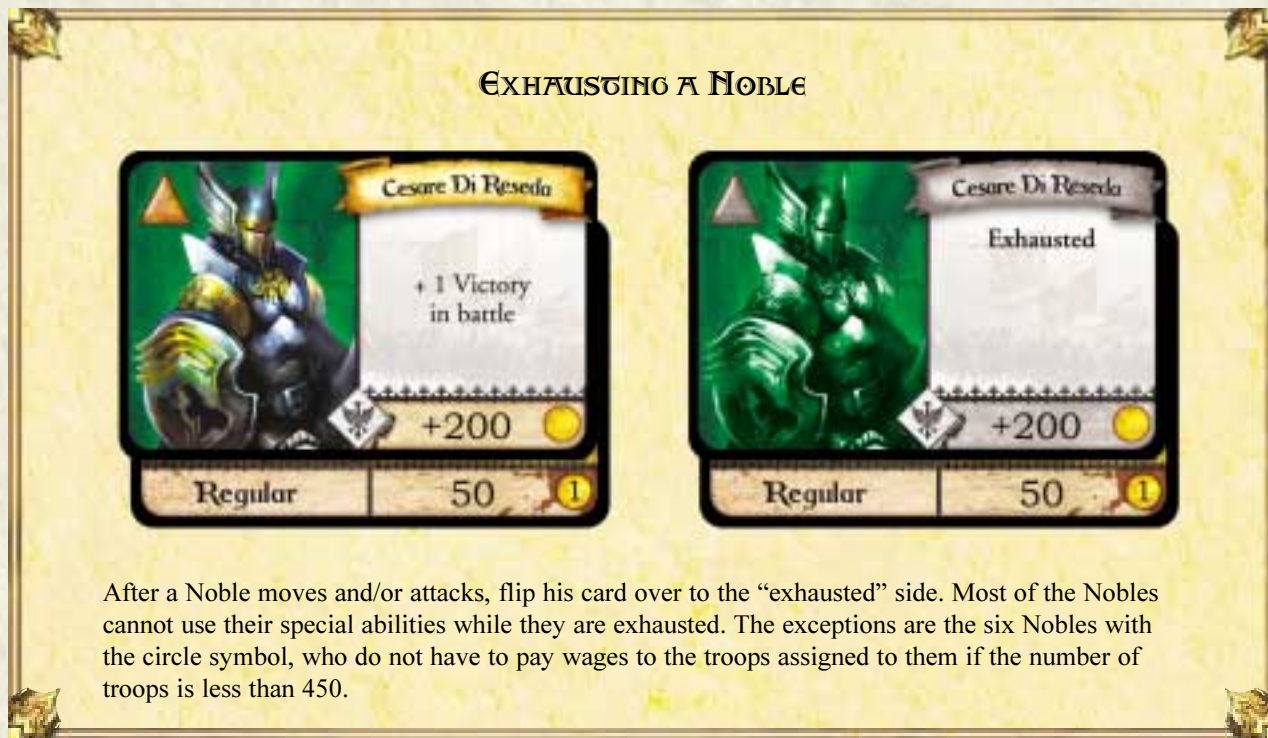
A Noble without troops may never be placed on the board.

Example: *It is the last step of the Upkeep phase. Baron Umberto da Viola has 3 Nobles off the board: Renaud de Malve transferred all his troops to a moving Noble during the Actions phase, Geoffrey Lavender was never assigned any troops during Setup, and Guntram von Flieder died in the Actions phase. Guntram von Flieder has 100 Regular Troops assigned to him.*

First, Baron Viola may transfer troops among his off-the-board Nobles. He takes the 100 troops assigned to von Flieder and assigns them to Geoffrey Lavender. Next, he may transfer troops that are assigned to his stronghold to Nobles who are off the board. Baron Viola drafted 2 Mercenary Troops this past turn and assigned them to his stronghold, so he assigns one of these Mercenaries to von Flieder and the other to Geoffrey Lavender. Finally Baron Viola places von Flieder at Monz, a city he controls, and Geoffrey Lavender at his stronghold. Renaud de Malve still has no troops, so he remains off the board.

BARGAINING

Money and favors may be traded freely among Barons at any time during the game. One player may pay another to spend Faith or cast Votes in a certain way, but players may not exchange actual Vote or Faith tokens. Influence,



charges, offices, and troops may never be traded among players. Favors may be asked for and given, but agreements are not binding and backstabbing is perfectly acceptable.

RUNNING OUT OF COMPONENTS

If a particular deck ever runs out of cards, the discard pile should be shuffled to create a new deck to draw from.

It is possible that players may run out of certain tokens (such as crowns, Faith, Votes, or Influence) in the game. All tokens should be considered unlimited, and replacement tokens should be used when necessary.

RULES FOR TWO TO FIVE PLAYERS

When playing WARRIOR KNIGHTS with fewer than six players, a certain number of Kingdom cities are randomly razed (draw cards from the Fate deck) at the start of the game as follows.

- 2 Players – 11 Razed Kingdom Cities
- 3 Players – 7 Razed Kingdom Cities
- 4 Players – 5 Razed Kingdom Cities
- 5 Players – 3 Razed Kingdom Cities

Then shuffle the Fate deck.

In a game with only two or three players, strongholds may not be placed in any area on the outer row or column of the main Kingdom map.

In a two-player game, Assembly voting is done quite differently. After the Chairman of the Assembly declares the order of Agendas, each Baron secretly writes down how many Votes he wishes to cast for each of the three

Agendas. The number of votes written down may not exceed the total number of Votes a Baron has. Barons then reveal all of their votes simultaneously and each Agenda is resolved in order.

OPTIONAL RULES AND VARIANTS

Experienced players may wish to try the game with one or more of the following optional rules. All players must agree at the start of the game which optional rules and variants they will use.

GAME LENGTH

By adding or removing Influence from the pool before the game starts, players can lengthen or shorten playing time. For a shorter game, we suggest placing 8 Influence per player in the Influence pool, and for a longer game, 12 or 15 Influence per player.

OPEN PRIVATE MOTIONS

More experienced players may allow for broader Private Motions. For example a Baron might propose to prohibit sieges or to prohibit all Nobles from using the roads. With this option, Private Motions are limited only to the players' ingenuity. The only restriction is that the Private Motions must still be voted on like any other Agenda.

EXCHANGING HEIRS

An interesting variant players may want to try is the trading of Nobles' “heirs” in order to promote more lasting alliances and more binding agreements. In this variant, each Noble has one heir (use a scrap of paper or some sort of token to represent the heir), and each Baron

may trade any of his Nobles' heirs to another player. While another Baron controls an opponent's heir, he may use it for bargaining, threatening at any time to kill the heir and make the parent Noble's death permanent. If a Noble dies, he may only be returned to the board if the player holding that Noble's (living) heir returns the heir to him.

If this variant is used, all Nobles initially have heirs at the start of the game. If a Noble is the victim of the "No Heir" or "Broken Line" Event card, it means his heir has died and he may not have another.

PLAYER ELIMINATION

With this optional rule, if a Baron's stronghold is captured, he is eliminated from the game. All his Nobles are removed from the board and any cities he controlled become neutral. If he was Chairman of the Assembly or Head of the Church, those tokens pass to the Baron with the next highest number of Votes or Faith, respectively (break ties randomly).

MIGHT IS RIGHT

Players may wish to play with only one victory condition: A Baron who controls more than half the unrazed Kingdom cities at the beginning of the Upkeep phase is the victor. In this variant, Influence has no effect on who wins, and the game does not end when the Influence pool runs out. Note that using with this variant may significantly increase playing time.

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QUICK REFERENCE

The Upkeep Phase:

1. Check for Victory
2. Gain Influence
3. Revolts
4. Sea Movement Arrivals
5. Refresh Nobles
6. Return Nobles to the Board (page 19)

Assaults and Open-Field Battles:

Prepare for Battle

1. Declare Commanders (attacker first)
2. Draw Fate Cards
3. Discard Fate Cards
4. Reveal Fate Cards

Resolve the Battle

1. Draw Additional Fate
2. Take Casualties
3. Count Victories (skip if one side's Nobles are dead or defender has 0 strength)
4. Resolve Noble Deaths (page 18)

The Assembly

1. Receive Votes (1 + 1 for each Kingdom City)
2. Appoint Acting Chairman (usually not necessary)
3. Vote on Private Motions
4. Declare Agenda Order
5. Vote on Agendas
6. Reveal Next Assembly's Agendas

