

WARLORDS OF EUROPE

An epic strategy game of medieval warfare.

Early in the 13th century, Medieval Europe is experiencing a time of widespread conflict between lords, barons, kings, and countries. You have the opportunity to create a dominion without rival. Your warlords must subjugate the peasantry, then bring other kings, warlords, and nobles into submission. Through conquest they will become your vassals and swear allegiance to you. Then by taxation and plunder you will muster grand armies and conquer fiefs from one kingdom to the next, capturing and building castles along the way. The more fiefs and castles you control, the larger your taxable domain grows, and the more formidable your armies will become. You will need solid strategy, cautious planning, excellent timing, and good fortune to defeat your rivals. Control the majority of finished castles and you will be crowned Emperor and winner of Warlords of Europe.

Game Board Overview

Hispania is one of 9 kingdoms on the map. Kingdoms are bordered by heavy black outlines. Controlling an entire kingdom during Taxation provides 4 bonus spearmen and 12 bonus gold with a finished castle, 6 with an unfinished castle. You can build a castle if you do not own one in that kingdom. You can conquer rival castles and own more than 1 castle per kingdom.

K. of León is one of seven fiefs in Hispania. It is a mountain fief (1 gold, d12 defense, 15 soldier limit). Fief is pronounced *feef* (it rhymes with *beef*).

K. of Castile is a forest fief (2 gold, d10 defense). It is a good place for a starting castle because of its central location.

Valencia is one of three cities in K. of Aragon (a farmland fief, 3 gold, d8 defense). A fief's cities equals its taxable gold and equals the number of peasants present.

Al-Andalus is a plains fief (1 gold, d8 defense). It is adjacent to Dominions of the Almohades because of the naval lane that connects the fiefs.



Fief Type	Defense	Peasants	Gold
Plain	d8	1	1
Farmland	d8	3	3
Forest	d10	2	2
Mountain	d12	1	1

Unoccupied fiefs revert to peasant control. Peasants are not represented by pieces, but by cities. *Any time* you attack peasants, the defenders equal the number of cities. So, peasants replenish fully should they keep/gain control. Peasants defend with the same terrain dice as players and hit on 8+.

Game Setup

- Form a Treasury with all the gold. Values are XX (twenty), X (ten), V (five), and I (one).



- Each player rolls a d8. Highest roller chooses an Initiative card. Second highest roller chooses from the remaining cards, and so on. Re-roll ties. Initiative 1 plays first.

In Initiative order, each player chooses a starting kingdom (see page 12 for more starting scenarios).

- In a 4 player game, choose between Britain, Kievan Rus', Latin Empire, and Hispania. All kingdoms are in play.
- In a 3 player game, choose between Denmark, Latin Empire, and Hispania. Britain and Kievan Rus' are not in play with completely impassible borders.
- In a 2 player game, choose between Britain and Hispania. Only those and Kingdom of the Franks are in play.

- Each player takes a colored army set.



- Each player starts with a castle and these soldiers as his starting army:



2 Warlords



2 Knights



2 Archers



2 Swordsmen



12 Spearmen

- Separate the event cards into 3 shuffled, face down decks of the following types:



Pope



Merchant



Conquest

Place the tokens near the matching deck to show where to form 3 discard piles. Cards are discarded face up when played.

- The player with Initiative 1 places his castle in any fief inside his starting kingdom. He also places 1 warlord in any other fief in his kingdom. Each player does this in turn.
- Player 1 deploys the rest of his starting army either in his castle and/or his warlord controlled fief as he sees fit. Each player does this in turn.

Play Tip

Arrange your starting castle, starting warlord fief, and the remainder of your soldiers in such a way that you can conquer the peasants in your entire starting kingdom during your first turn. This will gain you the 12 gold finished castle bonus and 4 bonus spearmen during Taxation and Muster Armies.

- The game now begins with player 1's first Individual Turn, described on page 4. There is a sample first turn on page 3.

Play Tip

The player to your left usually rolls for defending peasants. On the opening round of a 4 person game, veteran players may wish to pair off and let 2 players take turns simultaneously to speed up the action.

Sample Turn 1: Italy

Setup

Four players decide to start in Italy, Denmark, France, and Hungary, and to keep all of the map in play. During game setup, the Italian player (Tan) decides to place his castle far from the German front, in Ifriqiya so he can make a strong play for Hispania. Tan starts his warlord in Venice so he can conquer all of Italy this turn. He adds 1 archer and 6 spearmen to Venice. He adds the rest of his starting soldiers to his castle in Ifriqiya.



Campaign Maneuvers

- To show his attacks, Tan moves soldiers to the border of the fief they currently occupy and the fief they are going to attack. Tan moves all soldiers who will be attacking this round before resolving any battles.
- Tan attacks Lombard League with an archer and 2 spearmen. Lombard is occupied by only 1 mountain peasant who will roll a d12.
- He attacks Papal States with a warlord and 3 spearmen. Papal States is occupied by 3 peasants who will roll 3 d8s. Next turn, this warlord can bring new soldiers placed in Papal States into Hungary or Germany. (Soldiers moving with warlords have a range of 2 fiefs.)
- He leaves 1 spearman behind to hold Venice, then focuses on the south.
- From Ifriqiya, Tan attacks Republic of Pisa (north) with 1 swordsman, 1 archer and 2 spearmen.



- Tan attacks Kingdom of Sicily (east) with 2 knights and 3 spearmen. Pisa and Sicily are both forests occupied by 2 peasants rolling d10s. Next turn, the knights can reach either front (northern or western) with their range of 2.

- Tan attacks the Dominions of the Almohades (west) with 1 spearman and 1 swordsman. Almohades is occupied by only 1 peasant rolling a d8. Later, he can start a new castle in Almohades since it is part of Hispania.
- Tan leaves a warlord in Ifriqiya. He can use it next turn to bring new soldiers placed safely in Ifriqiya to either front.

Battle

Rather than describe simulated rolls, we suggest you setup the scenario and roll it to see what happens. Tan usually will lose 0-3 spearmen to the peasants. He should finish the turn in control of Italy, with a toe hold in Hispania, and with good options for getting his troops to the fronts on the next turn. Begin with the Republic of Pisa:

- The player on Tan's left picks up two d10s to symbolize the 2 peasants in the forest (note: 2 Pisan cities=2 peasants).
- Archers resolve each battle round completely before all other units resolve. If Tan's archer hits (5+), one peasant will be eliminated immediately and not get to roll his defense. After resolving the archer, Tan's 2 spearmen will roll (each hits on 7+), his swordsman will roll (hits on 5+) and the 1-2 peasants will roll for defense (each hits on 8+).
- Remove all hits (use the d10s to keep track of the number of peasants remaining). Repeat these battle rounds until Tan either controls Pisa or retreats back to Ifriqiya between battle rounds (unlikely in this scenario). When Tan wins, his victorious soldiers must remain in Pisa. Repeat this process for every fief Tan is attacking.

If Tan conquers at least 1 fief, he takes a Conquest card, ending his turn. If he owns the entire Kingdom of Italy during the Group Phases, Tan will get 12 gold for his finished castle and will Deploy 4 bonus spearmen (in Italy). This is in addition to his normally purchased soldiers and normal fief Taxation of 12 gold (for Italy) plus 1 gold for Almohades if he controls that. If he does, he is also in position to start a new castle in Almohades since it is part of Hispania, not Italy.

Individual Turns

Player 1 completes his entire turn. After he draws a Conquest card (if eligible), then player 2 takes his entire turn and so on. Turns consist of:

- ➔ Campaign Maneuvers
- ➔ Battle
- ➔ Maneuver Reserves
- ➔ Conquest Card

Campaign Maneuvers

Move soldiers onto the border line of enemy/peasant fiefs to show your attack. Soldier ranges are listed on the chart below. Warlords and all soldiers starting and moving with them have a range of 2. Soldiers with a range of 2 can move through a fief *only* if it is already under your control. Any enemy or peasant fief your soldiers encounter causes them to stop for a battle. Note: Champagne is not adjacent to Aquitaine, nor is Burgundy to Francia (see graphic on page 8).

Show every attack you will make this turn before you resolve any battle. If you want to keep control of a fief, it must have at least one of your soldiers in it at the *end* of your turn (after Maneuver Reserves).

Soldier	Move	Hit	Cost
Spearman	1	7+	3
Swordsman	1	5+	5
Archer (volley 1 st)	1	5+	6
Knight	2	4+	7
Warlord	2*	5+	10
Peasant	-	8+	-

*includes all soldiers starting/moving with him

Battle

The attacker chooses which battle to resolve by moving his soldiers from the border into the embattled fief. Each battle must be completely resolved before proceeding to the next battle.

Battle round summary:

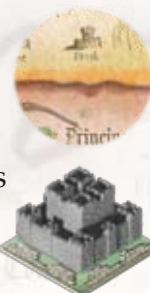
- ➔ Archers roll, remove casualties
- ➔ Other soldiers roll, remove casualties

A battle round consists of both players rolling one die for each of their soldiers present. Rolling the hit number or higher creates a casualty for the other side.

The attacker always rolls d8s unless modified by cards. The defender rolls d8s in farmlands or in plains.



The defender rolls d10s in forests or in unfinished castles.



The defender rolls d12s in mountains or in finished castles.



Both players roll simultaneously so that a soldier who becomes a casualty could score a hit the same round he was hit. Each player chooses which of his own soldiers to take as casualties (defender chooses first) and these are returned to the supply (exception: warlords, see page 6). If you run short on dice, the attacker rolls first. Set aside the defender's casualties but remember to let them all roll before returning them to the supply.

Each battle round begins with a volley from the archers of both players. Each side chooses casualties to return to the supply. Casualties can come from any soldiers present (i.e. when enemy archers hit, you may choose to lose archers or any other soldiers keeping in mind that non-archer casualties will not get to roll defense because they will already be in the supply when non-archers get to roll).



After archer hits are removed, both sides roll for the rest of their armies and remove casualties again. Now the battle round is over. Repeat this entire battle round process including the archer volleys until either the attacker retreats or until one side is entirely destroyed.

If the defender is destroyed, all the attacking soldiers remain in the embattled fief. Soldiers who attack cannot move again this turn.

If both sides are simultaneously destroyed, the empty fief reverts to peasant control. Exception: mutual annihilation in a castle battle is a victory

for the defender and he places 1 free spearman there after the fight.

Retreating can be done after any battle round by the attacker. His remaining soldiers move to *any* 1 adjacent fief from which *any* of them came (or marched through) during Combat Maneuvers.

Sample attack: Red Ruthenia

Campaign Maneuvers:

Tan attacks into the well defended mountains of Red Ruthenia held by Green. Tan uses his warlord to take his archer and all 15 spearmen from Principality of Kiev into the fight (he plans to Maneuver Reserves into Kiev later). Tan also attacks with all the soldiers in Principality of Volhynia and Polish Principalities. The two knights (Old Prussia and Black Ruthenia) can move 2 fiefs and also join the attack.

Tan attacking army: 20 spearmen, 1 swordsman, 3 archers, 2 knights, 1 warlord

Green defending army: 11 spearmen, 2 swordsmen, 1 archer, 1 warlord

Battle: Tan attacks with d8s; Green defends with d12s (his force is in the mountains). Neither side plays cards. For the sake of this example, we will assume statistically average rolling when calculating hits.



Battle Round 1: Archers from both armies fire and casualties are removed. Tan hits 2; Green hits 1. Both sides choose to remove spearmen (silhouettes).

Now the rest of the soldiers from both armies fire and casualties are removed again.



Tan rolls 19 spearmen (5 hits), 1 swordsman/1 warlord (1 hit), 2 knights (1 hit). Green rolls 9 spearmen (4 hits), 2 swordsmen/1 warlord (2 hits).

Tan removes 6 spearmen and Green removes 7.

(continued next page)

(Red Ruthenia sample attack continued)

Tan's remaining army is 13 spearmen, 1 swordsman, 3 archers, 2 knights, 1 warlord. Green's remaining army is 2 spearmen, 2 swordsmen, 1 archer, 1 warlord.



Battle Round 2: Archers from both armies fire and casualties are removed. Tan hits 2; Green hits 1.

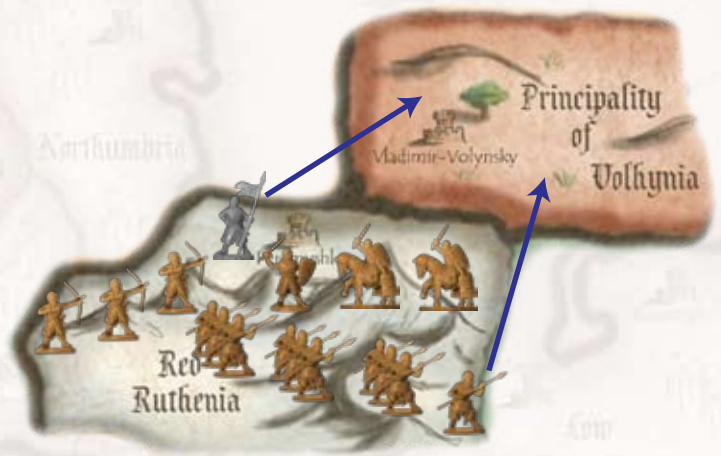
Tan removes 1 spearman. Green thinking that the battle will be over this round, removes 1 archer and 1 spearman. This gives his second spearman a chance to roll defense.

Now the rest of the soldiers from both armies fire and casualties are removed again.



Tan rolls 12 spearmen (3 hits), 1 swordsman/1 warlord (1 hit), 2 knights (2 hits). This is more hits than Green has soldiers. Green rolls 1 spearman (0 hits), 2 swordsmen/1 warlord (2 hits).

Tan removes 2 spearmen. Green removes 2 swordsmen and 1 spearman. Tan captures Green's warlord, taking it to one of his castles.



Maneuver Reserves: Tan's remaining army has 17 soldiers (10 spearmen, 1 swordsman, 3 archers, 2 knights, 1 warlord). **Forced retreat:** Due to the 15 soldier limit in mountains, Tan retreats 1 spearman and 1 warlord into Principality of Volhynia in an effort to both protect his warlord and to use it to bring next turn's bonus spearmen for owning all of Kievan Rus' into a potential battle south of Red Ruthenia.



Tan may now move any soldiers that did not move during Campaign Maneuvers. He moves 1 spearman from Black Ruthenia to Polish Principalities and 1 spearman from Black Ruthenia to Principality of Kiev to retain control of these empty fiefs. He also moves 1 swordsman from Old Prussia to Polish Principalities so he can reinforce or counterattack into Red Ruthenia later.

During his Group phase, Tan may decide to buy a castle to put into Red Ruthenia. This would eliminate the 15 soldier limit in those mountains and create a recruitment point close to the front, and provide 6 additional income if he controls more Hungarian fiefs than other players.

Maneuver Reserves

After every battle is resolved, you may move any soldiers who *did not move* during Campaign Maneuvers. Each soldier moves only once a turn. You may maneuver reserves into a freshly conquered fief. This is your last chance to retain control of any fief you emptied out for earlier attacks. At this time, any empty fiefs revert to peasant control.

Play Tip
Leave a warlord in your kingdom so he can move bonus spearmen to the front quickly.

Conquest Card



If you have conquered at least 1 fief on your turn, draw a Conquest card. Your turn is over and the player with the next Initiative number

begins his turn. Once everyone has taken their Individual Turn, begin the Group Phases.

Group Phases

- Pope Card + Victory Check
- Taxation
- Muster Armies
- Deploy Armies
- Initiative
- Merchant Card

Counting up gold for Taxation and spending gold on armies can be done simultaneously by everyone. The rest of the Group Phases must be done in Initiative order including drawing and playing cards.

Pope Card + Victory Check

- In Initiative order, players draw 1 Pope card to their hand. Resolve "immediately" cards.
- Victory check. You win and are crowned Emperor if you own more than half the finished castles in play *and* if every other player has had at least 1 Individual Turn since you achieved this majority. Thus, if you had Initiative 1 and achieved a finished castle majority, you have won. But if any opponent did not have a chance to take your



majority away, you have not won yet. You can only be crowned Emperor during the Pope phase.

- To win a **2 player game**, you must own *every* finished castle in play, with your opponent having 1 Individual Turn to capture one.

Taxation

- In Initiative order, play "Taxation" cards.
- Everyone taxes their domains. If you control at least 1 castle anywhere, collect gold pieces from the treasury for all your fiefs. If you do not control a castle, you collect no gold.

Fief Type	Defense	Peasants	Gold
Plain	d8	1	1
Farmland	d8	3	3
Forest	d10	2	2
Mountain	d12	1	1
Castles (p.10)	d10/d12	-	*
* Finished and control entire kingdom			12
* Control more fiefs than other players			6
* Otherwise			0

Muster Armies

- Most items in Warlords are purchased with gold and are listed by item cost.
- Everyone separates the soldiers they plan to recruit from the supply. Do not place them on the map yet. New recruits and any saved gold must remain visible to other players. Later in the game, you may need proxies or mercenaries (see page 9). Pay for new castles or finishing of castles (see page 10).
- Hire/rehire any mercenary soldiers you wish to use (standard soldier cost +1 gold), and remove any mercenaries you have in play that you do not wish to rehire (see page 9).

Soldier	Move	Hit	Cost
Spearman	1	7+	3
Swordsman	1	5+	5
Archer (volley 1st)	1	5+	6
Knight	2	4+	7
Warlord	2*	5+	10

*includes all soldiers starting/moving with him

Deploy Armies

In Initiative order, place all your new recruits on the map before the next player places any.

- Finish castles and remove right-angle construction tokens (see castles, page 10).
- You may build a new castle if you do not already own one in that kingdom. Place it in a fief with a right-angle construction token signifying it is unfinished.
- Each fief can recruit only 1 new soldier per turn except for castle fiefs. Place archers, spearmen, and swordsmen on any of your fiefs. Place them laying sideways if you have trouble keeping track of which fiefs have already recruited and which fiefs still can.
- Castles have unlimited recruiting capacity, starting the turn after they are built. Knights and warlords, being more highly trained and nobility, *must* be placed on castle fiefs.
- If you control an entire kingdom, place 4 bonus spearmen anywhere *inside* that kingdom together or separately, even if you already placed 1 soldier in those fiefs.
- Place newly hired Mercenaries in *any* quantity in *any* of your fiefs, even if you already placed 1 soldier in those fiefs.

Initiative

- Everyone takes a d8 in hand.
- In Initiative order, you may upgrade to d10 or d12 for 2 gold per level. You may discard 1 or 2 cards (to no effect) for 1 or 2 upgrades.
- Everyone rolls simultaneously. Highest roller chooses any Initiative card. Second highest roller chooses from the remaining Initiative cards, and so on.

Merchant Card

Following the new Initiative order, players may purchase 1 (and only 1) Merchant card for 4 gold.



Group Phases are now complete. Individual Turns begin again with Initiative 1. This cycle continues until someone is crowned Emperor.

Warlords



Warlords have a range of 2 and extend the range of any soldiers who start and move with them. A warlord can move 1, pick up soldiers, and move 1 more (and with Long March, move 1 more). But a soldier cannot move 1, join a warlord and move again.

This graphic shows a warlord moving with a Long March card (see right). This allows his army in Brittany to move 3 fiefs to Burgundy (which is not adjacent to Francia). This allows him to pick up a spearman in Francia extending its range to 2. It does *not* allow the spearman in Gasconne to move 1 and be picked up by the warlord on his way to Burgundy.



A warlord does not extend retreat range. Retreats must be to an adjacent fief from which at least 1 attacker came (or marched through).

When a warlord's army battles peasants, he must be chosen last for casualties. However, if he is a casualty of peasant battle, he is returned to one of your castles and not to the supply.

New warlords must deploy on a castle fief. You may not recruit new warlords if any of your warlords are currently captured.



When a **warlord** is chosen as a **casualty** during battle against a player, the warlord is captured by that player, not returned to the supply. The captor takes your warlord to any one of his castles where it remains held in captivity until one of the following occurs:

- ➔ A negotiated release can happen on either your turn or the captor's turn. Negotiations can include gold, tactical agreements (truce, withdraw, attack), prisoner exchange, or cards. A released warlord is placed into one of your castles and can be used immediately.
- ➔ Rescue via the Heroic Knight card.
- ➔ Rescue via your capture of the castle where the warlord is held. However if another player captures that castle, he also captures your warlord (who remains in that castle), and you now negotiate with the new captor.
- ➔ If you are eliminated from the game, then your army set now belongs to another player (see page 12). If that player held your warlord captive, he now gains immediate use of the warlord in the castle fief where he was held. Your warlords captured by other players are returned to the supply.

Proxies

- ➔ Spearmen are unlimited in number. If you run out of spearmen, place chips under a figurine. Gray chips are worth 1; black chips are worth 5. If you control more than 25 fiefs, single chips can stand for occupying spearmen. Put them deep in your domain, not the fronts.



4 of your spearmen

- ➔ Warlords, knights, archers, and swordsmen are limited to the number of pieces provided in the set: **no chips**. For example, you may not have 7+ archers unless you've eliminated a player (see page 12) or have mercenaries.

Mercenaries

Sometimes you may need soldiers who are expendable and who can be deployed in any location or amount. This is where mercenary soldiers can be useful.

- ➔ New mercenary soldiers can be hired for 1 gold more than the normal soldier of that type (i.e. 7 gold for a mercenary archer).
- ➔ If you do not pay for mercenaries *in full* during *every* Muster Armies phase, they desert your army and return to the supply.
- ➔ Mercenaries can be any of the soldier types except for warlords. They fight and move like their standard counterparts.



1 of your swordsmen +
3 mercenary swordsmen

- ➔ Signify mercenary soldiers with chips under normal soldiers (use chips under a deck token or gold piece for mercenary spearmen). Alternately, borrow pieces from another player not involved in the battle.
- ➔ Mercenaries are not limited in number or deployment. You may deploy any number of them on any fief under your control.

Mountains

Although mountains provide d12s for defense, they are unable to provide provision for large armies. At the end of your turn, you may only have 15 or fewer soldiers in any mountain fief. You may attack into mountains with more than 15, but after the battle any soldiers above 15 must "retreat" back into 1 adjacent fief where some of that army attacked from. Mountain fiefs with castles in them have no such limit.

Castles

Castles require 2 turns to build. If you own no castle in that kingdom, you may spend 6 gold to start building a castle. Place a castle piece with a right-angle construction token by it to signify that it is unfinished. This fief is now a castle fief, and all soldiers present are in the castle. During any later turn, you may spend 6 more gold to finish the castle (remove the construction token).



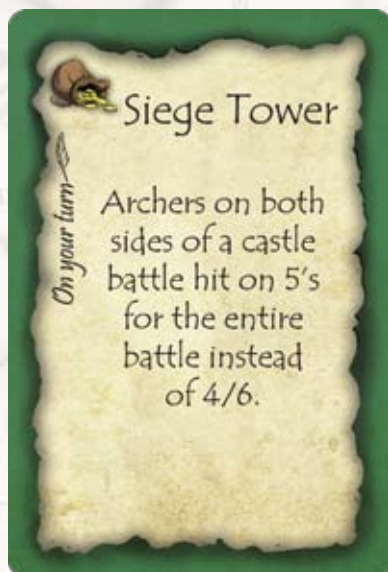
A brand new unfinished castle cannot have new recruits deployed in it beyond the standard 1 soldier per fief until the following turn, but it may provision unlimited soldiers in mountains instantly, negating the 15 soldier limit. It also instantly provides d10 defensive dice to all soldiers in it (unless its on a mountain fief, which is d12s by default).



Finished castles provide d12s for defense regardless of the fief terrain. Castle related cards can be played on either finished or unfinished castles.

Knights and warlords can be deployed to either (after its initial build turn). The word "castle" when used alone in the rules or on cards means either a finished or an unfinished castle.

Archers attacking a castle hit on a 6 or higher rather than a 5 or higher because they are shooting up at soldiers behind walls. Archers who defend a castle hit on a 4 or higher because they are shooting down at relatively undefended soldiers.



During **Taxation**, if you control no castle, you collect no gold from any of your *fiefs*, but you may collect gold from playing certain cards.

If you control at least 1 castle, collect gold from all your fiefs (even ones with castles on them) plus your castle bonus.

Castles provide 12 or 6 or 0 bonus gold depending on how much of that castle's kingdom you control at the time:

- ➔ 12 gold for a *finished* castle if you control every single fief in the entire kingdom, or
- ➔ 6 gold for *any* castle if you control more fiefs than any other *player* in the kingdom (a parity) with peasant fiefs being irrelevant, or
- ➔ 0 gold otherwise.
- ➔ Controlling multiple castles in the same kingdom gives no additional gold.

If you **capture** a castle, immediately:

- ➔ Place the right-angle construction token next to it if it was a finished castle. Damage from the assault reduced it to unfinished status. If it was unfinished, it is not damaged further. You may finish it on a later turn for 6 gold.
- ➔ Draw 1 Conquest card as a bonus.
- ➔ Collect 15 gold from the treasury if that opponent still owns at least one other castle. Or if it was his only castle, then collect 30 gold and take his entire hand of cards and all his gold as a bonus.
- ➔ Muster and Deploy Armies into *any* of your castles using *any/all* gold you now have.

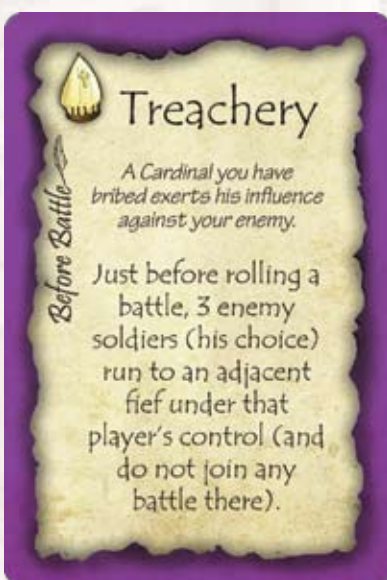
You may only build a castle in a kingdom if you do not already own one in that kingdom. But you can capture enemy castles, allowing you to own more than 1 per kingdom.



Cards and Papal Disfavor

Cards have a significant impact on the game. They can be played at many different times. When to play a card is printed vertically on the left edge. The timing of card play usually flows naturally, but you can use Initiative order to settle any timing conflict.

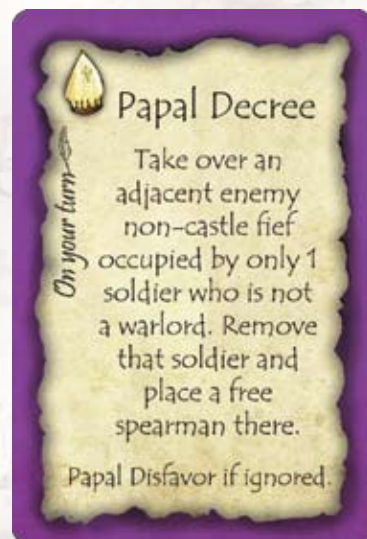
- When you play a card, it is discarded near its proper deck unless it says otherwise.
- Reshuffle a deck when it is exhausted.
- You cannot play any card to influence an interaction between 2 other players.
- If a card's text cannot be logically accomplished, the card cannot be played. Example: you cannot play Treachery against a completely isolated fief.
- If a card allows you to place soldiers in a fief, it must be one you either already control or are in the midst of attacking.
- "Collect gold" means from the Treasury.
- You can play 2 similar cards on the same interaction, but not 2 identical cards.
- You cannot play cards while dice are being rolled. However, you can play "On your turn" cards between battle rounds with the benefit only applying to the rest of the battle, not to what has already been rolled.
- If a card allows you to place/upgrade soldiers and you do not have any of that type in your supply, then collect gold from the Treasury equal to the amount of the missing soldier/upgrade (i.e. take 3 gold if you cannot upgrade a spearman to an archer because you are out of archers.)
- Text on a card supersedes standard rules.



"Papal Disfavor if ignored." is on the bottom of some cards. If one is played on you, you may choose to ignore the effects of the card (your agents foiled the attempt, or you disobeyed or otherwise angered the Church). If you ignore the effects, place that card face up in front

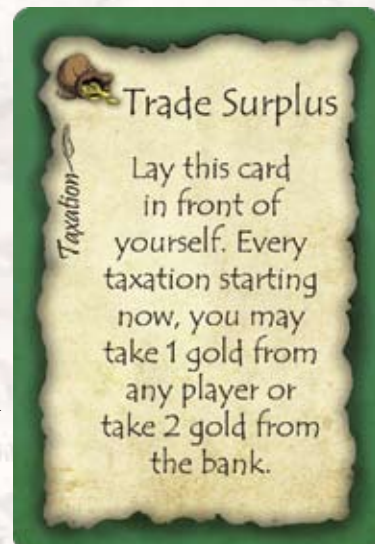
of you to show that you have a permanent Papal Disfavor against you. You cannot draw new Pope cards (but you can play them). If you ignore another Papal Disfavor card, take it in front of you as well. Now you also cannot draw Merchant cards (traders are unwilling to deal with you). If you ignore a third Papal Disfavor card, you also cannot draw Conquest cards (your military advisors have lost faith in you).

Papal Disfavor	Cannot draw
First card	Pope card
Second card	Merchant card
Third card	Conquest card



Alliances

While unofficial negotiations will certainly take place and table talk is encouraged, there are no true alliances in Warlords. You may not allow another player's army to pass through your fief. You may not give or trade gold or cards to another player with the exceptions of ransoming a captured warlord and cards like Trade Surplus.



Castle Summary

- Castles cost 6 gold to build (place a construction token). Later spend 6 gold to finish it (remove the token).
- During Taxation, castles provide 12 or 6 or 0 bonus gold depending on how much of its kingdom you own. Collect 12 gold for a finished castle if you control every fief, or 6 gold for any castle if you control more fiefs than any other player (ignore peasants), or 0 gold otherwise. This is in addition to the gold the fief produces.
- When attacked, soldiers in unfinished castles roll d10s (unless on mountains), and soldiers in finished castles roll d12s. Archers defending castles hit on 4+ while those attacking hit on 6+.
- Castles on mountains do not have a 15 soldier limit and roll d12 defense dice even if unfinished.
- The turn after a castle is built, you may place unlimited soldiers in it during Deploy Armies. Warlords and knights must always be Deployed to a castle. Captured Warlords are held in a castle.
- If you capture a castle, it becomes/stays unfinished. You draw a bonus Conquest card. You collect 15 bonus gold from the Treasury. You may Muster/Deploy soldiers into any of your castles. If it was his only castle, take his hand of cards, his gold, and take 30 bonus gold from the Treasury instead of 15.

Player Elimination

If your only castle is lost, you are not eliminated. You may resign and your soldiers remain in place (do not draw cards). If you play on, do *not* collect gold from fiefs during Taxation, but you *do* draw Pope and Conquest cards which may provide you with gold to Muster Armies. If you capture a castle, Taxation returns to normal.

After your only castle is lost, the conquering player may force your soldiers to become his vassals whether you resign or play on. To do this, during any Taxation phase he must pay gold to the Treasury equal to the value of all your soldiers on the map excluding mercenaries.

Once all your soldiers are destroyed or forced into vassalage, you are eliminated. The player who captured your only castle takes immediate control of your soldiers on the map, the fiefs they are on, your gold, your cards, and your army supply. If *he* captured your warlord, it is his where it stands. Your *other* captured warlords are returned to the supply. Any cards face up in front of you are discarded.

Alternate Scenarios

- 4 player difficult game, shorter game: Italy, Denmark, France, Hungary. Only those and Germany are in play.
- 3 player difficult game, shorter game: Denmark, Italy, Hungary. Only those plus Germany are in play.
- 3 player difficult game, longer game: Britain, Hispania, Hungary. Kievan Rus' and Latin Empire are not in play.
- Random kingdoms, or roll for choice.

For more info, visit www.ConquestGaming.com!

WARLORDS OF EUROPE

by Ken Griffin, Kyle Battle, and Russ Rupe
Conquest Gaming LLC © 2009

Original and Graphic Art
by Mark Churms (www.markchurms.com), Nathan Hood,
Russ Rupe, Travis Tye, Vickie Robey, and Ken Griffin

Playtesting
Jerod Hoyt, Steven Rungranont, Jeff Bennett, Scott
McCarty, Jeremy Williams, Troy Erb, Chris Tham
Prince Valiant by Dieter Steffmann (www.steffmann.de)

Index

Archers p.4
Battle p.4
Campaign Maneuvers p.4
Cards p.11
Castles p.10

Chips/unit limit p.9
Deploy Armies p.8
French 4 corners p.4, p.8
Group turns p.7
Individual turns p.4
Initiative p.8

Maneuver reserves p.6
Mercenaries p.9
Mountains p.9
Movement p.4, p.7
Muster Armies p.7
Naval lanes p.1
Papal disfavor p.11
Retreating p.5
Taxation p.7
Terrain types p.1, p.4
Warlords p.8-9
Winning p.7