

Board of War

Introduction

- 2-4 players
- Board Pieces
 - Game board
 - Colored D6 (4 different colors to match player colors)- Attack dice
 - Colored Marbles (4 different colors to match player colors)- used to signify active face card's ability
 - Blue Checkers- Builders
 - Black Checkers- Farmers
 - Red Checkers- Merchants
 - Gray Checkers- Soldiers
 - Green Checkers-upgraded squares, if under above checkers, then corresponding unit card counts as upgraded
 - 4 Calculators- Gold wallet, subtract and add gold, one per player
 - 4 Gray counters- Army power, keeps track of army power related to number of soldiers or upgraded soldiers, one per player
 - Single black counter- counts rounds, after each round increase by 1

Set-Up

- Sort the Kings, Queens, and Jacks separately from the other cards.
- Deal one King, Queen, and Jack to each player face up.
- Deal 3 more cards from the remaining deck (excluding the remaining face cards if there are some) to each player face down.
- Place your King, Queen, and Jack face up along the edge of the board - these are your ability cards.
- Look in the info section in order to determine the abilities of your face cards and write this down on your notepad if needed.
- Look at your other 3 number cards and determine what they are based on the info section.
- Make note of your starting kingdom of 2 squares at the edge of the board (See example below).



Player Turn

- The player with the Queen of Hearts goes first, followed by Diamonds, Spades, and finally Clubs
- The player can choose to use the active ability of each of their current units (cards you previously played) in play- player does not have to use all active abilities, they can decide
 - This also includes collecting whatever money your units may have brought in, using builders to expand or upgrade, maneuvering your army, and utilizing face card's abilities
- Then, play one of the 3 cards in your hand and add the corresponding piece to the playing area following the reference listed below
 - A or 2 – You played a Merchant (Red checkers -goes on game board in kingdom)
 - 3 or 4 – You played a Farmer (Black checkers - goes one game board in kingdom)
 - 5 or 6 – You played a Builder (Blue checkers- remains on side of game board)
 - 7, 8, 9, or 10 – You played a Soldier (Gray checkers-starts on side of game board)
 - See more details below
- Discard the card you just played in a discard pile face up
- Draw a new card from the deck and put into your hand
- Play continues to the next player, all turns repeat in this manner
- At then end of every round where every player has had a turn, increment the round counter by 1

Info

Ally Units –

- Merchant
 - Active Ability - Sells goods in order to make 10 gold for your kingdom.
- Farmer
 - Active Ability – Farms crops in order to make 10 gold for your kingdom.
- Builder
 - Active Ability – Expands your kingdom by one square, pays to upgrade an existing square to earn double the gold, or upgrades a soldier to count as 2 unit power instead of 1.
- Soldier
 - Active Ability – Can move one square, no diagonals, and can attack according to rules below. A unit can move in order to join a larger army if adjacent to the kingdom and then move as part of that army.
 - If the army has travelled away from the kingdom, the newly placed soldier must travel to them and can not automatically join them until they are adjacent to the kingdom or the new unit is adjacent to the army

Attacking

- Can only attack an adjacent square (not diagonal unless specified by face card)
- Army against army
 - D6 + soldier amount (unit power)
 - Losing army loses a number of unit power by how much they lose by
- Sieging Kingdom- Army against Kingdom defense
 - Attacker - d6 + unit power - Loss: Lose number of army units that is the difference of both the rolls
 - Defender - d6 + upgraded squares - Loss: Lose number of squares that is the difference of the two rolls (attacker decides which squares are lost)
 - In the event of a tie, neither person wins or loses and the attacker must wait another round to try again

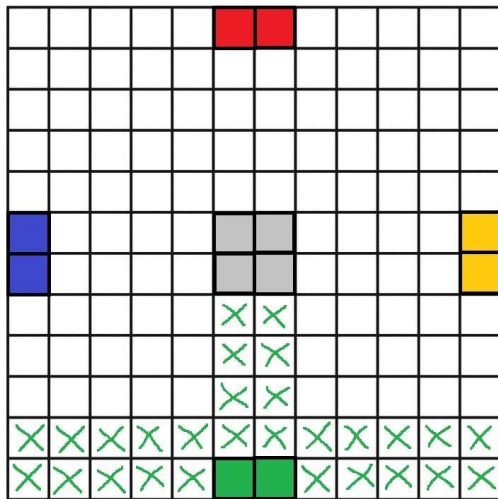
Info

- Kings
 - Hearts - The General
 - Your army can also attack one square away (doesn't have to be adjacent), however only at half unit power. If you lose from this range, you do not lose troops.
 - Diamonds - The Conqueror
 - Once per turn a builder can expand two squares instead of only one.
 - Only a single builder, if multiple builders are in play one expands two squares and the others only expand 1 square.

- Spades - The Engineer
 - Farmers earn x3 gold instead of x2 gold when they are upgraded. (30 per farmer instead of 20 per farmer)
- Clubs - The Diplomat
 - Your merchants make +5 gold for each enemy merchant on the board.
 - Collected at the beginning of each player turn, is not multiplied by upgraded merchants, flat rate
- Queens
 - Hearts - The Strategist
 - Allows for the army to move and attack diagonals.
 - Diamonds - The Architect
 - All upgrades are 10 gold cheaper (squares are 30 and soldiers are 70)
 - Spades - The Almanac
 - Farmers earn +5 gold each (this is not multiplied by upgrades, flat rate).
 - Clubs - The Grand Merchant
 - Starting round 6, player's merchants make 15 gold instead of 10 and when upgraded 30 instead of 20.
- Jacks (Abilities start on round 6 and can be used every turn)
 - These abilities are represented on the board by color coded marbles being placed accordingly on top of other pieces
 - Hearts - The Tactician
 - Can target an enemy army, causing it to function as only half the number of units.
 - If odd number of army unit power, round down to nearest whole number
 - Diamonds - The Saboteur
 - Prevents an enemy builder from using their ability (they can't build or upgrade).
 - Spades - The Crow
 - Can target an enemy farmer and make them unable to farm.
 - Clubs - The Spy
 - Can target an enemy and make them lose 10 gold and you gain 5 gold from them every new turn.
 - Every time the player who has this card begins a new turn, the spy is active and targets the enemy
 - Can be moved and used once a turn

Winning the Game

- The minimum needed to win, for green



- If a player's army has confirmed a center square and moves on, another player can contest this square.
- While the square is contested the other player cannot win even if they capture the other 3 squares. They must first defeat that army.
- A contested square still belongs to the player who captured it, so if an army leaves after contesting it, the square is still captured by the original player.