Game:	**WARRIOR KNIGHTS**	**v2**
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

WARRIOR KNIGHTS

Setup

1. Each player **(Baron)** picks a color and takes:

   1 Stronghold card and 15 crowns.

   4 Noble pieces and matching Noble cards (4), Action cards (12), Control markers (12 and Baron markers (8).

   Regular troops (3x50 and 1x100), 1 random 50 mercenary and 1 random 100 mercenary. Assign all troops to Nobles and/or stronghold by placing the cards under the Noble and Stronghold cards.

2. Place 10 **Influence** per player in the Influence area.

3. If fewer than 6 players, choose the required number of cities to raze by drawing cards from the Fate deck.

   2 players: 11 razed Kingdom cities
   3 players: 7 razed Kingdom cities
   4 players: 5 razed Kingdom cities
   5 players: 3 razed Kingdom cities

   Place city models on remaining cities.

4. Shuffle the **Agenda**, **Mercenary** and **Neutral Action decks** and place them off the board. Shuffle the **Fate** and **Event decks** and place them on their spaces on the board. Place the top card from the Event deck at the bottom of the deck.

5. Draw (#players +1) **Mercenary cards** and place them faceup near the **Mercenary Track**. Draw 3 **Agenda cards** and place them faceup on the **Current Agenda** spaces.

6. Randomly choose the **Chairman of the Assembly** and the **Head of the Church** and give them their tokens.

7. Starting with the Chairman and going clockwise, each Baron places his stronghold on any Kingdom space that does not contain an unrazed city or another player's stronghold.

   In a 2 or 3 player game, strongholds may only be placed in the 16 central hexes.

8. Starting with the last player to place a stronghold and going counterclockwise, each player places one **Noble** who has been assigned troops in any Kingdom space that does not contain another player's Noble or stronghold.

If instructed to 'randomly choose' a result, draw Fate card(s).

If a deck runs out of cards, shuffle the discard pile to form a new deck. All tokens are considered unlimited.

Money and favors may be traded freely between Barons during the game (Vote or Faith tokens, Influence, charges, offices and troops may not be traded).

Game Round

1) Planning

Each player places 2 of their **Action cards** facedown into each of 3 different stacks (he may place fewer into each stack), then places each stack on one of the 3 Action card spaces on the board. The Chairman then shuffles the **Neutral Action cards** and shuffles 2 cards into each stack.

2) Actions

The Chairman reveals and reads aloud the top card in the first stack and it is resolved and allocated. This continues until the first stack is empty, then the same is done for the second and third stacks in that order.

3) Upkeep

1. **Check for victory** If any one Baron controls more than half of the unrazed cities in the Kingdom (excluding *overseas* cities) he immediately wins.

2. **Gain Influence** Each Baron gains 1 Influence for each city he controls (excluding *besieged* cities). He may not gain Influence if his stronghold is not on the board.

   All Barons gain their Influence, even if extra tokens must be taken from outside the pool. **If all Influence is taken, the game ends after this Upkeep phase and the Baron with the most Influence wins.**

3. **Revolts** For each city a player owns without one of his Nobles in the area, draw a Fate card. If the card says **Revolt** the city becomes *neutral* unless the Baron pays 1 Faith or twice the city's income in crowns.

4. **Sea movement arrivals** All Nobles traveling by sea arrive at their destination.

5. **Refresh Nobles** Flip over all *exhausted* Noble cards.

6. **Return Nobles to the board** Troops can be transferred between Nobles in the same area, and Nobles off the board may be brought into play.

Actions

If the Action card belongs to a Baron, he takes one of the actions listed. He may decline to carry out an action, but the card is still *allocated* to one of the Special Phase areas. Neutral cards are read aloud and resolved by the Chairman, then returned to their deck.

Once resolved, Action cards are placed in the **Special Phase area** listed. If an area now has (#players x2) cards the phase for that area is triggered and carried out entirely before another Action care is revealed.

1) Levy Taxes

The Baron receives 1 **Crown** for each area (in the Kingdom and overseas) occupied by one or more of your Nobles. Nobles on a *port* do not count.

2) Draft Soldiers

Place a Baron marker on any free space on the **Mercenary Track** with a number no higher than number of players, for free. If the number of markers is now one more than the number of players, the **Mercenary Draft** is triggered. If the Wages phase is also triggered after allocating this card, carry it out *before* the Mercenary Draft.

3) Rally Support

The Baron gains 2 **Votes**. If he has more votes than any other Baron he becomes *Chairman of the Assembly*.

4) Serve the Church

The Baron gains 1 **Faith**. If he has more faith than any other Baron he becomes *Head of the Church*.

5) Mobilize Forces

Choose an area. Move one or more *unexhausted* Nobles there (following movement rules), start a battle there, or do both. Nobles that move and/or attack are then *exhausted*. If *both* actions occur the Baron chooses which area to place the card in.

6) Versatile Action

Perform any **one action** listed on the card. The card is then returned to the owner's hand. The listed fee must be paid if he puts a marker on the Mercenary Track.

Neutral Actions

1) Important Event

The **Head of the Church** has the power to choose a player to draw and resolve the top Event card.

If the card is blue (neutral) anyone may draw the card.

If the card is red (harmful) the Head of the Church can draw the card himself or spend 1 Faith to choose another Baron to draw it.

If the card is green (beneficial) the Head of the Church can spend 1 Faith to draw the card himself or choose another Baron to draw it.

Any Baron (unless the card is red, in which only the Baron who drew it) may pay the amount of Faith listed on the card to cancel and discard some Events. If the cost is more than can, multiple Barons may combine to pay.

If an Event card requires a Fate card to be drawn to determine a random target, it may be cancelled *after* the Fate card is drawn and the target determined.

2) Fund Expedition

1. **Chairman may start an Expedition** (if he chooses). The Chairman chooses an expedition not currently underway and each player, starting with the Chairman, *may* invest up to 5 crowns and place them under a Baron marker on that expedition. The Head of the Church may **bless** the expedition by paying 1 Faith and placing it on the expedition.

   An expedition marker is then placed on the **1** spot.

2. **All** *other* expeditions move forward one spot on their respective expedition tracks.

3. **If an expedition marker is on the 3 spot draw a Fate card** (if the expedition is *blessed*, draw 2 and choose the better result).

4. **Determine the fate of the expedition:**

   No news: Expedition stays on the **3** spot. Another Fate card will be drawn next time *Fund Expeditions* is chosen.

   Fleet Lost: Remove the expedition marker; all invested money goes to the treasury.

   1x, 2x, 3x, 4x: The original investment is multiplied by the listed multiplier and paid out to each Baron.

3) Upgrade Defenses

Starting with the Chairman and proceeding clockwise, each Baron may **repair** or **fortify** one city he controls.

Repair: pay 2 crowns per **breach counter** removed. Multiple tokens may only be removed from *one* city.

Fortify: pay 4 crowns to flip the control marker to the **fortified** side. Strongholds may not be fortified.

4) Muster Troops

Starting with the Chairman and proceeding clockwise, each Baron may **remove casualty tokens** from *one* army at the cost of 2 crowns per token.

5) Uncertain Times

Shuffle the Fate Deck.

Special Phases

When a **Special Phase** is triggered it is completely resolved before the next Action card is revealed. After the phase, return all cards in the area to their owners.

1) Taxation

Barons receive **income** (shown under the city's name on right) for all cities and **concessions** they control (*fortified* cities 1 additional crown; *besieged* cities provide none).

2) Wages

Starting with the Chairman and going clockwise, all Barons pay **wages** (shown in the lower right of each troop card) to the treasury.

Regular troops must be paid first, even those assigned to a Baron off the board and those with casualties. Regular troops do not *desert* if not paid but as many *must* be paid as possible.

Maintained troops from an *office* do not need to be paid.

All unpaid **mercenary troops** *desert* and are shuffled back into the mercenary deck. A Baron may *choose* not to pay a mercenary troop.

3) Assembly

The Barons must vote on 3 **Agendas**. All Barons not *banned* from the assembly or unable to attend because of a *charge* must attend.

1. **Receive Votes** Each attending Baron receives 1 **Vote token** plus 1 for each *Kingdom* city he controls (this is open information).

2. **Appoint Acting Chairman** If the current Chairman is not present, he appoints an Acting Chairman.

3. **Vote on all Private Motions** Any **Private Motion** Agendas are voted on.

   Draw a Fate card to randomly choose a Baron (present or not), who may force a vote to:

   – Rescind a Baron *banned* from the assembly.

   – Discard one law, charge or office currently in effect.

   – Postpone the Assembly. If this vote passes, the Assembly ends and the current Agendas are voted on next Assembly.

   – A vote on any Agenda in the discard pile.

4. **Declare Agenda Order** The Chairman chooses the order in which the 3 current Agendas will be put to vote. He reads them aloud in that order.

5. **Vote on Each Agenda** The attending Barons hide a number of Votes in hand and simultaneously reveal them. Starting with the Chairman and proceeding clockwise, Barons declare how they are casting their votes (yes / no or choosing a specific Baron). Votes are discarded after use. The Chairman may break ties in any way he chooses, regardless of how he voted.

   Motions: Take effect immediately and are discarded

   Laws: Placed face up on the table and remain in effect unless removed by a Private Motion.

   Charges: Assigned to a Baron who can have up to 3 at a time. If this is the fourth, he chooses one of the *original* 3 charges to discard.

   Office: Assigned to a Noble by a Baron. It replaces any previous office and is removed if the Noble dies.

   A Baron need not be present to be assigned a charge or office, but if he has been *banned* he may refuse them without penalty.

6. **Reveal 3 new Agendas**

4) Mercenary Draft

In Baron marker order on the Mercenary Track, left to right, each Baron has the option to hire one of the available **mercenary troops** for a fee equal to its wage.

If a Baron has more than one marker anywhere on the Mercenary Track *and* there is more than one troop of the same nationality available, he may hire them at the same time, losing as many markers off the track as the number of same nationalities he hired. These do not need to all be assigned to the same Noble or stronghold.

Mercenaries are assigned to a Noble located at a Baron's city or stronghold; a Noble that is currently off the board; or the Baron's stronghold.

All remaining Mercenaries are shuffled back into the deck, Baron markers are removed from the track, and (# of players +1) new cards are drawn and placed faceup next to the Track.

Movement

A Noble may move only one area, or 3 areas if on a road for the entire move. **Mountainous borders** are impassable and **rivers** may only be crossed at bridges. Areas containing another Baron's Noble or city are impassable unless allowed by that Baron.

After a Noble has moved and/or attacked, flip over the Noble's card to indicate he is *exhausted*. He may not move or attack, but must still defend if attacked.

At any point during movement, a Noble may receive troops from his stronghold, or from an *unexhausted* Noble, in the same area. If troops are transferred out of an army with casualty tokens *all* of the army's troops must be transferred.

If Noble *starts* his move in an area with a port he may move to any other port icon and is then *exhausted*. During the Upkeep phase, move any Nobles on a port icon into the area with the port. They are then *refreshed* and may move/attack that round.

Battles

After playing a *Mobilize Forces* or *Versatile Strategy* Action card, a Baron must have at least one Noble in an area with an opposing Noble, city or stronghold to start a battle. He must choose one Baron as defender if there are several opponents' armies there. The defender may be a neutral city.

The attacker may *choose* which of his armies led by *unexhausted* Nobles will fight. All of the defender's troops in the area take part. Any defending Noble in an area with a city his Baron controls is considered to be in the city.

A Noble on a port cannot attack or be attacked.

A Baron may only **assault or siege a city** if it is neutral and he is the only Baron with armies in the area; *or* he gains permission from other Barons with armies in the area; *or* the city is controlled by another Baron and he is the only other Baron with armies in the area *or* the city is controlled by another Baron and he gains permission from the *other* Barons with armies in the area.

1) Open Field Battles

1. **Declare Commanders** First the attacker and then the defender choose one Noble present as **commander**, and whose special ability and +200 strength will be used. Other Nobles have no effect on the battle.

2. **Draw Fate cards** (limit 10 per player) Each Baron draws **one card per 100 strength** (troops + commander bonus - casualties).

   Since each side has a Noble with a +200 bonus, discard facedown to the bottom of the Fate deck 2 cards (or more if desired) If left with none, keep one.

3. **Reveal Fate Cards** Resolve any *Draw 1 Fate* cards. Tally casualties, taking into account Noble's special abilities if desired, and assign 1 casualty token for each 100 casualties. The defender may wait to assign casualties second.

   If equal to or more than the number of troops in the army, the Noble leading that army dies. If at least one Noble from each side survives count **victories**:

   Full victory: one side has 2 or more battle victories than opponent. Any opposing Nobles are *killed*.

   Partial victory: one side has one more battle victory than opponent. Any opposing Nobles *retreat*.

   Stalemate: same number of victories. Nothing happens.

4. **Resolve Noble Deaths (if any)**

2) City Assault

Follow the same procedure with the following changes:

1. **City strength** The defender **adds the city's strength** to the strength of his defending armies. He draws Fate cards equal to the total.

   If the city is neutral, a player draws cards based on its strength only. There is no commanding Noble, so do not discard 2 Fate cards.

2. **Breaches** Some casualties *may* be taken as **breach tokens** (one per 100 casualties) instead of casualty tokens. A city can take breaches equal to its strength, and breaches remain on a city after a battle.

3. **Capturing a city** A city is **captured** if all defending Nobles are killed, the city strength is reduced to 0 and the attacking Noble survives; *or* if there is a full or partial victory. If the latter, defending Nobles must retreat to an adjacent area. Place a **control marker** underneath it to show the new ownership of the city.

3) City Siege

Follow the same procedure with the following changes:

1. **The total strength of the attacker must be greater than the defensive strength.** Nobles' special abilities are not used, though the +200 bonus is. Place a **siege token** on the city.

   If a second siege is made against the city by the same Baron in a future game round (without the siege being lifted in between attacks) the city is taken. All defending Nobles are killed.

2. **In a besieged city** a Noble may not move, transfer troops, or receive additional troops during the Upkeep phase or the Mercenary Draft. The city may not be fortified or repaired, and it does not generate Influence during the Upkeep phase or generate income during the Taxation phase. Nobles in a besieged city may attack the sieging armies in an open field battle.

3. **A siege is lifted and the token removed** if the sieging Nobles are killed or forced to retreat or the attacker leaves the area for any reason. If the sieging armies' strength is reduced in between the 2 siege attacks, the siege is *not* lifted.

If a city is taken by assault or siege it may be *immediately* **razed** for 3 times its normal income. Remove the city model and any control marker. Razed cities cannot be controlled by any Baron.

Fortified Cities

A Baron places his **control marker** under a city when he gains control of it, fortified side down unless the city was already fortified. A fortified city only loses fortified status if it becomes neutral. If it is reduced to 0 strength via breach tokens, it becomes unfortified and 1 token is removed, so that the city is still at 0 strength.

Attacking a Stronghold

Strongholds are attacked in the same way as cities. A defender may have troops without a Noble there (in which case do not discard 2 Fate cards). The battle ends immediately if the stronghold's strength is reduced to 0 and any defending troops are killed.

If a Baron eliminates an opponent's stronghold, he takes half of his crowns (rounded down) and gains control of one of his cities of the defeated Baron's choice.

The stronghold is then removed from the board and **the defeated Baron does not gain any Influence during the Upkeep phase of this round.**

In the Upkeep phase he may place the stronghold back on the board on any Kingdom area that does not contain a unrazed city or an opponent's Noble or stronghold.

Retreats

An army may not voluntarily retreat from battle. If forced to retreat:

1. **Draw for Deserters** Draw 1 Fate card. If the army has Mercenaries of the indicated nationality, the Baron must choose one Mercenary Troop of that nationality to be shuffled back into the Mercenary deck.

2. **Move Retreating Armies** Even *exhausted* Nobles retreat. Move them to an adjacent area (not necessarily the same area) that does not contain any city or other Baron's Nobles. If there is no such area, the Noble is *exhausted* and placed at his Baron's stronghold (he dies if the stronghold is under siege or off-board).

   A army may not retreat via sea movement; a Noble forced to retreat from an overseas area dies.

Noble Death

When a Noble dies:

1. **Draw for Deserters** in the same way as for *Retreats*.

2. **Lose Casualties** For every casualty token on his army, the Noble must discard 100 strength worth of Mercenaries, or as many as possible if he hasn't enough; then discard the tokens. Regular troops are never discarded as casualties.

3. **Remove the Noble** and discard any *offices* he held.

4. **Heir** The same game piece may be placed on the board during the Upkeep phase and takes control of any remaining troops. If he has no heir, his Mercenaries are shuffled back into the deck and his Regular troops are removed from the game.

Returning Nobles to the Board

The Chairman of the Assembly performs this procedure first, then other players in clockwise order.

First, a Baron may transfer troops among Nobles currently off the board. Then, any troops currently assigned to a stronghold may be assigned to the off-the-board Noble. If they have casualty tokens on them, all troops and tokens must be transferred, or none at all.

Finally, any off-the-board Noble with troops assigned to him must be placed at a Baron's stronghold or any unbesieged city he controls. A Noble without troops may never be placed on the board.

Winning the Game

If any one Baron controls more than half of the unrazed cities in the Kingdom (excluding *overseas* cities) they immediately win (5 cities in a 2 player game).

If all Influence is taken, the game ends after that Upkeep phase and the Baron with the most Influence wins. Barons who should receive Influence after the pool is depleted still receive it.

Ties are broken by number of cities, then highest total of crowns + Faith + Votes, then the player with most troops. If there is a tie there is no king and no winner.

Assembly Voting for 2 Players

After the order of Agendas is declared, each player secretly writes down the number of Votes he wishes to cast (up to the number of Votes he has) for each of the 3 Agendas. They are then revealed simultaneously and each order resolved in order.

WARRIOR KNIGHTS

Game Round

1. Planning
2 Action cards into each stack, Chairman adds 2 Neutral cards.

2. Actions
Action cards resolved and allocated.

3. Upkeep

Upkeep Phase

1. Check for Victory

2. Gain Influence
1 Influence for each unbesieged city (if stronghold on board)

3. Revolts
Fate card for each city without a Noble in the area. *Revolt* can be stopped by 1 Faith or income x2.

4. Sea Movement Arrivals

5. Refresh Exhausted Nobles

6. Return Nobles to the Board

The Assembly

1. Receive Votes
1 token + 1 per Kingdom city

2. Appoint Acting Chairman

3. Vote on Private Motions
– rescind banned Baron
– discard 1 law, charge, office
– postpone Assembly
– vote on Agenda in discard pile

4. Chairman declares Agenda Order

5. Vote on Agendas
Chairman may break ties. Discard Votes after use.

6. Reveal Next Assembly's 3 Agendas

Open-Field Battles

Prepare for Battle

1. Declare Commanders
Attacker first.

2. Draw Fate Cards
1 card per 100 strength.

3. Discard 2 Fate Cards for Noble

4. Reveal Fate Cards

Resolve the Battle

1. Resolve *Draw 1 Fate* cards

2. Assign Casualties

3. Count Victories
– 2 or more, opposing Nobles die.
– 1 more, opposing Nobles retreat.

4. Resolve Noble Deaths
– draw for deserters
– lose casualties
– remove Noble and discard offices
– place Heir in Upkeep phase

City Assault

Defender adds city's strength. If city is neutral do not discard 2 Fate cards.

Some casualties may be taken as breach tokens.

City Siege

Attacker's total strength must be greater than defensive strength. Cannot use Noble special ability.

A second siege and the city is taken.

City taken by assault or siege may be **razed** for income x3.

CROWN & GLORY EXPANSION

Missions Variant

Before setting up stronghold locations, shuffle the Mission deck, deal each Baron 1 **Mission card**, and return the rest to the box unseen. Each Baron may look at his own card, but may not show it to any other player.

If a player reveals the criteria of his card to another player during the game, he may no longer fulfill it.

At the end of the game, while tallying final Influence totals, all players reveal their Mission cards. Starting with the Chairman, each player checks to see if he is currently fulfilling the criteria listed on his card. If he is, it is worth **2 Influence**. Otherwise, the card is discarded and its owner receives nothing.

The King Variant

When using this variant, a player will not only become King, but is also challenged to remain King long enough to stomp out all resistance. This variant is intended for players who wish to play a slightly longer game of Warrior Knights.

Setting Up

At the start of the game, **8 Influence per player** is placed in the Influence pool (instead of 10). Place the **King token** and the **King's Army cards** next to the board.

Playing with the Variant

When the Influence pool runs out, the player with the most Influence becomes **King** (break ties as normal) and receives the **King token**. The game does not end at this time, but continues until a player has accumulated **16 Influence**.

If playing with the **Missions** variant, Mission cards are not fulfilled when the Influence pool runs out.

A player who becomes King immediately gains a number of King's Army cards equal to the number of players.

The King Variant (con't)

These troops are immediately assigned to the King's stronghold and/or any of his Nobles present at his stronghold or cities he controls. They are considered Regular troops and will not desert, but must be paid during the Wages phase before any Mercenary troops.

These troops are never discarded or lost unless another player becomes Kin.

The King receives **1 additional Influence** during the gain Influence step of every future Upkeep phase.

Usurping the King

Should a player win an attack against the King's stronghold, he has **usurped** the King. In addition to the normal spoils, the usurper immediately takes the King token and all King's Army cards from the old King, and assigns them as above.

The usurper is now the King (and receives the 1 additional Influence each Upkeep phase).

Winning the Game

The game ends when a single Baron has acquired at least **16 Influence** (break ties as normal) at the end of a game round. Since the Influence pool is now empty, all gained Influence will come from the treasury.

If playing with the **Missions** variant, Mission cards are fulfilled at this time. The Baron with the most influence wins the game (he does not have to control the King token in order to win).

Game Length

To play a longer game with the **The King** variant, start the Influence pool with 10 Influence per player and play until one player has accumulated 20 Influence.

To play a shorter game, start the pool with 6 Influence per player and play until one player has accumulated 12 Influence.

WARRIOR KNIGHTS

CROWN & GLORY EXPANSION

The expansion provides 3 variants: **For Glory**, **Missions**, and **The King**. Players should agree which variants they wish to use; all 3 are compatible with one another.

For Glory Variant

Additional Setup

Follow the steps below in addition to the original setup:

1. Shuffle the new **Agenda and Event Cards** into their respective decks.
2. Each Baron takes the 3 new **Action cards** matching his color and adds them to his Action card hand.
3. Remove the 3 **Neutral Action cards** *Uncertain Times*, *Muster Forces*, and *Upgrade Defenses*, then add the 7 new Neutral Action cards to the deck.
4. Shuffle the new **Mercenary cards** into the Mercenary deck.
5. Place the **Garrison** deck and the **Town Levy** deck next to the board.
6. Replace the original Fate deck with the new one with a blue back.
7. Shuffle the **Advancement card** deck and place it next to the board. Draw the top 3 cards and place them faceup next to the deck as the available Advancements players may purchase.
8. Randomly choose a Baron to start with the **Scholar token**. He may not be chosen to start the game as the Head of Church or the Chairman of the Assembly. *Skip this step in a 2 player game.*
9. Place all **Knowledge**, **Riot**, and **Garrison tokens** next to the board in the treasury.

Rules Changes

Razing Cities at Startup

If playing with less than 6 players, instead of using the Fate deck to choose cities razed at the start of the game, draw the appropriate number of Town Levy cards and raze their corresponding cities. Then return the drawn cards to the box.

Event Deck Setup

After shuffling the Event deck during setup, if the top card is a red event, it should be placed on the bottom of the deck. Repeat this process until the top card is a green or blue event.

Playing with new Neutral Action Cards

During every Planning phase, 3 (instead of 2) random Neutral Action cards are placed in each of the 3 Action card areas.

New Mercenary Cards

Each Leader and Herald grants a special ability to the Noble it is assigned to. These abilities are treated as if they were printed on the Noble card, and may be used in addition to his other abilities (even when *exhausted*).

Each Noble may only have a single Leader and a single Herald at any given time. They may not be given out to players as 50 strength mercenaries during setup.

New Troop Types

These cards may be purchased when specified by one of the Neutral Action cards.

Garrisons

Garrisons are not assigned to a Noble when purchased, but instead are assigned to a city you control. Once hired through the use of the new *Upgrade Defenses* Neutral Action card, place a **Garrison card** in front of you and a **Garrison token** on the city you have chosen to garrison. A Garrison adds 100 strength to a city while defending, but may never attack or move. Should all 8 Garrisons be hired by Barons, no more may be hired until there is at least one available.

Each Garrison must be paid during every Wages phase. For each Garrison not paid, its owner must discard a Garrison card and one of his Garrison tokens. If a Baron loses control of a city containing one of his Garrisons, the token is discarded along with one of his Garrison cards (placed back into the Garrison deck).

Town Levies

Town Levies are Mercenary troops, however they are not hired during the Mercenary Draft, but are recruited at a specific Kingdom city as indicated on the Town Levy card. Town Levies may only be recruited for a Baron's Noble that is present at one of his cities when the *Muster Forces* Neutral Action card is resolved. Once a Town Levy is recruited and assigned to a Noble, it moves with the Noble as a normal Mercenary troop.

Town Levies are not paid during the Wages phase. However, if any mercenaries assigned to a Noble desert during the Wages phase, then all Town Levies assigned to that Noble are discarded (placed back into the Town Levy deck).

When a Noble dies, all of his Town Levies are discarded after resolving casualties (discard Town Levies for casualties before mercenaries).

Knowledge, Advancements, and the Scholar

The resource **Knowledge** can be acquired using the new *Enrich Mind* Action card.

Purchasing Advancements

A player resolving the *Enrich Mind* Action card has the opportunity to purchase one (or more if he is the Scholar) of the 3 available Advancement cards for the amount of Knowledge listed. The Advancement card is then placed faceup in front of its owner for later use and the top card of the Advancement deck is added faceup to the available Advancement cards.

A Baron may not own more than one copy of each Advancement card, and may own a *maximum of 3* total cards. If he ever owns more than 3, he must cards of his choice to the bottom of the deck until he has 3 left.

Using Advancement Cards

A purchased Advancement card may be activated (at no cost) for a variety of effects, at a time listed on the card. Its owner states he is activating his card, carries out the effect, and then *exhausts* it (if instructed to).

When an Advancement card is exhausted, it is placed facedown and may not be used for the rest of the game round. During the Refresh Nobles step of the Upkeep phase, all exhausted Advancements are *refreshed* (turned faceup) and may be used during a future game round.

Advancement Cards in Battle

Each player may only use one Advancement card during a single battle (in addition to all Fate cards and Noble abilities). This must be declared immediately after drawing Fate cards, before discarding or revealing them. If both players wish to use an Advancement card during a battle, the attacker first declares, then the defender.

The Scholar Token

After a Baron uses the *Enrich Mind* Action card, he gains the **Scholar token** if he has more Knowledge than any other player. The player is now known as the **Scholar**.

The Scholar may purchase as many Advancement cards as he can afford when using the *Enrich Mind* Action card. A new card is immediately drawn after each is purchased.

New Baron Action Cards

Forced March: You may immediately refresh one of your exhausted Nobles, then may then refresh any of your other exhausted Nobles at a cost of 2 crowns apiece. Then place this card in the Wages stack, where it may trigger a Wages phase.

Enrich Mind (2x): You gain 1 Knowledge. Then, if you have more Knowledge than any other Baron, you immediately become the Scholar and take the Scholar token. You may then purchase Advancement cards. Finally, decide to place this card in either the Taxation stack or the Assembly stack, possibly triggering a Taxation phase or an Assembly.

New Neutral Action Cards

Research (2x): The Scholar may pay 2 crowns to immediately draw the top card of the Advancement deck. If he does this, he has the option of either discarding the Advancement card or immediately purchasing it at a discount of 1 fewer Knowledge (minimum cost 0).

A Pressing Agenda: Draw the top card of the Agenda deck and place it faceup with the current Agendas. This Agenda will be voted on (with the rest of the current Agendas) during the next Assembly. It is then placed in the Assembly stack, possibly triggering an Assembly.

Assemble Troops: Draw the top card of the Mercenary deck and place it faceup with the Mercenaries available for drafting. Then 1 casualty token is placed on the first available spot of the Mercenary Draft track; this spot is now full (which may immediately trigger a Mercenary Draft) and Barons may not place a Baron marker on a spot containing a casualty token. At the beginning of a Mercenary Draft, remove any casualty tokens on the Mercenary track and skip over these empty spaces during the draft. In this way, the *Assemble Troops* card makes the draft occur more often, with more mercenaries to choose from per player.

Upgrade Defenses: This now has the option for each Baron to hire a single Garrison for one of his un-garrisoned cities at a cost of 1 crown.

Muster Forces: This now has the option for Barons to recruit any number of Town Levies for 2 crowns apiece. A Baron must control the city on the card and have a Noble located there; he then searches the Town Levy deck for the desired Levy and assigns it to one of his Nobles at the city. Should the card already be controlled by a different Noble, the Town Levy may not be recruited.

Uncertain Times: This now also allows the Scholar to discard one of the available Advancement cards and replace it with the top card of the Advancement deck.

New Fate Deck

Each Baron may now draw a maximum of 20 fate cards at the start of a single battle.

New Revolt Result: Riot

When drawn during the Revolts step of the Upkeep phase, the city's owner must pay twice the city's income or 1 Faith. If this is not immediately paid, a **riot token** is placed on the city that has these effects:

a. A rioting city does not provide any crowns during Taxation nor any Influence during Upkeep.

b. If, in a future Upkeep phase, a city that is already rioting has another *Riot* result drawn for it, this second result is treated as a *Revolt* result.

c. The riot token is removed if the controlling Baron ever has a Noble or Garrison present at the city, or if the owner ever loses control of the city.

New Combat Result: Retreat/Draw 1 Fate

You may usually only retreat from battle if your opponent achieves a partial victory in an assault or an open-field battle. This new combat result gives the defender the option of voluntarily retreating from battle.

After all Fate cards have been revealed, the attacker and defender both total the number of *Retreat/Draw 1 Fate* results that they have. If the defender has more than the attacker, he has the option of retreating from the battle. If the defender does not have the most such results, or if he chooses not to retreat, each of these are treated as a *Draw 1 Fate* result.

Retreating: If the defender retreats, no casualties are dealt and no mercenaries retreat; he simply moves his retreating army as normal. If the defender retreats from an area containing one of his cities (or his stronghold), the attacker immediately gains control of the city (or eliminates the stronghold) as if he had just won an assault. If a neutral city draws this combat result, treat it as a *Draw 1 Fate* result.

Expedition Result: Funds Needed

This expedition result forces each Baron who has funded the expedition to either pay 2 crowns to the treasury *or* lose his investment in the expedition (take all the money the Baron had previously placed on the expedition and return it to the treasury). This card is then treated the same as a *No Result* card.

The order of expedition results, from best to worst, is as follows: *Highest payout* (5x, 4x, 3x, 2x, 1x) – *No News* – *Funds Needed* – *Fleet Lost.*