

Rules: The War of Troy

Mengjue Sun

Basic Introduction

Goal: Help your camp becomes the winner of the Troy war.

Winning conditions: 1. Kill all members of the opponent. 2. At least one player of your camp arrives the opponent's main camp (16 grids in advance). 3. Your camp earn 20 victory points.

You can win if you achieve anyone of these three conditions.

How to play: Eight players start to randomly pick up the identity cards (Troy or Greece) and play cards counterclockwise according to the player's seat. The player who picking Agamemnon is the first player to start.

1. Setup

The game begins with all players randomly sit down and picks their character cards. Different character has different blood limit. All dice, effects cards, tokens are put aside. Put the map in the middle of players because all advance actions are moving on it. All players need to put their character cards on the starting line based on their characters' camp.

2. Character set

4 people: 2 kings, 1 Troy hero, 1 Greece hero

6 people: 2 kings, 2 Troy heroes, 2 Greece heroes.

8 people: 2 kings, 3 Troy heroes, 3 Greece heroes.

3. Round start

The game is start from the player who picks Agamemnon:

① Rolling 4 dice

② According to your rolling results, you can decides: Do you want to advance 1 grid? Do you want or can you attack any player? (Because attack action is only available after entering enemy territory and you can only use attack once in a round) Do you need to return 1 blood to your health? Do you want to get 1 token? Do you want to earn 1 victory point to your camp? Do you want to buy any effects card? If your character is a king, you can choose to whether you want to use the king skill to request an oracle in this round for your camp.

P.S. If you choose any action, you can also decide whether you want to use your character skills to match your actions or not.

③ After one player's round, the game will continue to the next player in a counterclockwise order. The player will do same actions above. The game will continue until there has a winner.

4. Round end

The game will end when any one of the camps reaches one of the following conditions:

① All enemy members dead

② At least one player arrived the enemies' starting line. (advance 16 grids, it's

like to occupy your enemies' main camp)

③ One camp collected 20 victory points. (not only rolling dice, kill an enemy character would also help your camp earn 4 victory points.)

Elements Introduction

Rolling dice(4 dice): All players actions are decided by four dice. You need to role all four dice when it is your turn. And the numbers you rolled is the actions you can do in this round:

Point 1 forward 1 grid

Point 2 attack (you can only attack the character who is in the same territory with you)

Point 3 return 1 blood

Point 4 duel

Point 5 gets 1 token

Point 6 get 1 victory point

Attack: In general, one attack card causes 1 damage. You can choose any player to attack and launch a maximum of one attack per round. You can only attack the character who is in the same territory with you.

Duel: Unlimited use. Each round can designate any member of the enemy camp to fight, and each side throws a dice. Under normal circumstances, the point is considered a duel victory. After the victory of a duel, the winner can advance 1 grid, and the failure would lose 1 blood and step back 1 grid.

Returning blood: If you throw a few 3 dice, you can return a few drops of blood, but you can't exceed the upper limit of the person's blood volume.

Requesting oracle: The king's special skill, every two rounds can be launched once, the result is decided by the goddess of fate. If more than 2 of the 4 dice are large points (4, 5, 6), then all members of the formation advance one grid, and two or less than two do not move.

Token: purchase effect cards.

Effect card: after you used 1 effect card, it will back to the purchase area. You can repeat buy any effect card.

Victory points: If you killed a hero of enemy's camp, your camp gains 4 victory points; after killing the king, gains 4 points for your camp and all members of the camp advance 2 grids. The number of a camp's victory points is the sum of the victory points won by all players in the camp.

Card Introduction



This two character cards are hero card examples of two camps in my game. The image of different characters are in the middle of the cards.

① Camp's name. Make players could clearly knows which camp they belongs to.

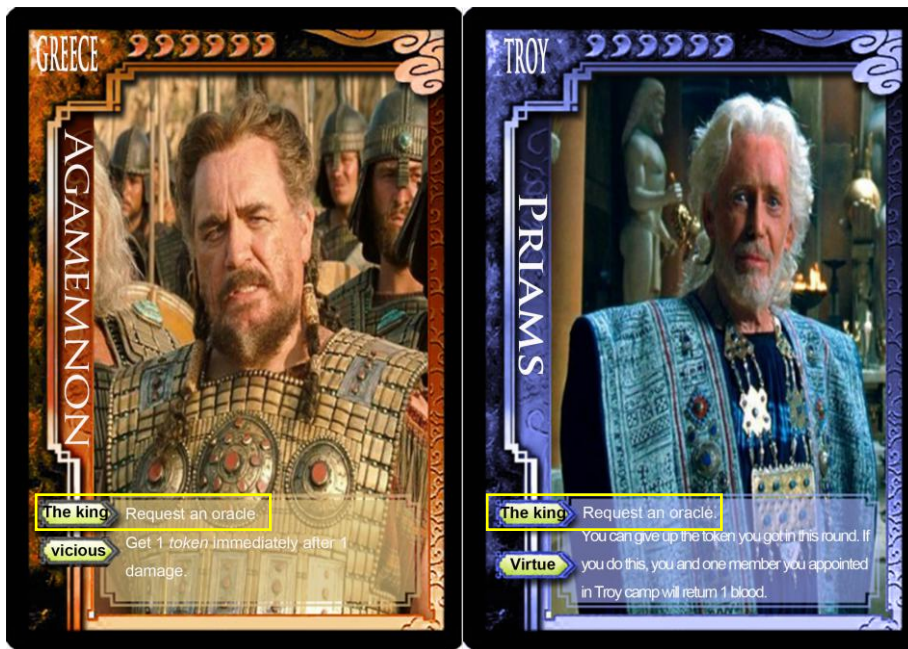
② The signal (star) represent the character's max life number, one star equal to one blood. The character will die when the blood becomes 0 and no one else can save him. Each player has a dice and the number of the dice is equal to your character, when your character lose one blood, your dice number also decrease one.

③ This area clearly shows every character's name.

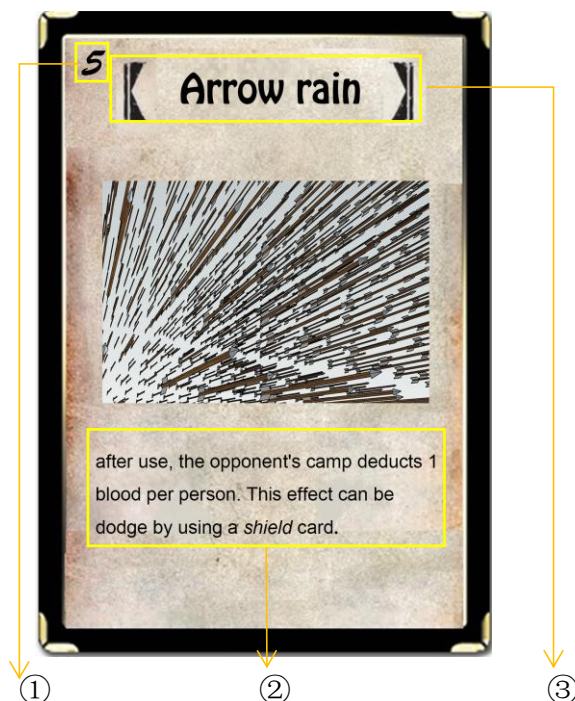
④ The words in this small box is the skill name of the character.

⑤ The words in this bigger gray box is a detailed description of the character's skills. Different character has different skill.

⑥ Different background color represent this character's camp. All orange character cards are in Greece camp, and all blue character cards are in Troy camp.



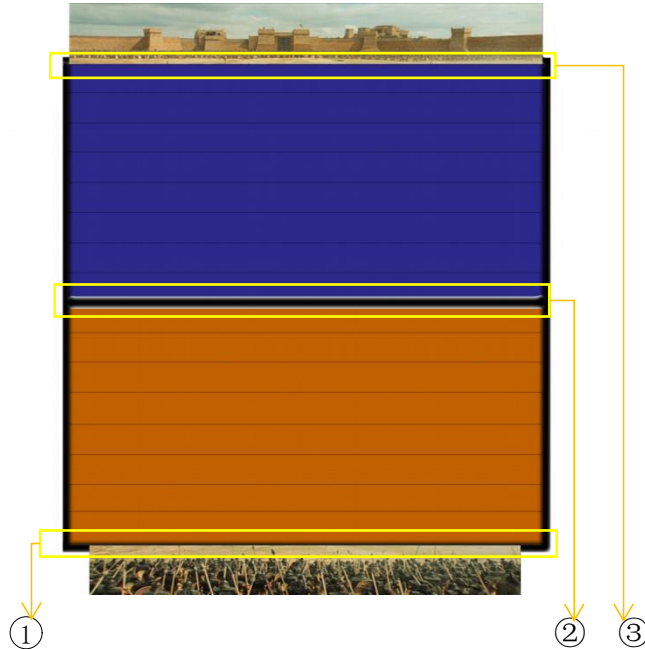
These two cards are king cards, players would find out they are kings by reading their special skill: The king. If you are familiar with Greek myth you would also know they are the leader of two camps. The king skill could request an oracle, which means every two round, the king character could roll 4 dice, If more than 2 of the 4 dice are large points (4, 5, 6), then all members of the formation advance one grid, and two or less than two do not move.



This is an example of effects card.

① The number in this left side area represent how many tokens you have to pay for this card.

- ② The words at the bottom of effects card is the detailed description of this card. Different effects cards has different impact.
- ③ The words in this black box is the name of this effects card.
- ④ Besides, the picture in the middle of the card also shows the imagination of the effect of this card.



All moving actions are on this map. Blue area is Trojan territory and orange area is Greek territory, which are also corresponds to the different colors of the character cards above. Players would easily find which territory is for their camp.

Each territory has 8 grids. You can only attack the character of the same territory as you are current in. At the begging of the game, both Troy characters and Greece characters are on the starting line of their respective camps.

① This line is the starting line of Greece camp, represent Greek base camp. If a Troy character arrive here, Greece lose.

② This line is the middle line of two territories. It is a part of both Greece and Troy.

③ This line is the starting line of Troy camp, represent Trojan base camp. If a Greece character arrive here, Troy lose.