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Thankyou!

Peter (Universal Head)

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Game: **DOGS OF WAR**

Publisher: **CMON (2014)**

Page 1: **Rules summary**

Page 2: **Reference sheets x2 (+ official variants)**

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Dogs of War

SETUP

Place the board in the middle of the table. Shuffle the **tactic cards** and the **house support cards** decks.

Each player chooses a **dog of war** and takes the matching **player screen**, **5 coins**, **2 tactic cards** (do not reveal), and **1 house support card** (do not reveal; counts as 2 influence tokens for that house). Put the unused house support cards facedown back in the box.

Place the **year marker** on the 1 space of the year track, and all 6 **house victory tokens** on the -1 space of the house victory track. Place the 3 **battle victory trackers** on the central space of each battle track. Place the **tactic cards** deck facedown on its space on the board.

Randomly choose a player to get the **first player token**.

Place these where everyone can reach them: the **coins**, the **victory point (VP) tokens**, the **soldier cards** (divided in 4 decks according to type), the **captains** for the dogs of war in play, and the **house influence tokens** (in a 3 player game, remove 4 tokens of each color; in a 4 player game, remove 2 tokens of each color).

Optional 3 players setup For a more cutthroat 3 player game, remove 2 house cards and their corresponding house support cards and house victory token from the game. During the battle setup phase, do not set up the third battle; only play the first and second battles.

ROUND STRUCTURE

The game plays over 4 **years**, each divided into 4 **phases**.

BATTLE SETUP PHASE

Advance the year marker 1 space on the year track (except at the beginning of the first year).

Shuffle the 6 **bonus reward tokens**, facedown (ie, showing the side with the 3 VPs icon) and place one of them, faceup, on the appropriate space in each battle. Keep the three unused tiles separate.

In the 4th year, place 3 tokens showing the 3 VPs icon faceup; this will be the bonus reward for all the battles.

Shuffle the 8 **order of battle tiles**, and place 2 of them faceup on the appropriate spaces in each battle. Keep the 2 unused tiles separate.

Shuffle the **house cards**, facedown, then place 2 of them faceup on the appropriate spaces in each battle.

Three **battles** will be formed, each with a battle track, a bonus reward token, 2 order of battle tiles and 2 house cards. The house cards are the 2 houses that fight each other in each battle.

The player with the first player token may decide to be the first player, or may choose to give the first player token to any other player.

MUSTERING PHASE

Each player gets a number of **captains**, depending on the number of the year being played:

- 3 captains at the beginning of the 1st year
- 4 captains in the 2nd and 3rd year
- 5 captains in the 4th year

These are added to any captains that players could have got through a bonus reward at the end of the last year.

Each player gets a fixed income of **3 extra coins per year**. These are added to coins earned or saved from the previous years (including the 5 starting coins).

Starting from the first player and going clockwise, each player can spend their coins to buy new **soldier cards**. Different soldiers have different costs:

Each footman	1 coin
Each arquebuser	2 coins
Each knight	3 coins
Each war machine	4 coins

Return spent coins to the supply next to the board. If there are no more of a specific soldier type available, no soldier of that type can be bought.

Players keep all of their resources hidden behind their screen (coins, cards, influence tokens and victory points). Their captains, however, must always be in front of the screen.

ACTION PHASE

Starting from the first player and going clockwise, each player's turn resolves in this order:

1. If you desire, you *may* play (discard) a single **tactic card** from your hand and apply its effect.
2. You *must* play a single **soldier card** from your hand on the soldier's area of the house you want to support in the current battle.
3. You *must* place one of your captains on any free space in the order of battle tile of the house you've chosen to support.
4. You *must* move the battle victory tracker on the battle track a number of spaces equal to the strength of the played soldier (towards the supported house).
5. Take any reward listed on the occupied order of battle space.

When choosing a space on an order of battle tile, you cannot place a captain in support of a house if you have already supported the other house involved in the same battle, in the current year. However after you play the *Betrayal* tactic card on a battle, you may place captains on either side of that battle during that year.

Some spaces in the order of battle have a pre-requisite, being reserved for captains leading specific types of soldiers. Spaces with a **knight/+** icon can be occupied only by playing a knight or war machine card. Spaces with an **arquebuser/+** icon can be occupied only by playing an arquebuser, a knight or a war machine card.

If there are no eligible spaces on an order of battle tile, you cannot place your captain and soldier in support of that house. Captains must always enter a battle accompanied by a single soldier card, and vice-versa.

Taking the reward

Different types of rewards are printed on the various spaces of the order of battle tiles and the bonus reward tokens. Each has a different meaning:



Take this number of **VPs**



Take a new **footman**



Take a new **arquebuser**



Take a new **knight**



Take a new **war machine**



Take this number of **coins**



Draw this number of **tactic cards** (if the deck runs out, reshuffle the discards to make a new deck).



Take a new **captain** to use in the current year. If it's a bonus reward, keep it in reserve for the next year.



Take this number of **influence tokens** of the house you are supporting in this battle.

Adjusting the battle track

When you play a soldier card, you must advance the battle victory tracker on the battle track a number of spaces towards the supported house equal to the strength of that soldier type.

Each type of soldier has a different strength value:

- Footmen advance the tracker 1 space.
- Arquebusers advance the tracker 3 spaces.
- Knights advance the tracker 5 spaces.
- War machines advance the tracker 7 spaces.

The battle victory tracker cannot advance beyond the 15 space of the track; leftover spaces are ignored.

Passing and end of the action phase

The action phase proceeds clockwise from player to player, until every player passes, either because they cannot or will not place more captains on the board.

You can pass even if you still have unused soldiers and captains: discard any unused captains, and resign your remaining turns for the rest of the current year. Keep any unused soldier cards to use in the following years.

The first player to pass receives the first player token for use at the start of the next year.

BATTLE OUTCOME PHASE

At the end of the action phase, all the battles are over. Each battle is then considered separately, one at a time, starting with the first battle.

If the battle victory tracker is on one side of the track, on any space between 1 and 15, the house on that side is victorious, and the opposing house has been defeated. If the battle victory tracker is on the central space, both houses are considered defeated.

Advance the house victory token of the victorious house (if any) 1 space forward on the house victory track.

If the battle victory tracker is on the 15 space of the track, the victorious house has achieved a **glorious victory** and its token is moved forward 2 spaces, instead of just 1. The defeated house suffers a **crushing defeat** and its token is moved back 1 space.

Any player with at least 1 captain supporting the victorious house gets 1 VP for each captain that supported the defeated house.

The player that placed the most captains in support of the victorious house takes the extra reward shown on the bonus reward. On a tie, all tied players get the bonus reward. If both houses are defeated, nobody gets the bonus reward.

Return captains, played soldier cards, house cards, order of battle tiles and bonus reward tokens to the supply. Return the battle victory trackers to the central space of the battle tracks.

Each of the dogs of war possesses a unique **special ability** listed on their player screen. These abilities are always active and take effect as described.

GAME END AND WINNER

The game ends after the battle outcome phase of the 4th year.

Each player reveals their VPs and adds those from house influence tokens earned during the game, and for the house support card received at the start of the game (equal to 2 influence tokens).

Each influence token is worth the number of VPs shown by the space of the corresponding house victory token on the house victory track (including negative values).

Each player also gets 1 VP for every 2 leftover coins, and 1 VP for each tactic or soldier card (of any type) still in their reserve.

The player with the most VPs is the winner.

Dogs of War

BATTLE SETUP PHASE

Advance the year marker **1 space on the year track** (except at the start of the first year).

Shuffle **6 bonus reward tokens**: 1 faceup per battle. 4th year: 3 VPs icon faceup.

Shuffle **8 order of battle tiles**: 2 faceup per battle.

Shuffle **house cards**: 2 faceup per battle.

The first player may go first, or may give the first player token to any other player to go first.

MUSTERING PHASE

Each player gets **captains**:

- 3 captains at the beginning of the 1st year
- 4 captains in the 2nd and 3rd year
- 5 captains in the 4th year

Each player gets **3 extra coins per year**.

Starting from the first player and going clockwise, each player can buy new **soldier cards**:

Each footman	1 coin
Each arquebuser	2 coins
Each knight	3 coins
Each war machine	4 coins

ACTION PHASE

Starting from the first player and going clockwise, each player's turn resolves in this order:

1. You *may* play (discard) a single **tactic card**.
2. You *must* play a single **soldier card** on the soldier's area of the house you support.
3. You *must* place a captain on any free space in the order of battle tile of the house you support.
4. You *must* move the battle victory tracker spaces equal to the strength of the played soldier (towards the supported house).
5. Take any reward on the occupied order of battle space.

You cannot place a captain in support of a house if you have already supported the other house in that battle in the current year (unless playing *Betrayal*).

BATTLE OUTCOME PHASE

Advance the house victory token of the victorious house 1 space forward on the house victory track.

Tracker is on the 15 space = house's token is moved forward 2 spaces and the defeated house's token is moved back 1 space.

Any player with at least 1 captain supporting the victorious house gets 1 VP for each captain that supported the defeated house.

The player that placed the most captains in support of the victorious house takes the extra reward on the bonus reward token. All tied players get the bonus.

Rewards



Take this number of **VPs**



Take a new **footman**



Take a new **arquebuser**



Take a new **knight**



Take a new **war machine**



Take this number of **coins**



Draw this number of **tactic cards** (if the deck runs out, reshuffle the discards to make a new deck).



Take a new **captain** to use in the current year. If it's a bonus reward, keep it in reserve for the next year.



Take this number of **influence tokens** of the house you are supporting in this battle.



Take the reward printed on any **unoccupied space** of the opposing order of battle tile, as if it were printed on this space.



Take a number of **coins** equal to the number of captains currently on the opposing order of battle tile.



Move the **battle victory marker** toward the supported house spaces equal to the number of captains already on this order of battle tile. This is done independently of the soldier you play, so is not prevented by the *Opportunism* tactic card.

The first player to pass receives the first player token for use at the start of the next year.

OFFICIAL VARIANTS

Crushing victory at 12 points instead of 15: The winning house moves forward 2 spaces on the house victory track, and the losing house moves back 1 space. House flags start on space 0, not -1.

Sudden death: If the battle victory tracker reaches 15, the battle ends immediately; no further captains or soldiers can be placed.

Decisive 4th year: Look at the positions of the houses on the influence track: battle 1 is 1st vs 2nd; battle 2 is 3rd vs 4th; and battle 3 is 5th vs 6th.

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