

# Authority

Kingdoms at war

## Intro

Kingdoms against each other

Factions from around the world want to join, ...

## Goal

Kill the other Monarch(s)

## Game content

### Units

136 Units total

- The Royal Soldiers - 36
  - Squire - 12
  - Man-at-arms - 12
  - Knight - 8
  - Kingsguard - 4
- Bloodrunners - 26 - *Focus on attack - Makes a quick game*
  - Barbarian - 4
  - Wise One - 4
  - Sentinel - 4
  - Bannerman - 3
  - Kingslayer - 3
  - Infiltrator - 2
  - Berserker - 2
  - Bloodcaller - 1
  - The Horde - 1
  - Plague Doctor - 1
  - Clan Leader - 1
- The Iron Wall - 26 - *Focus on defense - Makes a long game*
  - Iron Knight - 4
  - Captain - 4
  - Barracks - 4

- Shieldbearer - 3
- Kingsbane - 3
- Informant - 2
- Watcher - 2
- Fort - 1
- Legion - 1
- Mobile Artillery - 1
- Iron Trebuchet - 1
- House of the Golden Ox - 26 - *Focus on recruitments - Can quickly get strong cards and retire weak cards*
  - Golden Knight - 4
  - Captain - 4
  - Sentinel - 4
  - Merchant - 3
  - Golden Slayer - 3
  - Diplomat - 2
  - Briber - 2
  - The Golden Bank - 1
  - The Golden Warriors - 1
  - Retirement Fund - 1
  - Golden Estate - 1
- The Hooded Brothers - 26 - *Focus on evasion and confusion - adds 'spice' to the game*
  - Woodsman - 4
  - Scout - 4
  - Watcher - 4
  - Pathfinder - 3
  - Assassin - 3
  - Seductress - 2
  - Hunter - 2
  - Wooden fortress - 1
  - The Hooded Band - 1
  - Wolfpack - 1
  - Master Huntsman - 1

## Game board

Need picture of a game setup

# Unit breakdown

## 1. Power:

Power can be converted into either:

- Attack - For attacking another player or his units
- Authority - recruiting more units from the marketplace.
- Defense - strengthening your defense line

(Some units have rules on what they can and can't use power for.)

## 2. Cost:

Cost is the value of the unit and represents the amount of currency needed to be paid to recruit the unit.

## 3. Abilities:

Abilities will trigger under different conditions and can be something that the unit can do in addition to its power.

## 4. Name

Name of the unit

## 5. Faction

Faction of the unit

# Game setup

## Market:

Each player chooses 1 faction and places the generals to one side in the middle of the table, then shuffles the rest of the units. Place the shuffled units next to the generals, face down, to create the market deck. Place 6 units from the marked deck face up next to the marked deck to create the marketplace.

## Player:

Each player receives 3 squires, 3 men-at-arms, 2 knights and shuffle those units to make their starting deck.

Each player receives one Kingsguard and places it in the “Kingsguard” space on the defense row 0. (This defense row will never be used again after the Kingsguard has been defeated once)

The first player draws 3 cards, the other players will draw 4.

Each Monarch starts with 40 HP

## Gameplay

Each player takes turns one by one, play turn based.

### Turn overview

1. **Command phase**
2. Draw a new hand
3. Update market

### 1: **Command phase**

You declare which command your unit will carry out, and its **power** will be used for; either **attack, defend or recruit**. Once a unit has done the given command, it cannot be commanded again.

You can give different commands to different units, i.e., one to attack, one to defend and two to recruit.

Some units have special abilities, which trigger when declare to its respective command.

### Attack:

The chosen unit(s) will be able to deal damage to the enemy defense or directly to the Monarch if no enemy defense is present.

When a unit is finish dealing damage, it retreats and go to the discard pile.

#### Defense rows and dealing damage:

A unit can deal damage to multiple enemy units of the same defense row, given it has enough damage, however “leftover” damage can’t carry over from one defense row to another.

Multiple units can attack together to defeat enemy units on a defense row.

## Recruit

The chosen unit(s) will generate authority, which you need to recruit new units.

When you have enough authority, you can recruit one or more units from the market by paying their cost. Recruited units are placed in your discard pile.

## Defend

The chosen unit(s) will be placed in your defense to defend you, the Monarch.

Units must be placed according to the pyramid row rules (See the board setup). 3 at the bottom first, the 2 in the middle and the last at the top.

When a defending unit is given damage equal to its power, it retreats and goes to your discard pile.

A unit in your defense is actively '*defending*'.

## No commands

All unit that have not been declared will go to the discard pile at the end of your command phase.

## Special abilities

Some units have abilities that trigger only when they either *attack*, *defend* or *recruit*.

i.e. the Golden Sentinel will generate authority at the start of your turn when defending.

Special abilities are active during all of your command phase, i.e. the Berserker still give +2 power to other attacking units after the berserker is attacking first and is finished dealing its damage.

Some units have special abilities that can be used instead of using their power for *attacking*, *defending* or *recruiting*, i.e. the Assassin can be discarded to deal 5 damage to an enemy Monarch.

## 2: Draw new hand

After the command phase, the player draws 4 new units from his deck.

If there are no more units to draw, shuffle the discard pile to make a new draw pile, and the player keeps drawing until he has 4 units ind hand.

In some cases a player will be unable to draw a total of 4 units, in that case the player will only draw as many units as he can.

### 3: Update market

Place units from the market deck on the marketplace until there are 6 units present.

If the player has not recruited any unit on his turn, the next player may remove any unit from the marketplace and place a new unit from the top of the market deck.

## Example of play

### Example 1

### Example 2

### Tips

1. At the start of the game put as many of your squires (and men-at-arms) in defense, that way, they won't show up in future hands, thereby increasing your average hand power.
2. Defeating enemy squires (and men-at-arms) is important in the beginning, referencing the previous tip.
3. Losing your Kings Guard can be a good thing, it will then show up in future hands.
4. When you recruit new units, make sure to recruit units that have at least higher power than the average in your deck. (Units with good endgame utility can be an exception - f.ex. Woodsman that can ignore a unit in defense)
5. Be careful in leaving no defense in the endgame, damage can rack up quickly, and you can lose in one turn even with full HP.

## 3-4 players

Free for all - 3 players

Free for all - 4 players

2 vs. 2

## Rule clarification

### Spies:

A spy can only recruit or be placed in the general zone.

A spy can be discarded to remove another spy in an opponent's general zone.

### Leaders:

Leaders have no power, so can't attack, defend or recruit.

Leaders will be placed in general zone as soon as it is bought, and their ability will be active immediately.

A leader once bought can't be removed

### Superpower:

No Authority, so can't attack defend or recruit

### Unit rules:

#### When attacking:

The ability is activated when the unit is declared for attacking, before actually dealing damage.

#### When recruiting:

The ability is activated when the unit is declared for recruiting.

### When defending:

The ability is activated when the unit is present on any defense row

### Discard:

The ability is activated when the unit is actively discarded from your hand during your turn.

### Retire:

A retired unit is permanently removed from the game.

### Ignore:

An ignored unit will not block any attacking units, but its abilities are still active.

### Disable:

A disabled unit does not block any attacking units, and its abilities are not active.

### Annihilate:

An annihilated unit is permanently removed from the game.

### Gain "X" / "2X":

Some unit's abilities are more effective, the further they are from you in your defense.

"X" stands for the defense row number the unit is placed in. The closest row to you is worth 1, the middle is worth 2 and the furthest is worth 3.

I.e. the Golden Sentinel with "2X authority" will generate 2 authority in your first row, 4 authority in your second row and 6 authority in your third and last row.