

Warlords

Rules and Key

Play key

- 1 Buy & place units
- 2 Choose an action
- 3 Play out actions
- 4 Group scenario (if less than 3 fight have occurred)
- 5 Draw & play fate cards

1 Buy & place units

- A) Tally up gold for that round, collect gold from game master
5 gold per land, and 1 gold per 3 presents (round down) any other bonuses
- B) Buy and place new units on your lands
- C) Decide wich action you will do and set up action card

2 Choose an action

Team leaders gather, then fill out action card

- A) Attack an area **F**
Take the Attack a land card write down info on back
Land # of area you are attacking from and how many men
Land # of where you are attacking
- B) Root out spies **NF**
Take out the Root out spies card
- C) Move units around **NF**
Land and unit type to Land destination(as many as needed)
- D) Build defense **NF**
Take out the Build Defence Card
Land # of area you wish to fortify

***F**= *Fighting scenario*

***NF**= *Non- fighting action*

3 Play out any actions

- A) Attack an area
Choose teams- leader and seconds start on team
Take turns choosing left over people, if extra person, goes to odd men out
Attacker goal- One person must take and hold Land point for 15 seconds
Defender goal- Defend Land point
Attackers Rez point - On boarder of land attacking from
Defenders Rez point- 20 feet away from Land point
Defenders Land point- Any where on land area
Pull tokens to represent Soldiers & Presents
At any time either leader can call hold and retreat units, surrendering the win
Attacker can only send soldiers & hired mercenaries
Defender can use presents on land
If there are presents of Land half retreat with soldiers half go with Victor
If Spies are on land, all are lost
Tally up left over tokens and write down left over units
- B) Root out spies
Double the power of info for a tum, must have 2 spy points to glean secrets
- C) Move units around
Place as many units and types going to any land you own
- D) Build defense
Place 3 extra Soldiers on a specific land land

4 Group scenario

One scenario that all lords participate to gain advantages
No units lost outside this fight unless otherwise stated

5 Draw & play fate cards

Each Lord draws a fate card, then each plays out the scenario or follows directions

Units and stats

Units	Gold	Fight style
Peasents	3	Single 39" or under blade
Cannot transfer units to other lands, cannot send the units to attack		
Soldiers	5	Fight with area bonuses may use group gear
At step 1 take all soldiers & place them again		
Spies	10	Single dagger
Place 1 spy on land of your choosing		