



WARRIORS & TRADERS™

RULE BOOK

ÎLE-DE-FRANCE

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[Introduction]

You are a king in the Dark Ages who is about to embark upon a journey that will change history. Choose your country and forge its destiny.

Your capital is surrounded by barbarians settled on the lands, but you feel that in your hands these provinces could mean so much more. Your subjects trust that you will bring them prosperity and glory. Develop your production and engage into trade to gather precious resources that will allow you to claim the lands which are rightfully yours.

You may be a peaceful trader who fills the royal treasury with gold, but for the other kings your wealth is a temptation. You can build Forts to defend your lands or you can take fate in your own hands and prepare for battle.

As armies grow bigger and stronger, war is inevitable!

The time has come for wise kings to prove themselves as military leaders. Become a true warrior to defend your lands and test your forces not only against barbarians, but also against other enemy kingdoms.

Whether you strive to be a mighty warrior or a peaceful trader, the power is in your hands. Conquer your opponents or outwit them to build the most prosperous kingdom in the Dark Ages.

This is your chance to rewrite history!

Game objective

The aim of the game is to accumulate the largest number of Victory Points, by developing your country's Production, Trade and Military technologies, by conquering new provinces and defeating enemy armies.

Number of players and play time

Warriors & Traders™ is a board game for 2 to 6 players. The game is designed especially for 4 or 6 players to get maximum entertainment; however there are specific winning conditions for each number of players to keep the game balanced and interesting.

The game may also be played in alliance, with two teams of 2 or 3 players or three teams of 2 players, for an enhanced experience.

The game time depends on the number of players and on their knowledge of the game. If all players are new to the game, expect the game to take 2-4 hours. Experienced players should be able to reach winning conditions after 1½-2 hours.

[Game components]

Enclosed in the box you will find the following components:

Game board, double sided (Fig 1), with the map of Western Europe on one side and Eastern Europe on the other side.

Country Cards (8 for Western Europe and 8 for Eastern Europe - Fig 25 & 26) show the provinces belonging to a country, with their types and the order of play.

Province tokens (Fig 2) (one for each province on the map) provide information about the resources a province supplies, its type – Capital, Trade Center, Common or Contested – and the number of Victory Points that province brings to the owner.

Builder, Trader and Warrior (Fig 3) tokens are awarded to the most advanced player on Production, Trade or Military technology respectively.

Resource tokens (Fig 4) - players collect resources from the provinces they control and use them for building Forts, for building and feeding armies and for buying Victory Points.

Army, Princess and Fort tokens (6 colors) represent player forces and they are used to conquer new provinces and to defend them (Fig 5).

Play-mats and Development Tokens (Fig 6) – players keep track of their country's Production, Trade and Military development by placing Development Tokens on the Play-mat.



Figure 1 Game Board Maps: Western & Eastern Europe



Figure 2 Province Tokens



Figure 5 Army, Fort and Princess Tokens



Figure 3 Builder, Trader and Warrior Tokens



Figure 4 Resource tokens: Gold, Food, Products and Weapons



Figure 6 Play-mat and Development Tokens

Barbarian armies and **Forts** (Fig 7) represent the 'neutral' forces controlling provinces at the beginning of the game.



Figure 7 Barbarian armies and Forts Tokens

Victory Points tokens (Fig 8) are used to track the number of Victory Points that players accumulate. Players can buy Victory Points with Gold or get them as rewards for conquering provinces, defeating opposing armies and building Forts.



Figure 8 Victory Points Tokens

Info Cards (Fig 9) are a convenient way to quickly access the most important rules of the game. They are meant to speed up the game and help players avoid having to reference the rulebook frequently. They are printed in English, French, German and Dutch.



Figure 9 Info Cards

[Game setup]

Choosing the color

The armies (throughout this rule book, the term **army** will designate a single token depicting an Infantry, an Archer or a Cavalry), Forts and Princesses are separated by color. The units of one color consists of 4 Infantry, 4 Archers, 4 Cavalry, 4 Princesses and 8 Forts.

Each player should choose one color and stash all the units together. These are all the unit tokens that a player may use during the game.

Placing army tokens in the plastic stands

There are 100 plastic stands and significantly more tokens than could be inserted in them.



Figure 10 Placing army tokens in the plastic stands

The recommendation is to place them as follows:

- 33 Barbarian armies
- All 4 Princesses in each color (24 stands)
- Two Infantry units and one Archer in each color (18 stands)

These are the units most commonly used in the beginning of the game. As the game progresses, use the 25 plastic stands left to place the rest of the armies in them, without having to remove any other tokens from their stands. Leave the Barbarian and players' Forts out of the stands, they are more visible like this and they never need to be moved.

Choosing a country

The recommended option for beginners is to select their countries at random. To do this, first decide whether you will play either on Western or Eastern Europe. Then take the eight country cards associated with the map already chosen, shuffle them and place them face down on the table. Each player chooses one country at random.

More experienced players can decide on their own what countries they are playing, either for a balanced or for a more challenging game. For suggestions about how to choose your starting countries, please take a look at the *Optional Rules*.

Setting up the game board and army tokens

The map is double sided, so place face up either Western Europe or Eastern Europe, depending on what side you chose when selecting the countries. Next, place the Province tokens on the game board. Put each token on the province with the corresponding name. Capitals are easily recognizable by the tower drawn by the province symbol and on the associated province token.

Once the province tokens are set up, each player should identify the Capital province of his country and take possession of that specific province token. Then, each player should place one Fort and all four Princesses in their Capital. Place a Barbarian Fort in every other Capital and a Barbarian army in all the other provinces (Fig 12). At this stage, the map is all set up and ready for play.



Figure 11 Placing the province tokens on the map



Figure 12 Initial setup in the Capitals

Resources, Victory Points and Development Tokens

Separate all the tokens into their respective categories and place them on the table beside the game board so that players can reach them easily.

You should have the tokens divided first into **Resources, Victory Points and Development Tokens**. Separate then the resources into **Food, Products, Weapons and Gold**. Please pay attention, each resource comes with 3 tokens of different values, 1, 5 and 20.

Each player should start the game with the following resource tokens:

- 1 Gold
- 1 Food
- 1 Weapon

Fort Victory Points tokens are awarded to players controlling Forts. Every player starts with a Fort in their Capital, so every player should get one Fort Victory Points token. Hence, everyone starts the game with 6 Victory Points, 3 for controlling a Capital and 3 for having a standing Fort.

Play-mat and Development tokens

Each player gets a Play-mat which will be used to track the progress on the three development paths – Production, Trade and Military.

The Play-mat and each of these paths are described in detail under the *Technologies* section of this rulebook.

Every player will start the game with three Development Tokens to place on their Play-mat to start developing the country's technologies.

For the placement of your Development tokens, please see the examples on the Figure 13. These are NOT the only options available to you, you may put the Development Tokens in any way that suits your strategy.

Free for all vs. Allied Game

The game allows two types of play:

- free for all, where each player strives to achieve victory on his own
- allied game, where players establish alliances and can only win the game as a team

The allied game is recommended for people who have played the game at least once. To get more details on how to adapt the rules for alliances, please refer to the Allied Game section of the rulebook.

[Playing the game]

At the beginning of the first turn, place a Development Token on the 1 position of the Turn Marker track (Fig 14). Afterwards, advance the token to the next turn marker at the beginning of each subsequent turn.

The game finishes at the end of the 10th turn or whenever a player or a team reaches the winning condition. For more details, please refer to the *Victory Points* section of this rulebook or to the *Victory Conditions* Info Card.

Warriors & Traders™ is a turn based game. Each turn is divided into four phases (Fig 15). Phases are played out in order and the actions allowed in a given phase are final, they cannot be performed or undone in a later phase.

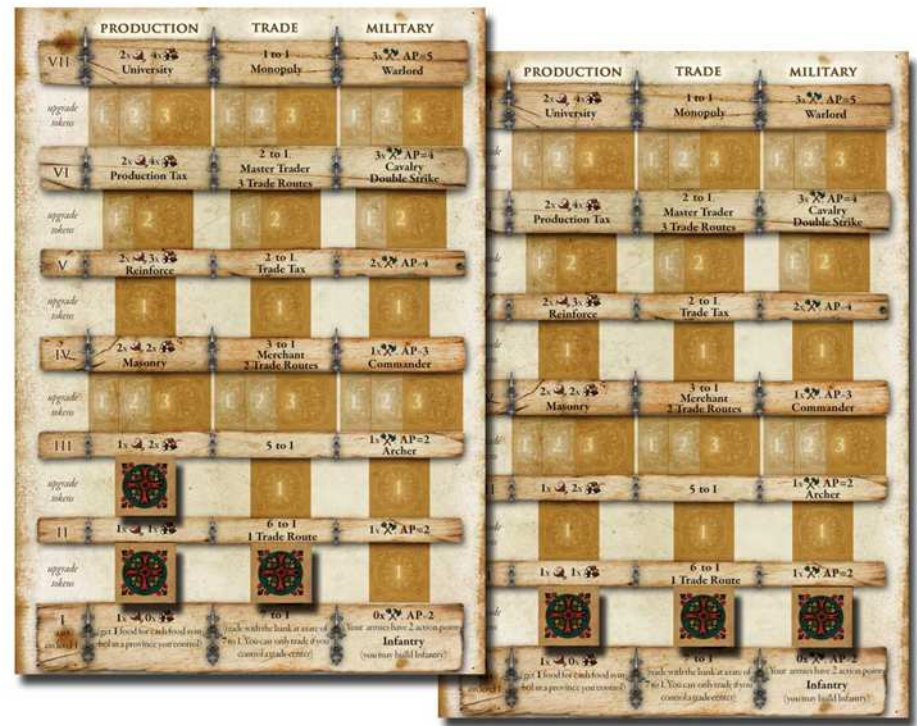


Figure 13 Example of how to place your Development tokens on the Play-mat



Figure 14 Turn marker

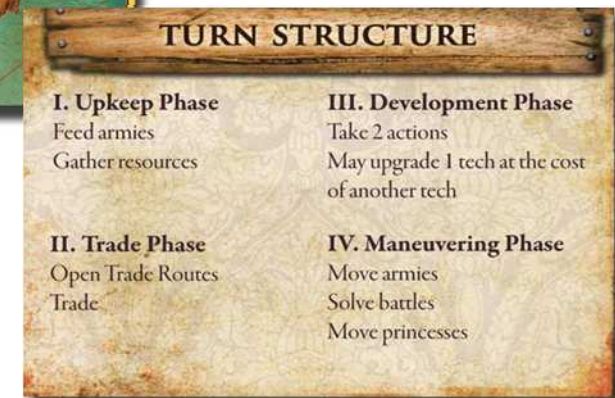


Figure 15 Info Card: Turn Structure

I. Upkeep phase

1. FEED ARMIES

The first step of the Upkeep Phase is to feed the armies. Each army has to be fed to survive, as follows:

- Infantry – 1 Food
- Archer – 2 Food
- Cavalry – 3 Food

Feeding armies is not mandatory. A player can choose to let his armies die by not feeding them.

Feeding an army means giving the necessary amount of Food tokens back to the bank. Players will do this in order, according to their Country numbers, from the lowest number to the highest number.

Princesses and Forts do not need to be fed. Every army that has not received the total amount of food required to survive dies immediately and is returned to the stash of the owning player.

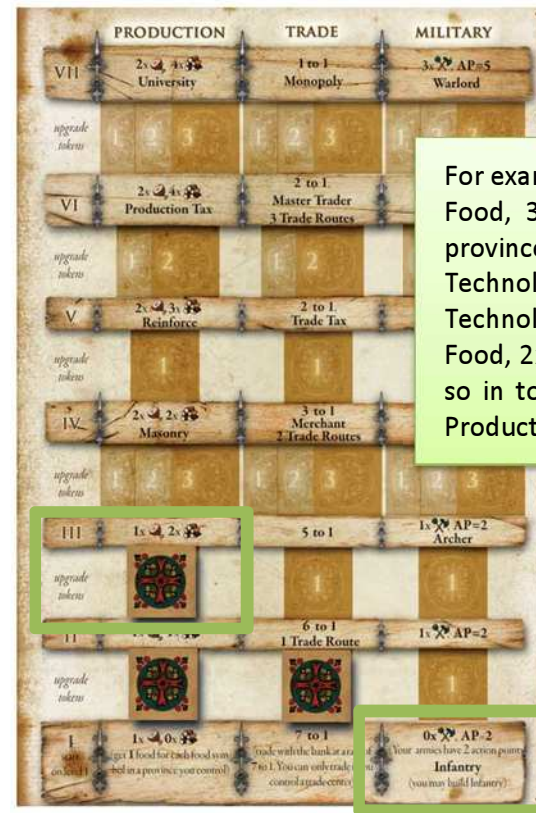
2. GATHER RESOURCES

The second step of the Upkeep phase is to gather resources. All players can do this at the same time.

The players should count the number of Food, Products and Weapons symbols on the provinces they own. Then, check the multiplier for each of them on the Play-mat. The multipliers for Food and Products are on the Production path and the one for Weapons is on the Military path. After having performed the necessary calculations, take from the bank as many resources as you are entitled to (see Fig 16 and the example next to it).

Although Gold cannot be obtained directly from the provinces, there are two abilities that allow players to collect Gold during this phase.

The Production Tax (Production technology) allows the player to get 1 Gold for each Capital he or she controls and the Trade Tax (Trade technology) 1 Gold for each Trade Center he or she controls.



For example (Fig 16), a player has in total 1 Food, 3 Products and 1 Weapon on his provinces and he is on Level 3 Production Technology and Level 1 Military Technology. His multipliers are 1x for Food, 2x for Products and 0x for Weapons, so in total that player will get 1 Food, 6 Products and no Weapons.



Figure 16 Example of how to gather Resources

II. Trade phase

Resources are the only items that can be traded. Only players that control a Trade Center may enter the Trade phase!

TRADING WITH THE BANK

Players can exchange with the bank at the rate given by the specific level on the Trade Technology path that each player has reached. A trade rate of X to 1 means that the player gives X resources of one type to the bank and gets back 1 of the desired type.

TRADE ROUTES

Players may also trade with each other. For two players to be able to trade, first a Trade Route must be opened by one of them.

The number of Trade Routes a player is allowed to open is set by the level reached on the Trade Technology path. Only the player **opening** the Trade Route is limited by his level on Trade technology. The only requirement for the other player is that he must control a Trade Center.

An open Trade Route only counts towards the total number of Trade Routes for the player who opened it. Once a Trade Route has been opened between the two countries, it cannot be closed and those two players are allowed to exchange any resources with each other at any rate.

There is no order of play during this phase. The Trade phase is declared over when all the players have agreed that they have finished trading.

III. Development phase

The first step in the Development phase is taking Actions, according to the order on the country cards.

1st ACTION

In order, from the lowest to the highest number on the Country Cards, players take one of the following Actions:

- Upgrade technology
- Build army
- Build Fort
- Upgrade army
- Declare war

Building armies and Forts and upgrading armies have an associated cost, which must be paid immediately and the specific unit must be placed on the map. For more details, please refer to the *Armies, Princesses and Forts* section and to the *Fort & Army Costs* section.

Upgrading a technology is done by taking one Development token from the bank and placing it on your Play-mat. Please see the *Technologies* chapter for a detailed explanation.

2nd ACTION

Once everyone has taken their first Action, players take a second Action, in reverse order, so from the highest to the lowest number on the Country

Cards. The last player who took the first Action will be the first player to take the second Action.

EXTRA ACTION

On each of the three technology paths, there is a level which allows players to take an extra Action. Again, from the lowest to the highest number on the Country Cards, each player takes **all** the extra Actions he is allowed to and desires to take.

UPGRADING ONE TECHNOLOGY AT THE COST OF ANOTHER

After all players have taken their Actions, respecting the same increasing order, players are allowed to move one Development Token, from the top level of one Technology to the top level of another (Fig 17).



Figure 17 Example of how to upgrade one technology at the cost of another

IV. Maneuvering phase

Players enter the Maneuvering phase one by one, from the lowest to the highest number on their Country Cards. During the Maneuvering phase, players can move their armies and battle.

Each player performs **all** the steps in the Maneuvering phase before giving away the turn to the next player. Each player first moves all his armies (it is not mandatory to move them), then solves all his battles and finally moves his Princesses.

1. MOVE ARMIES

The first step is to move their armies consisting of Infantry, Archers and Cavalry. All armies move at the same time, according to the level on the Military Technology and to the rules governing army movement, detailed under the *Armies, Princesses and Forts* section.

2. RESOLVING BATTLES

After all armies have moved, the battles are solved by assigning damage, retreating and destroying units. The details can be found under the *Armies, Princesses and Forts* section.

3. MOVE PRINCESSES

The Princesses may be moved once all the battles have been solved. They are **only** allowed to make **one** move to an adjacent province that is either free or controlled by that player. Once the last player has moved the Princesses, the Maneuvering phase is over.

End of turn actions (Down-keep)

The players who have reached level IV on the Trade Technology and, therefore, have the Merchant ability, are allowed to double their Gold at this stage.

At the end of each turn, due to the limited amount of space in each country's treasury, players are not allowed to stockpile more than 20 of each resource. Everything strictly above 20 goes back to the bank. Perform this **after** multiplying the gold with the Merchant ability.

[Technologies]

Play-mat and Development Tokens

In Warriors & Traders™, players can develop their countries by upgrading three technology paths, Production, Trade and Military. To keep track of your country's development, you will use the Play-mat (Fig 18).

To get to a certain level, every spot available below that level must be covered with a Development Token.

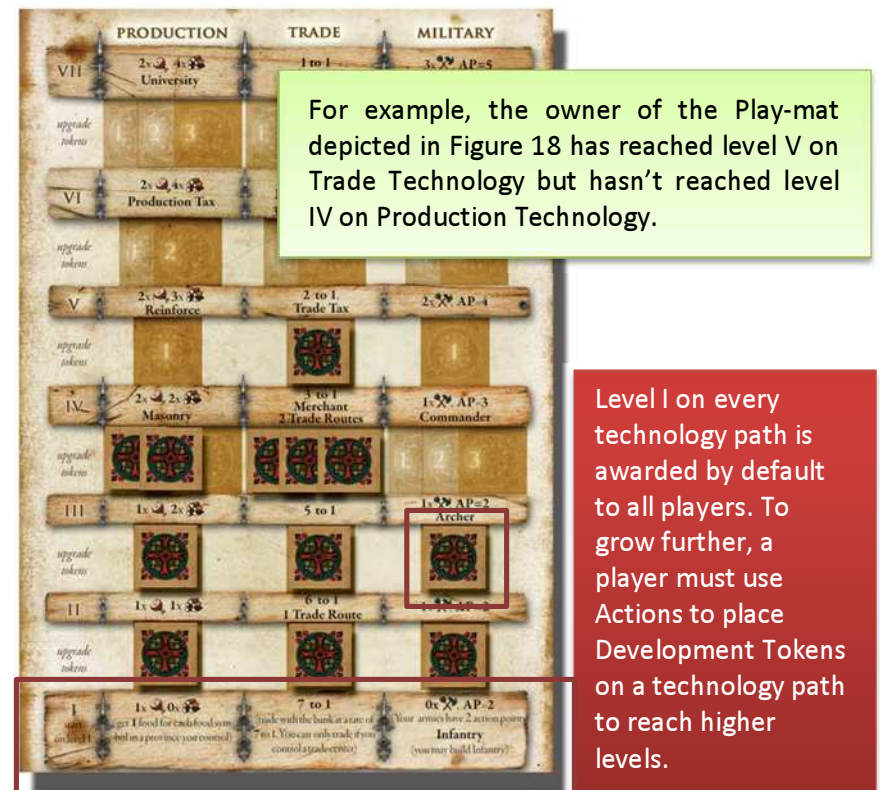


Figure 18 Play-mat & Development Tokens

The abilities on each technology path are cumulative. For example, a player who has reached level IV on Military has both the option of building Infantry and Archers.

Production Technology

Production Technology (Fig 19) mainly governs the amount of Food and Products players collect from the provinces they own.

The multipliers for both Food and Products are specified at each level, so the higher you get on this path, the more of these resources you will collect during the Upkeep phase.

Production Technology also comes with four special abilities (Fig 20):

MASONRY is acquired on level IV of the Production path and allows players to build Forts. During the Development phase, a player with this ability may spend one Action and pay 12 Products, 2 Food and 1 Gold to place a Fort in a province he or she already owns.

REINFORCE is acquired on level V of the Production path and allows players to upgrade their armies, regardless of the level of Military Technology they are currently at. During the Development phase, a player with this ability may spend one Action and pay the associated cost to upgrade one Infantry to Archer or to Cavalry, or to upgrade one Archer to Cavalry.

The cost of an upgrade is 7 Products/level, meaning that one Infantry upgraded to Archer or one Archer upgraded to Cavalry will cost 7 Products and one Infantry upgraded to Cavalry will cost 14 Products.

PRODUCTION TAX is a passive ability, acquired on level VI of the Production path. During the Upkeep phase, this ability allows players to collect 1 Gold for each Capital province they control.

UNIVERSITY is another passive ability acquired on level VII of the Production path that gives the player the option to take one extra Action during the Development phase. The extra Action provided by the University does not exclude any other extra Actions from different abilities, like Master Trader or Warlord.

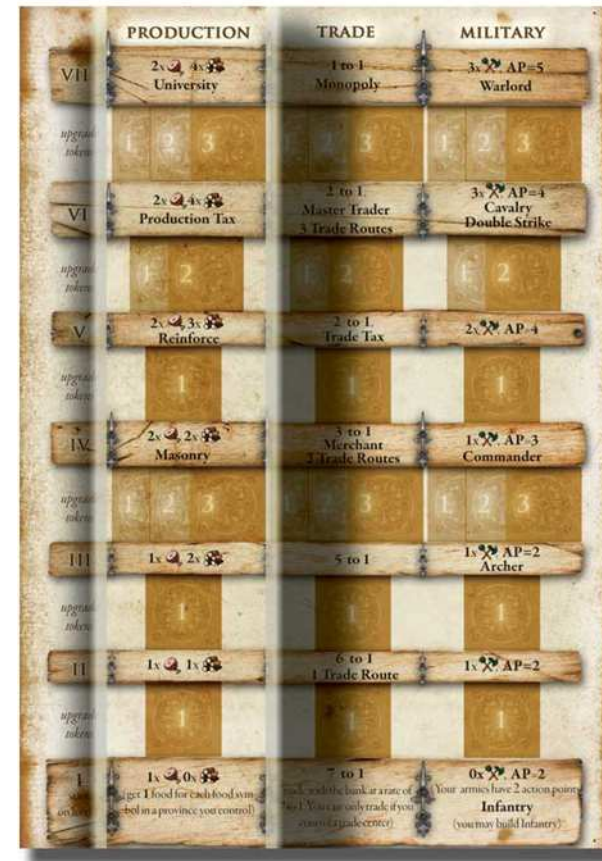


Figure 19 Production Technology on the Play-mat

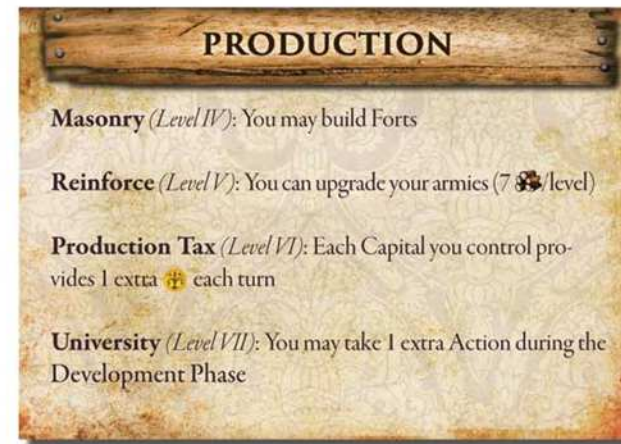


Figure 20 Info Card: Production

Trade Technology

Trade Technology (Fig 21) controls the efficiency at which players can trade resources with the bank and facilitates exchanges between players.

Upgrading Trade Technology allows players to get a better trade rate with the bank. This trade rate is written on the Play-mat for every level.

For a player to exchange resources with another player, one of the players has to open a Trade Route with the other player first. Upon reaching level II, a player may open his first Trade Route. At levels IV and VI a second and, respectively, third Trade Route may be opened. Once a Trade Route has been opened, it cannot be closed or rerouted towards a different player.

It is recommended that players keep track of the currently opened Trade Routes in writing, in order to avoid confusion.

Trade Technology also gives players access to four abilities (Fig 22):

MERCHANT is reached at level IV and allows the player to double his or her Gold at the end of each turn, during the down-keep.

TRADE TAX is a passive ability acquired on level V and allows the players to collect 1 Gold for each Trade Center they control during the Upkeep phase.

MASTER TRADER is available at level VI and gives the players the opportunity to buy **two** extra Actions during the Development phase of each turn. The cost of each extra Action is 5 Gold. The cost must be paid the moment the player takes the extra Action(s).

MONOPOLY is a passive ability on level VII of the Trade path. Once a player gets Monopoly, only the players that have this ability are allowed to trade with the bank and the other players. In other words, players who do NOT have Monopoly are not allowed to trade with the bank and with other players who do not have Monopoly. The players who do NOT have Monopoly are only allowed to trade with the players who possess this ability. There are no other advantages or restrictions for the players who have Monopoly (e.g. they still need a Trade Center to be able to trade).

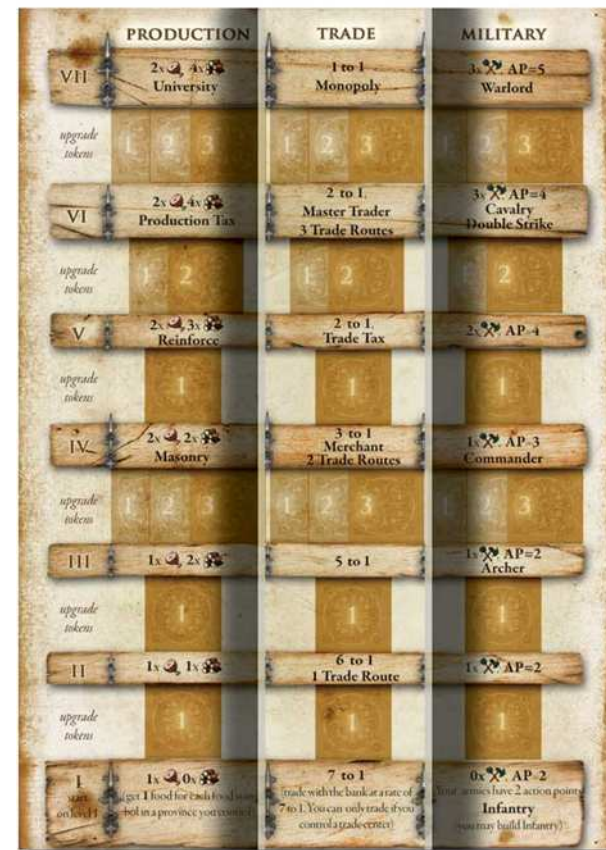


Figure 21 Trade Technology on the Play-mat

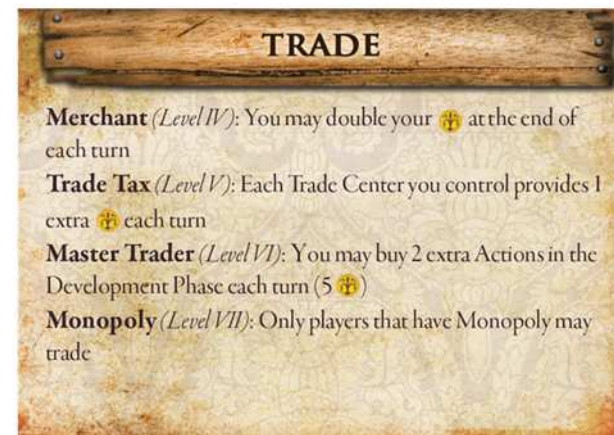


Figure 22 Info Card: Trade

Military Technology

Developing on Military Technology (Fig 23) allows players to build stronger armies, to get more Weapons and to be increasingly efficient in battle. On every level of the Military path there are always two things specified, the multiplier for Weapons and the number of Action Points for armies.

Military Technology also controls the type of armies that a player can build.

At level I of Military Technology, players are already allowed to build Infantry. During the Development phase of any turn, an Action can be spent to build one Infantry for its associated cost of 1 Weapon. This army will be placed in a territory the player already controls.

At level III, players get the ability to build Archers, with the associated cost of 2 Weapons and 1 Gold. At level VI, players are able to build Cavalry, the cost being 3 Weapons and 2 Gold. See also the *Fort & Army Costs* section and info card.

There are four abilities (Fig 24) available for players who develop the Military Technology path:

COMMANDER is a passive ability obtained at level IV which allows all the armies belonging to the specific player to retreat. For details please refer to the *Armies, Princesses and Forts* chapter in this rulebook.

DOUBLE STRIKE is a passive ability available at level VI. This gives the player's armies the option of engaging in a second Maneuvering phase immediately after the Solve Battles stage of the standard Maneuvering phase has ended. For the second maneuvering phase, armies can use any of their remaining Action Points which were not used in the standard Maneuvering phase. Princesses are moved at the end of the second Maneuvering phase.

PILLAGING is another passive ability at level VI that allows players to not have to feed their armies during the Upkeep phase.

WARLORD is a passive ability available at level VII which allows the player to take one extra Action to Declare War on another player. Also, players who have reached this level may build two armies using one Build Army Action. The cost for both armies must be paid.

	PRODUCTION	TRADE	MILITARY
VII	2x 4x University	1 to 1 Monopoly	3x AP=5 Warlord
VI	2x 4x Production Tax	2 to 1 Master Trader 3 Trade Routes	3x AP=4 Cavalry Double Strike
V	2x 3x Reinforce	2 to 1 Trade Tax	2x AP=4
IV	2x 2x Masonry	3 to 1 Merchant 2 Trade Routes	1x AP=3 Commander
III	1x 2x Archery	5 to 1	1x AP=2 Archer
II	1x 1x Archery	6 to 1 1 Trade Route	1x AP=2
I	1x 0x Archery	7 to 1	0x AP=2 Infantry (you may build Infantry)

Figure 23 Military Technology on the Play-mat

MILITARY
Commander (Level IV): Your armies can retreat
Double Strike (Level VI): Your armies may use 2 Action Points for battle
Pillaging (Level VI): Your armies do not need to be fed
Warlord (Level VII): You can declare war as an extra Action, once per turn. You may build two armies using one Build Army Action

Figure 24 Info Card: Military

[Countries and Provinces]

On the map you will be able to recognize Countries which are further divided into Provinces. The provinces are connected to each other by land borders or by sea connections.

A province belongs to a player if he has at least one army, one Princess or one Fort in that territory.

A Barbarian province is a province that is still populated by one or more Barbarian armies and/or a Barbarian Fort.

A free province is a province where there are no armies, Princesses or Forts whatsoever.

Each province has an associated Province Token. Whenever a player takes control of a province he or she must take possession of the associated Province Token and whenever the province is lost or vacated, the Province Token must be given to the conqueror or placed back on the map.

Every province has a number of Victory Points assigned to it. Please see the *Victory Points* section for details.

Types

There are several types of provinces:

- Capital – 3 Victory Points
- Trade Center – 2 Victory Points, allow players to Trade
- Contested – 1 Victory Point
- Common – 1 Victory Point

The type of each province can be recognized by the icon at the bottom of the province token, a tower for Capitals, a handshake for Trade Centers and a fire for Contested provinces. Common province tokens do not have any identification icon.

Country Unification and bonus

Whenever a player controls all the provinces belonging to his starting country (with or without **Contested** provinces), he or she may claim **Unification**. Unification only takes place during the Maneuvering phase. A player may declare Unification only once per game.

Immediately after Unification, a player will be awarded a number of Actions according to the number of provinces his united country consists of (Table 1).

Number of provinces in united country	Awarded number of Actions
3	2
4	3
5	5
6	7
7	9

Table 1 Unification Bonus

The minimum a unified country must contain is the Capital, the Trade Center and all Common provinces belonging to that country, and the maximum is the Capital, the Trade Center and all Common and Contested provinces.

The Actions awarded to the player in this case must be taken immediately. For further details, please look into the *Actions* chapter of this rulebook. If one or more of these Actions are Build Army, the armies summoned this way will only have Action Points the next turn.

Countries and provinces

You can find below the countries with their provinces and the order of play (Western Europe – Fig 25; Eastern Europe – Fig 26).



Figure 25 Western Europe: Countries, Provinces & Game Order



Figure 26 Eastern Europe: Countries, Provinces & Game Order

Connections between provinces

In the list below you will be able to find every province with all its neighboring provinces.

Western Europe

DENMARK

Sjælland – Slesvig, Fyn, Jylland, Pomerania

Fyn – Slesvig, Sjælland, Jylland, Friesland

Slesvig – Sjælland, Fyn, Friesland, Oldenburg

Jylland – Sjælland, Fyn, Orkney

Orkney (disputed between Scotland and Denmark) – Highlands, Jylland

Oldenburg (disputed between Germany and Denmark) – Palatinate, Brandenburg, Pomerania, Slesvig, Sjælland, Friesland

GERMANY

Brandenburg – Pomerania, Oldenburg, Palatinate, Bayern

Bayern – Brandenburg, Palatinate, Württemberg, Breisgau, Konstanz

Pomerania – Oldenburg, Brandenburg, Sjælland

Palatinate – Württemberg, Bayern, Brabant, Brandenburg, Oldenburg, Friesland, Bourgogne

Württemberg – Breisgau, Bayern, Palatinate, Bourgogne

Breisgau (disputed between Switzerland and Germany) – Konstanz, Bern, Bourgogne, Bayern, Württemberg

Oldenburg (disputed between Germany and Denmark) – Palatinate, Brandenburg, Slesvig, Pomerania, Sjælland, Friesland

FRANCE

Île-de-France – Anjou, Bourbon, Artois, Normandie

Anjou – Provence, Bourbon, Île-de-France, Normandie

Bourbon – Anjou, Provence, Île-de-France, Artois, Bourgogne, Bern, Genève

Provence – Genève, Bourbon, Anjou

Normandie – Anjou, Île-de-France, Artois, Calais, London, Wessex, Munster

Genève (disputed between France and Switzerland) – Provence, Bourbon, Bern, Schwyz

Artois (disputed between Burgundy and France) – Île-de-France, Normandie, Calais, Brabant, Bourgogne, Bourbon

ENGLAND

London – Wessex, Wales, East Anglia, Calais, Normandie

East Anglia – London, Wales, Yorkshire, Friesland

Wales – Yorkshire, East Anglia, London, Wessex, Ulster

Yorkshire – East Anglia, Wales, Dublin, Lothian

Wessex – London, Wales, Normandie, Munster
Ulster (disputed between England and Ireland) – Connaught, Dublin, Wales, Western Islands

Calais (disputed between Burgundy and England) – London, Vlaanderen, Brabant, Artois, Normandie

SWITZERLAND

Schwyz – Konstanz, Bern, Genève

Bern – Genève, Schwyz, Konstanz, Breisgau, Bourgogne, Bourbon

Konstanz – Schwyz, Bern, Breisgau, Bayern

Genève (disputed between France and Switzerland) – Provence, Bourbon, Bern, Schwyz

Breisgau (disputed between Switzerland and Germany) – Konstanz, Bern, Bourgogne, Bayern, Württemberg

SCOTLAND

Aberdeen – Lothian, Highlands, Western Islands

Highlands – Aberdeen, Western Islands, Orkney

Lothian – Aberdeen, Western Islands, Yorkshire

Orkney (disputed between Scotland and Denmark) – Highlands, Jylland

Western Islands (disputed between Ireland and Scotland) – Ulster, Connaught, Lothian, Highlands, Aberdeen

IRELAND

Dublin – Munster, Connaught, Ulster, Yorkshire

Connaught – Munster, Dublin, Ulster, Western Islands

Munster – Connaught, Dublin, Normandie, Wessex

Western Islands (disputed between Ireland and Scotland) – Ulster, Connaught, Lothian, Highlands, Aberdeen

Ulster (disputed between England and Ireland) – Connaught, Dublin, Wales, Western Islands

BURGUNDY

Vlaanderen – Friesland, Brabant, Calais, Yorkshire

Brabant – Vlaanderen, Friesland, Bourgogne, Palatinate, Artois, Normandie, Calais

Friesland – Vlaanderen, Brabant, Palatinate, Oldenburg, Slesvig, Fyn, East Anglia

Bourgogne – Brabant, Palatinate, Württemberg, Breisgau, Bern, Bourbon, Artois

Artois (disputed between Burgundy and France) – Île-de-France, Normandie, Calais, Brabant, Bourgogne, Bourbon

Calais (disputed between Burgundy and England) – London, Vlaanderen, Brabant, Artois, Normandie

Eastern Europe

AUSTRIA

Wien – Steiermark, Salzburg, Moravia, Ratibor, Košice

Salzburg – Tirol, Steiermark, Wien, Moravia, Praha

Tirol – Salzburg, Steiermark, Praha

Steiermark – Tirol, Salzburg, Wien, Sopron, Pécs, Slavonija, Istria

Moravia (disputed between Austria and Bohemia) – Wien, Salzburg, Praha, Bohemia, Ratibor, Košice

Istria (disputed between Croatia and Austria) – Dalmacija, Slavonija, Steiermark

BOHEMIA

Bohemia – Praha, Moravia, Ratibor, Silesia

Praha – Bohemia, Moravia, Salzburg, Tirol

Ratibor – Bohemia, Moravia, Wien, Košice, Kraków, Silesia

Košice – Ratibor, Moravia, Wien, Sopron, Budapest, Kraków, Silesia

Moravia (disputed between Austria and Bohemia) – Wien, Salzburg, Praha, Bohemia, Ratibor, Košice

Silesia (disputed between Bohemia and Poland) – Bohemia, Ratibor, Košice, Kraków, Warszawa, Gdańsk

POLAND

Warszawa – Kraków, Lubelskie, Mazowsze, Gdańsk, Silesia

Kraków – Warszawa, Lubelskie, Carpathia, Budapest, Košice, Ratibor, Silesia

Lubelskie – Mazowsze, Warszawa, Kraków, Carpathia

Gdańsk – Mazowsze, Warszawa, Silesia

Mazowsze – Gdańsk, Warszawa, Lubelskie

Silesia (disputed between Bohemia and Poland) – Bohemia, Ratibor, Košice, Kraków, Warszawa, Gdańsk

Carpathia (disputed between Poland and Hungary) – Lubelskie, Kraków, Budapest, Partium, Moldova, Basarabia

HUNGARY

Budapest – Partium, Sopron, Košice, Kraków, Carpathia

Partium – Budapest, Sopron, Banat, Transylvania, Moldova, Carpathia

Sopron – Budapest, Partium, Transylvania, Banat, Pécs, Steiermark, Wien, Košice

Pécs – Sopron, Banat, Vojvodina, Slavonija, Steiermark

Carpathia (disputed between Poland and Hungary) – Lubelskie, Kraków, Budapest, Partium, Moldova, Basarabia

Transylvania (disputed between Hungary and Romania) – Partium, Sopron, Banat, Oltenia, Valahia, Moldova

ROMANIA

Valahia – Moldova, Basarabia, Dobrudja, Tarnovo, Oltenia, Transylvania

Moldova – Valahia, Basarabia, Carpathia, Partium, Transylvania

Basarabia – Valahia, Moldova, Carpathia

Oltenia – Valahia, Transylvania, Banat, Vojvodina, Vidin, Tarnovo

Banat – Oltenia, Transylvania, Partium, Sopron, Pécs, Vojvodina

Transylvania (disputed between Hungary and Romania) – Partium, Sopron, Banat, Oltenia, Valahia, Moldova

Dobrudja (disputed between Romania and Bulgaria) – Basarabia, Valahia, Tarnovo, Bulgaria

BULGARIA

Bulgaria – Rumelia, Dobrudja, Tarnovo, Vidin, Kosovo, Makedonija

Rumelia – Bulgaria

Tarnovo – Bulgaria, Dobrudja, Valahia, Oltenia, Vidin

Vidin – Bulgaria, Tarnovo, Oltenia, Vojvodina, Beograd, Kosovo

Dobrudja (disputed between Romania and Bulgaria) – Basarabia, Valahia, Tarnovo, Bulgaria

Makedonija (disputed between Bulgaria and Serbia) – Bulgaria, Kosovo, Zeta

SERBIA

Beograd – Kosovo, Vidin, Vojvodina, Bosnia, Ragusa

Kosovo – Zeta, Makedonija, Bulgaria, Vidin, Beograd, Ragusa

Vojvodina – Beograd, Vidin, Oltenia, Banat, Pécs, Slavonija, Bosnia

Zeta – Makedonija, Kosovo, Ragusa

Makedonija (disputed between Bulgaria and Serbia) – Bulgaria, Kosovo, Zeta

Ragusa (disputed between Serbia and Croatia) – Zeta, Kosovo, Beograd, Bosnia

CROATIA

Dalmacija – Bosnia, Slavonija, Istria

Slavonija – Dalmacija, Bosnia, Vojvodina, Pécs, Steiermark, Istria

Bosnia – Dalmacija, Slavonija, Vojvodina, Beograd, Ragusa

Ragusa (disputed between Serbia and Croatia) – Zeta, Kosovo, Beograd, Bosnia

Istria (disputed between Croatia and Austria) – Dalmacija, Slavonija, Steiermark

[Actions]

Players take Actions during the Development phase of each turn, with the exception of the Unification event.

An Action may consist of one of the following options:

Upgrade technology

Upgrading a technology means taking one Development Token and placing it on the Play-mat in the next available space on one Technology tree. If a new technology level is reached, the abilities of the new level are available immediately.

The first example on Figure 27 shows the correct way of placing a Development token on the Play-mat while the second example shows an incorrect way.



Figure 27 Examples of correct and incorrect ways of placing the Development token

Build army

Another way to spend an Action is to build one Army. According to your level on Military technology you will be allowed to build an Infantry, an Archer or a Cavalry. You must immediately pay the associated cost and then place the army in a province you already own. You will get to move it during the Maneuvering phase.

Build Fort

Spending an Action to build a Fort means that you have already reached level IV on Production technology. You will pay the associated cost immediately and place the Fort on a province you already own.

Remember that you are only allowed to build one Fort per Action and there is a limit of **two Forts per province**.

Upgrade army

You are allowed to upgrade armies after you gain the **Reinforce** ability (level V on Production technology). The cost of an upgrade is 7 Products/level. One Infantry upgraded to Archer or one Archer upgraded to Cavalry will cost 7 Products and one Infantry upgraded directly to Cavalry will cost 14 Products.

The way your new army moves and battles is still governed by your Military technology level.

Declare war

An Action may also be spent on Declaring War against another player. From that point on until peace conditions are reached, the two players are at war and may attack each other. For details about war rules, please check the *War* section.

[Armies, Princesses and Forts]

Armies are used for conquering new provinces and for keeping them under your control.

Armies come into the game during the Development phase of a turn, after a player takes a Build Army Action and pays the required cost (Fig 28), and they move and battle during the Maneuvering phase. For more details, consult the *Actions* and *Fort and Army Costs* sections of the rulebook.

Armies, Princesses and Forts have power and toughness (Fig 29). The power represents the amount of damage they inflict in battle and the toughness is the amount of damage they can take before dying. Toughness will also be further referred to as life.

Action Points

According to the player's level on Military technology, an army has a certain amount of Action Points. During the Maneuvering phase, each Action Point may be converted to movement (into an adjacent province) or battle. Only one of the Action Points may be used for battle (except for armies that belong to a player that has Double Strike on Military technology, where 2 Action Points may be used for battle).

Defending

Every time a province is attacked, all the units (except retreated ones) in that province are able to retaliate.

Moving armies

A player's armies may be moved freely between his provinces and they may also cross borders into free provinces. Every movement costs one Action Point.

Armies may move into Barbarian provinces, provided that they have at least one Action Point left for battle. Once an army has entered a Barbarian province, it is forced to battle and may not move again that turn.

In times of peace, an army may not move onto another player's province. If the two players are at war, each player's armies may move into the provinces belonging to the opponent. These movements are governed by the same rules as moving into a Barbarian province.



Figure 28 Info Card: Fort & Army Costs



Figure 29 Power & Toughness

Armies under the control of a player with Double Strike ability may move and battle again if they survived the first battle and have enough remaining Action Points.

Resolving battles

When two players are at war and the armies of one of these players enter a province controlled by the other player a battle takes place. When armies belonging to a player enter a Barbarian province a battle also takes place.

At the same time, both the attacker and the defender will assign damage to the enemy units equal to the total power of their armies. This damage can be distributed in any way among enemy units (see Fig 30).

Once the damage is assigned, the units without the ability to retreat die if they have 0 or less life left. Units with the ability to retreat:

- die if their life has been brought to -1 or less
- retreat if their life is exactly 0.

Details of how armies retreat can be found under the *Retreating rules* and the *Barbarians retreat* rules sections.

If, after battle, units of both attacker and defender are left in the province where the battle took place, the attacker will move all his surviving units out to an adjacent province which belongs to him or is free. If there is no such province available, those units die and are returned to the owner's stash. All the units moved this way lose their remaining Action Points for this turn. Armies surviving a battle will keep the damage on them until the end of turn

In the example here (Fig 31), blue player (level VII on Military technology) attacked with 2 Archers a province where red player (level IV on Military technology) already had one Infantry and one Cavalry.

After the damage is assigned, blue has one Archer left in the province and red has one Infantry. In this case, blue must move his Archer out and that Archer will lose its remaining Action Points for this turn.

At the end of every turn, all existing damage on units, whether belonging to players or Barbarians is removed.

and all additional damage they suffer during the same turn will cumulate. Barbarians, as neutral armies, have a preset way of assigning damage and retreating, please see the *Barbarians* section of this rulebook.

Whenever a player destroys enemy units or Barbarian units, he is awarded Victory Points for the kill. Please see the *Victory Points* section for details.



Figure 30 Resolving battles

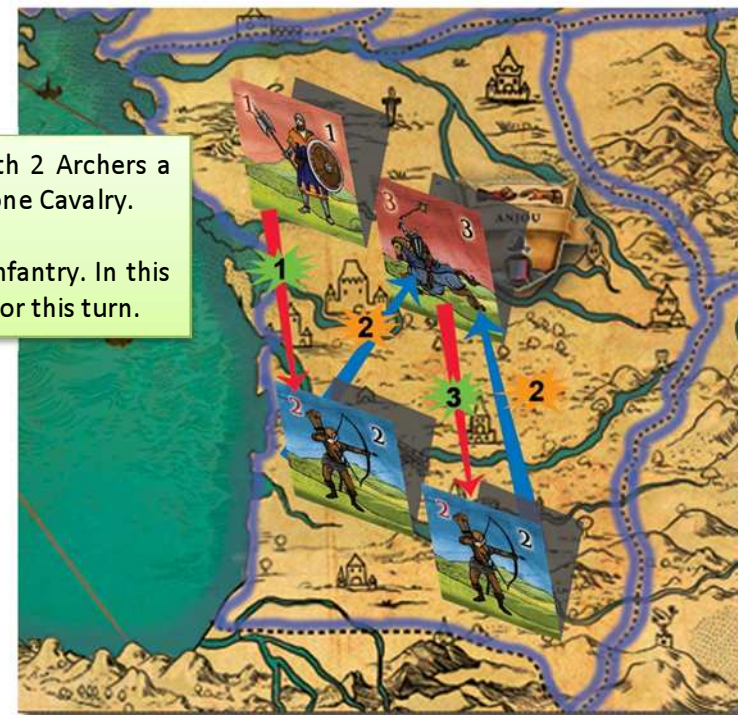


Figure 31 Resolving battles

Retreating rules

Retreating armies of a player will move to a province adjacent to the one where the battle took place. This province must belong to that player or must be free. If none of the options is available, those armies die.

If armies belonging to both the attacker and the defender must retreat, the attacker retreats first.

The armies belonging to a player are able to retreat as soon as that player reaches level IV on Military Technology, gaining the **Commander** ability.

Player's armies retreat whenever they are dealt cumulated damage equal to their toughness, such that their life is reduced **exactly** to zero.

After a battle, the armies belonging to a player that are forced to retreat will do so all **together** to the same province. Retreated armies lose all their remaining Action Points.

Once an army has retreated, it is placed sideways to signify this. Any additional damage suffered by this army during the same turn will cause it to die.

At the end of each turn, after all players have finished their Maneuvering phases, retreated armies still in play are returned to normal.

Princesses

Princesses come into play at the very beginning of the game and they are all placed together in the starting Capital province of each player.

A player's Princess may only move once per turn to an adjacent free province or an adjacent province belonging to that player.

Princesses may **never** retreat. Once a Princess is assigned damage, she dies and is removed from the game. The player who kills an opponent's Princess gets 1 Victory Point.

Forts

Forts may be built during the Development phase by players who have attained the Masonry ability (level IV on Production Technology). For more details, consult the *Actions* section of this rulebook.

Whenever Forts are placed on the map, Victory Points are awarded to the owner. When a Fort is destroyed, it is returned to the owner's stash and the player who destroyed it gains 3 Victory Points. Please see the *Victory Points* section for more details.

There can be at most **two** Forts in one province. Forts may never be moved and they provide protection for Princesses in battle. They do **not** provide protection to armies.

Princesses are protected by Forts in the same province. Once enough damage has been assigned to destroy the Forts, the remaining damage may be assigned to the Princesses.

[Barbarians]

Barbarians are the neutral units who populate the map at the beginning of the game. They do not have Action Points and do not move, but they always have the ability to retreat.

Barbarian armies have variable power and toughness, growing throughout the game. The Barbarians' power and toughness are equal to:

- 1 for turns 1, 2 and 3
- 2 for turns 4, 5, 6 and 7
- 3 for turns 8, 9 and 10

Barbarian retreat rules

Barbarian armies from a province always retreat according to the following rules, in order:

- To a free province in the same country
- To a Barbarian capital in the same country
- To a Barbarian Trade Center in the same country
- To another Barbarian province in the same country
- To a free province in a different country
- To a Barbarian capital in a different country
- To a Trade Center in a different country
- To another Barbarian province in a different country

In case the province under discussion is a Contested province, “the same country” is defined as follows:

- The country of the attacker, if the Contested province belongs to the country of the attacker
- One of the two countries disputing that province otherwise (attacker’s choice)

If two or more provinces of the same type are available (e.g. two free provinces), the attacker chooses where the Barbarians retreat to.

If there are no options for a Barbarian army to retreat, that army is removed from the game without awarding Victory Points to the attacker for the kill (that unit was not destroyed by the attacker, but, having nowhere to retreat, was instead removed from the game).

Damage assignment

Barbarians have a fixed way of dealing damage. Barbarians units in a province will assign their damage as follows:

- To kill the largest attacking army possible (first Cavalries, followed by Archers, than Infantries); they will do so until there is not enough damage left to destroy another army
- To make the largest remaining army retreat
- The rest of the damage against the largest remaining army

For example (Fig 32), a province containing one Barbarian Fort and one Barbarian army is attacked, during the fifth turn of the game, by a player with the Commander ability, with three Infantry units and one Cavalry. Barbarian forces deal a total of 7 damage. Barbarians will deal 4 damage to the Cavalry (dies), 2 damage to one of the Infantry units (dies) and 1 damage to another Infantry (retreats).



Figure 32 Example of how Barbarians assign damage

In the second example (Fig 33), a province with 3 Barbarian armies is attacked by a player during the third turn. The attacker has the Commander ability and his armies are one Infantry, one Archer and one Cavalry. The Barbarians can deal a total of 3 damage (1 damage each), which is not enough to kill the Cavalry because of its ability to retreat. The Barbarian armies will instead all deal damage to the Archer, killing it.



Figure 33 Example of how Barbarians assign damage

[War]

Two players are at war immediately after one of them uses an Action to Declare War on the other. During a war between two players, they are allowed to attack each other.

A war ends as soon as one of the following conditions is reached:

- Players reach a peace agreement
- The end of a turn during which no damage was dealt as part of the war
- At the end of three turns, including the turn when war was declared

In the unlikely case where players A and B are at war and one of them (A) declares war again against the second (B), the 'new' war ends the 'old' one and the 'new' war may go on for another three turns.

[Allied Game]

Allied games are recommended for players who have already played the game at least once and are familiar with the rules. The strategy is more complex in an alliance game than in a 'free for all' game.

An Allied game may be played with 4 players (2 vs. 2) or with 6 players (3 vs. 3 or 2 vs. 2 vs. 2). Alliances may be decided before or after players draw or choose countries, but before the beginning of the first turn.

There are a few minor changes in the rules for allied games:

- Players may move units through allied provinces as if they were their own
- Players may build their own armies into allied provinces and may also upgrade armies of allies (the upgraded armies will still belong to the ally)
- Players may **not** build Forts in provinces belonging to their allies
- War takes place between alliances, so it is enough for one player from an alliance to declare war on another alliance. All players from the first alliance are then at war with every player from the second alliance.
- Winning is no longer individual, the alliance wins as a team. For details please consult the *Victory Points* section.

[Victory Points]

Accumulating Victory Points (VP) is the purpose of the game and the way to victory. You can gain VP in many ways (Fig 34). Depending on the type of game you are playing, reaching a certain number of Victory Points means winning the game!

Conquering provinces – every Capital you control is worth 3 VP, each Trade Center 2 VP and any other province is worth 1 VP. As long as you control the Province token, the Victory Points are yours.

Building Forts and keeping them in the game – every Fort you have standing is worth 3 VP, so, when you build it, take one Fort Victory Point token. You lose those points when the Fort is destroyed.

Killing enemy units – every killed Princess is worth 1 VP, every Infantry 1 VP as well, every Archer 2 VP and every Cavalry 3 VP. Take the VP tokens accordingly. You cannot lose these Victory Points.

Killing Barbarians – every killed Barbarian army is worth 1 VP.

Destroying Forts – every destroyed Fort is worth 3 VP, whether the Fort belongs to another player or is Barbarian. Do not mistake these VP with the special tokens for building Forts.

Buying Victory Points – during the Trade phase of any turn, you may spend Gold to buy Victory Points. Every VP costs 10 Gold.

Builder, Trader and Warrior – they are worth 3 VP each and are awarded to the player who is the most advanced on Production, Trade and Military respectively. In case of a tie, the token remains unassigned. It is possible for the same player to own all three tokens!

Victory conditions

Victory is achieved by the player(s) or alliance(s) with the most Victory Points at the end of:

- the turn during which a player/alliance has surpassed the amount required for victory
- 10th turn

The number of VP required to achieve victory before the end of the 10th turn is detailed in the Tables 2 and 3:



Figure 34 Info Cards: Allied Game Victory Conditions & Victory Conditions

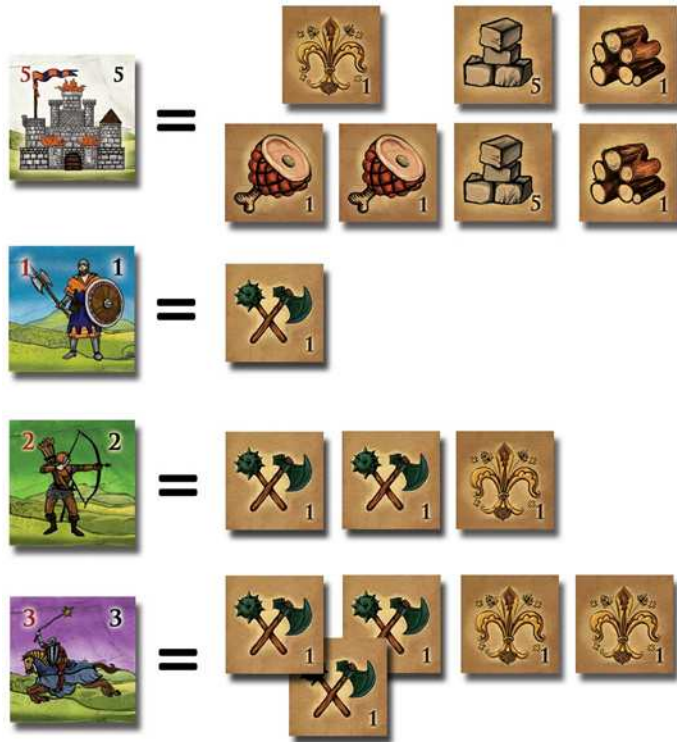
Free for All (no. of players)	Victory Points
6	27
5	30
4	33
3	37
2	42

Table 2 Victory Conditions for 'Free for All' Game

Allied Game	Victory Points
3 vs 3	75
2 vs 2	65
2 vs 2 vs 2	55

Table 3 Victory Conditions for Allied Game

[Fort & Army Costs]



[Optional rules]

Variable turn order

For players who feel that the fixed turn order is too restrictive, there is an alternate rule allowing a play system with a variable turn order.

For keeping the alternate turn order, please print the images in Figure 36. They are available for download on <http://www.warriorsandtraders.com> and on the BoardGameGeek page of the game.

At the beginning of the first turn, place a Development token on the image of the country with the smallest number from the countries in play.

For the first turn, the order of play is still defined by the numbers on the players' country cards.

At the beginning of each subsequent turn, move the token onto the image of the next country in play. The player owning that country becomes the first player. The other players follow in counterclockwise order, according to the image in Figure 35 at the end of this Rule Book.

For example, let's assume a 4-player game on the Eastern Europe map. The players control Romania (2), Austria (5), Croatia (6) and Bulgaria (8). At the beginning of the first turn, the Development token used to keep track of the turn order is placed on Romania. The country order for the first turn is Romania, Austria, Croatia, Bulgaria. At the beginning of the second turn, the token is moved counterclockwise onto Austria. The country order in turn number two is Austria, Croatia, Bulgaria, Romania. At the beginning of the third turn, the turn order token is moved onto Croatia. The country order in turn number three is Croatia, Bulgaria, Romania, Austria. The process continues the same way until the end of the game.

2 and 3-player game

For a 2 or 3-player game, the map is quite large, which limits player interaction and conflict when played with a low number of players. Those who enjoy a Euro-game style of play can still use the whole map of Eastern or Western Europe to play on.

The players who enjoy more a game with the possibility of military conflicts, there are a few options they can try.

2-player game

The best option for a conflict rich game is by limiting the access on the game board. To do this, players have the following options:

- Play in England and Scotland only. Limit the access to the following provinces: London, Wessex, Wales, East Anglia, Yorkshire, Lothian, Aberdeen, Highlands, Western Islands and Orkney. Western Islands and Orkney belong only to Scotland and they are no longer contested provinces and are therefore required for Unification. When declaring Unification, England

may no longer include Calais and Ulster, since they are not accessible. This is an option extremely prone to conflict and it will be difficult to reach the number of Victory Points necessary to win before the end of the 10th turn!

- Play in England, Scotland and Ireland only. Limit the access to the provinces belonging to those countries, including the contested ones. Calais remains inaccessible. Players should have as starting countries Ireland and Scotland. The only contested province in the game will be Western Islands (between Scotland and Ireland), while Orkney and Ulster are no longer contested and they must be included in the Unification event.
- Play in Croatia, Serbia and Bulgaria only. Limit the access to the provinces belonging to those three countries, including the contested ones. Dobrudja remains inaccessible. Players should have as starting countries Croatia and Bulgaria. Istria and Ragusa are mandatory for Unification of Croatia and Makedonija is mandatory for the Unification of Bulgaria.

Since Trade Routes can no longer be used in the traditional way, they can be used as follows:

- 1st Trade Route (if not opened with the opposing player) will provide 1 Product per turn
- 2nd Trade Route (if not opened with the opposing player) will provide 1 Product or 1 Weapon per turn
- 3rd Trade Route (if not opened with the opposing player) will provide 1 resource of the player's choice per turn, including Gold

3-player game

The options for a 3-player game rife with conflict follow the same vein as the 2-player game options. The choices for limiting access on the map are the following:

- Play in England, Scotland and Ireland only. Limit the access to the provinces belonging to those countries, including the contested ones. Calais remains inaccessible.. The only contested province in the game will be Western Islands (between Scotland and Ireland), while Orkney belong solely to Scotland and Ulster solely to Ireland. They must be included in the Unification

event. England has no contested provinces. This is an option extremely prone to conflict and it will be difficult to reach the number of Victory Points necessary to win before the end of the 10th turn!

- Play on the Western Europe map excluding any provinces which are not on the mainland. Exclude all provinces belonging to Ireland, Scotland and England, with the exception of Calais which remains in play, belonging only to Burgundy (necessary for Unification). Players should start from Burgundy, Denmark and Switzerland.
- Play on the Eastern Europe map, excluding all the provinces belonging to Bulgaria, Serbia and Croatia, with the exception of Istria which remains in play. Istria is mandatory for the Unification of Austria. Players should start from Austria, Poland and Romania.

Trade Routes can also be used to get resources:

- 1st Trade Route (if not opened with another player) will provide 1 Product per turn
- 2nd Trade Route (if not opened with another player) will provide 1 Product or 1 Weapon per turn
- 3rd Trade Route (if not opened with another player) will provide 1 Product, 1 Food or 1 Weapon per turn

[FAQ]

GENERAL

Q: What happens if a player leaves the game?

A: In an 'allied game', the game ends. If the teams decide to still award a victory, Victory Points are counted and the team with the most VP wins. In a 'free for all' game, there are two options:

- stopping the game, counting VP and awarding victory
- continuing the game, provided that the player who left did not favor any of his opponents

The decision belongs to the players still in the game. If they choose to continue, all the resources and VP belonging to the player who left are returned to the bank, all the Province tokens are put back on the map and his/her armies and Forts behave like and are treated as Barbarians.

Q: We are running out of time. How can we end the game early in a fair way?

A: Decide on a time or turn limit and whoever has the most VP at that point wins.

Q: Where can I find more information about the game? What about rules in a different language?

A: You will find info in more languages on the CD inside the game box and online at www.warriorsandtraders.com

UPKEEP PHASE

Q: If I have only one Food left, can I feed a Cavalry with it and downgrade it to an Infantry?

A: No, an army must be fed according to the rules, otherwise it will die.

Q: If I have enough Food to feed all my armies, can I choose not to feed some or all of them?

A: Yes, but those armies will starve and die.

Q: Can I first gather my resources and then feed my armies?

A: No, the order of a turn must be strictly obeyed.

DEVELOPMENT PHASE

Q: May I build more than one army with one Action, if I have resources to build more?

A: No, one Build army Action allows you to build exactly one army, with one exception. The Warrior ability on Military technology lets players build two armies with one Build army Action.

Q: I've just upgraded my Production technology to level IV, which allows me to get more Food. Can I collect the difference?

A: No, gathering resources only occurs during the Upkeep phase, you upgraded your technology during the Development phase and you are not allowed to go back. You will benefit from this the next turn.

Q: I've just upgraded my Production to level IV with my first Action. Can I use my second Action to build a Fort?

A: Yes, you benefit from upgrading a technology from that very moment on.

Q: May I upgrade an army of another player in a 'free for all' game?

A: No.

Q: I have taken my first Action and someone declared war against me afterwards. Can I go back and change my Action?

A: No, all you can do is to react with your second and extra Actions.

TRADE

Q: I am on level I on Trade technology. Can someone open a Trade Route with me?

A: Yes. The only player who needs to worry about being compliant is the one opening the Trade Route, all you need to do is control a Trade Center.

Q: I forgot to exchange some resources during the Trade phase, which is now over. Can I still trade?

A: No.

Q: I am on level I on Trade technology so my trade rate with the bank is 7 to 1. Can I give 3 Weapons and 4 Products for 1 Gold?

A: No, you can only exchange 7 resources of the same type for 1 of another type.

Q: I have the Merchant ability. It is the end of the turn and I have 15 Gold and no other resources, so I will double my Gold and have 30. What happens then?

A: You will return to the bank everything above 20. Having less than 20 items of one resource does not grant you the option to carry over to the next turn more than 20 of a different resource.

ARMIES AND BATTLE

Q: I have two armies and I want to attack a Barbarian province. Both my armies have Action Points (AP) to get there, but only one has enough AP left for battle. Can I enter with both of them and battle with only one?

A: No, every army entering a Barbarian province must have AP left for battle. The same rule applies when you attack another player's province during war, all your armies entering the enemy province must have at least 1 AP left for battle.

Q: I have the Double Strike ability and my Cavalry has just won a battle against a Barbarian with 2 power. It has 1 life left and I want to attack with it again. How much damage will my Cavalry inflict this time?

A: It will inflict 3 damage, the same as the first time it battled.

Q: My Archer retreated to a province which is now under attack. How much damage will my Archer deal?

A: Zero, retreated units do not deal damage.

Q: I used my units to attack and they survived, but now I am under attack. How much damage will my units deal?

A: Your units deal damage equal to their power, every time they battle, before dying or retreating. Retreated units deal no damage.

ALLIED GAMES

Q: Both my ally and I have armies in the same province. Who owns the province? Who gets the resources?

A: The one holding the Province token.

Q: In an Allied Game, I want to take a province from an ally. How do I do that, since I am not allowed to attack him?

A: Your ally will move out all his units and give up the Province token. If you already have units there, you just take the Province token and the ownership of that province. If you do not have units there, the province

becomes free and someone else who moves before you might enter and get the province. To be on the safe side, it is better to have a unit there when your ally moves out.

Q: Am I allowed to upgrade an army belonging to an ally?

A: Yes.

Q: How about an army of an opponent?

A: No.

VICTORY POINTS

Q: During the battle, I forced enemy/Barbarian units to retreat, but I did not deal them enough damage to kill them. Still, these units have been removed from the game. Do I get the Victory Points for destroying them?

A: No! You only get VP for the units that have been destroyed in battle as a result of direct damage dealt by your units.

Q: I am on level III on Production technology and I have one Development token contributing towards level IV. An opponent is at the same level, but with two Development tokens contributing for level IV. Who gets the Builder token?

A: Your opponent does, he is more advanced than you on Production technology.

Q: We are playing a 'free for all' game with 4 players. I was the first to reach the victory condition requirement (33 VP) during the Trade phase, having purchased some Victory Points. By the end of the turn, two of my Forts were destroyed and I am back under the limit for victory. Did I win?

A: No. Victory 'happens' at the end of the turn.

Q: Can I buy Victory Points outside the Trade phase?

A: No



Figure 36 Variable turn order: Western Europe (left); Eastern Europe (right)

[Credits]

Warriors & Traders™ is a game designed by Andrei Novac

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