



Phase One: Determine Initiative

- Both players roll 1d6
 - +1 if English king is in England
 - +1 if French king is in Ile-de-France
 - -1 if player has no king
- Player with highest Roll gets initiative.
 - If tied, no change of initiative.
 - English player wins 1st round tie.
- **Initiative Player (IP):**
 - **Impulses** = 2 + lowest 1d6 Initiative roll.
- **Non-Initiative Player (nIP)**
 - **Impulses** = One less than IP.

Phase Two: Conduct Action Impulses

- Alternate Impulses beginning with IP.
- Player can do one of the following:
- **Move "x" leaders from one region to adjacent region**
 - Up to 2 across a clear border
 - Up to 3 across a river border
 - 1 across an obstructed border
 - Naval Movement
 - Up to 2 to a friendly controlled area
 - 1 to any other area
 - **English: up to 2 from a friendly controlled area**
 - Place **Aggressor** marker when first leader moves into enemy *occupied* area
 - Leaders can only move if (# of friendly leaders) > (# of enemy leaders + enemy control marker)
- **Remove enemy control marker**
 - If (# friendly leaders) > (# enemy leaders + 1)
- **Pass**

Phase Three: Resolve Battles

- Battles are resolved in order chosen by IP.
- For each battle:
- **Choose a Battle Commander (BC)**
 - nIP chooses first
 - Highest ranking leader must be BC
 - Can be 3-star leader other than King
- **Choose Siege or Battle**
- **Siege**
 - If a player controls the area they may elect to become besieged (defender)
 - Siege Number (SN) = (Area Value) + 3 + (Bravery of Defender BC) - (Bravery of Attacker BC) - (Gunner Points of Attacker: max 2)
 - If attacker 1d6 > SN
 - All defender troops removed
 - All defender leaders captured
 - If attacker 1d6 ≤ SN
 - All attacker leaders (armies) retreat, border limits apply
 - Leaders are not disgraced
 - Leaders may go to different areas as long as they are not occupied or controlled by the enemy
 - Leaders that can not flee are captured their armies are removed
- **Battle (At least one round)**
- **If French BC is Jeanne d'Arc,**
 - English player rolls 1d6:
 - Result < (English BC Bravery Rating)
 - French roll no dice this round

- Result = (English BC Bravery Rating)

- normal battle round

- Result > (English BC Bravery Rating)

- English roll no dice this round

- For each round, each player calculates X Battle Dice
 - X = {minimum of (Battle Rating of BC) or (# of non-Gunner troop strength)} + {minimum of (Battle Rating of BC) or (# of Longbow troops/leaders)}
 - Remember that leaders count for 1 troop strength
 - **If Robin Hood commands any Longbowmen, +1 to his Battle Rating**
 - Compare BC Bravery Ratings
 - Player with higher rating may modify his dice roll by difference between ratings
 - Each player rolls Xd6, hits scored on 6+
 - If "aggressor" fails to hit, place miss marker (3 consecutive fails, and non-aggressor can force *retreat*)
 - If "aggressor" scores a hit, remove miss marker
- Remove troop strength points = to number of hits scored
 - Leaders can't be removed if they have troops
 - A knight can be removed to cover 2 hits
 - The BC is last to be removed
 - If one mercenary takes a hit, all other mercenaries on that side are removed
- For each leader hit in battle, roll 1d6 and compare to Elimination Chart
 - *Killed*: Place on elimination chart for later scoring
 - *Captured*: Place in enemies captured leader box
 - *Routed*: Place in routed leader box to return later
- **If all leaders of one side (or both) are removed, the battle for this area is over.**
- **If there are leaders remaining on both sides, continue with another round of battle or**
- **Retreat** (either player may elect to retreat, starting with nIP)
 - All friendly leaders must retreat to the *same* area
 - Border crossing limits apply
 - May not retreat to enemy controlled or occupied area
 - Leaders that cannot retreat are captured, their troops removed
 - Retreating armies are "pursued"
 - Pursuing army only rolls a battle round
 - +1 dice modifier
 - Surviving leader may now run away but are "disgraced"

Phase Four: Determine Control of Areas

- Remove all aggressor markers
- Check areas, containing one or more leaders, only once
- Neutral areas can never be controlled
- **If a non-disgraced leader is in an enemy area**
 - Area becomes uncontrolled
- **If a non-disgraced leader is in an uncontrolled area (home);** roll for control
 - 1d6 ≤ 6 - (# of mercenary troops in area)
- **If a non-disgraced leader is in an uncontrolled area (not home);** roll for control
 - 1d6 ≤ (leader's rank) - (# of mercenary troops in area)
- Remove disgraced markers



Warriors of God

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The Wars of England & France, 1135-1453

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Phase Five: Raise Troops and Place Mercenaries

- Raise troops in controlled areas (nIP goes first)
 - May raise infantry or special units (see below)
 - May raise (strength points) = (area value)
 - Troops remain unassigned for now
 - **English Longbowmen can only be controlled by Richard I, Edward I, and Robin Hood**
- **Knights/Chevaliers**
 - Can only be raised in country corresponding to their flag
 - Only 1 can be raised per area per turn
 - (Any knight can be controlled by any English or French 3-star leader, not by non-aligned leaders)
 - (Burgundian chevaliers can also be controlled by 2-star Burgundian leaders)
- **Gunners**
 - Can only be raised in 3-value areas, one per area per turn
 - (Can only be controlled by an English or French leader, not by non-aligned leaders)
- **Longbowmen**
 - Can only be raised in England and Wales (according to their flag)
 - Can be raised and commanded by any leader
- **Mercenaries**
 - Return unassigned mercenaries to their home area

Phase Six: Deploy Troops and Recruit Mercenaries

- Move unassigned troops and mercenaries through chains of friendly-controlled areas (nIP goes first)
 - Cannot cross obstructed borders
 - French may not use sea connection
 - Mercenaries must immediately be assigned to a leader
 - Other troops remain unassigned for now

Phase Seven: Dispose of Captured Leaders

- Exchange equal number of stars worth of leaders between French and English prisons (combinations decided by IP)
- Exchanged leaders go into routed boxes to be deployed later
- Players decide to pay ransom for remaining leaders or let them rot
 - Ransom is paid by giving up control tokens in areas of value equal to or greater than leader's rank

Phase Eight: Determine Leader Death

- Death check is made for all leaders
- Roll a die for each leader and compare to Leader Death Chart based on year of entry
- If a leader dies
 - Remove them from the board, adding to future leader piles as appropriate
 - Leave troops unassigned for now

Phase Nine: Place Leaders

- New leaders arrive each round (2 English, 2 French, 2 non-aligned)
- Add routed leaders to available pool
 - Players (nIP first) choose and place non-aligned leaders, alternating until all are placed
 - nIP places all of their national leaders
 - IP places all of their national leaders
- Leaders can be placed in any friendly-controlled or neutral area
 - Even if enemy leaders are present
- Leaders can always be placed in their home area
 - Even if enemy-controlled
 - Leader immediately receives Infantry strength points equal to their rank
- Place "aggressor" marker if leader is deployed to enemy-occupied area (if none already in area)
- Each player crowns a King, in needed
 - Must be 3-star leader
 - No 3-star leader, no king
 - Imprisoned Kings, remain King

Phase Ten: Assign Troops and Dispose of Leaderless Troops

- Assign leaderless troops to leaders (nIP)
 - Remember troops cannot be moved from one leader to another
 - Remember command restrictions for Knights/Chevaliers and Gunners
 - Remember that unassigned troops can be grabbed by leaders of either side
- Leader can command (strength points) = (3 x rank)
- Remove unassigned troops from the board

Phase Eleven: Adjust the Score

- Score points for areas controlled and leaders killed in battle
- Points are scored "zero sum"; flip point marker to show change in lead
- Points are scored from:
 - **Area Control**
 - 3-value area = 2VP
 - 2-value area = 1VP
 - 1-value area = 1VP
 - English control of Ile-de-France = +1VP
 - French control of England = +1VP
 - **Leaders Killed in Battle (this turn)**
 - Enemy 3-star Leader = 2VP per Leader
 - Enemy 2-star Leader = 1VP per Leader
 - Enemy 1-star Leader = 1VP per Leader
 - Enemy King = +1VP
 - **Leaders in Prison (left to rot)**
 - Enemy Leader in prison = 1VP per star
- Remove any dead leaders that were put on elimination chart after battle

New Turn

Advance Turn Marker

Year	English	French
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

Year	English	French
0	0	0
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9