

# WARRIOR KNIGHTS

## CROWN AND GLORY™

### EXPANSION

## INTRODUCTION

*An unsettling calm lies over the land as a new King is about to be crowned. Standing in front of the open throne room, warm light spills through stained glass windows onto Baron Thomas Edmund Madder. The royal bishop murmurs some prayers and prepares for the ceremony. Even in the silence, the painful screams of steel and battle still ring loud and true in their ears. Perhaps once the coronation is complete, there will finally be peace.*

*Suddenly, an explosion rips through the silence: A boulder crashes through the stone wall, raising a cloud of dust and ash. Sir Hugh Murrey sprints to action, drawing his blade and rushing towards the rubble. As he approaches the opening, the sight of 5,000 armed men below brings about the realization that there will be no coronation today, at least not for the likes of Thomas Edmund Madder.*

## GAME OVERVIEW

In the war-torn land of **Warrior Knights**, the conflict is far from over. In **Crown and Glory**, players are challenged to not only become King, but also to retain the crown in the face of opponent's challenges. Barons may now gather knowledge in order to purchase powerful advancements in medieval science and technology. A new "Missions" variant gives each Baron a secret agenda that, if fulfilled, will turn the tides of war. A variety of new troops are also introduced, including defensive Garrisons, dispensable Town Levies, and special Mercenaries. New Action, Assembly, Event, and Fate cards all create a more exciting and diverse game experience.

## COMPONENT LIST

- 48 Fate Cards
- 44 Advancement Cards
- 20 Event Cards
- 25 Agenda Cards
- 18 Baron Action Cards
- 7 Neutral Action Cards
- 10 Mission Cards
- 8 Garrison Cards
- 18 Town Levy Cards
- 6 King's Army Cards
- 12 Mercenary Cards
- 8 Garrison Tokens
- 10 Riot Tokens
- 19 Knowledge Tokens
- 1 Scholar Token
- 1 King Token

## EXPANSION ICON



All cards from this expansion are marked with this expansion icon on their fronts. This enables you to easily separate the expansion cards from your other Warrior Knights cards.

## HOW TO USE THIS EXPANSION

Welcome to the **Warrior Knights: Crown and Glory** expansion! This expansion provides three variants to expand and enhance your **Warrior Knights** game experience: "For Glory," "Missions," and "The King." Before starting the game, players should agree upon which of the variants they wish to use. All three variants are compatible with one another.

## THE "FOR GLORY" VARIANT

Of the three variants in this expansion, "For Glory" expands the Warrior Knights experience the most, adding new troop types and new Action cards to the game, and replacing the original Fate deck with a new one. The "For Glory" variant also adds a new type of resource, Knowledge, to the game, which players can use to purchase powerful new Advancement cards. The rules for the "For Glory" variant are detailed below.

### ADDITIONAL SETUP

Due to the numerous additions in the "For Glory" variant, players should follow the steps below in addition to the original "Game Setup" rules.

**1. Add New Agenda and Event Cards:** Included in this expansion are 25 new Agenda cards and 20 new Event cards. These cards should be shuffled into their respective decks before the start of the game.

**2. Add New Baron Action Cards:** In this expansion you will find three new Baron Action cards (of two types) in each of the six Baron colors. Each Baron should receive the new Action cards matching his color and add them to his Action card hand.

**3. Add New Neutral Action Cards:** Included in this expansion are seven new Neutral Action cards. There are three replacement Neutral Action cards and four new ones. Before playing with the "For Glory" variant, simply remove the three original cards – "Uncertain Times," "Muster Forces," and "Upgrade Defenses" – from the Neutral Action card deck. Then add all seven of the new Neutral Action cards to the deck.

**4. Add New Mercenary Cards:** Included are 12 new Mercenary cards. These should be shuffled into the Mercenary deck before playing.

**5. Place New Troop Cards:** Place the Garrison and Town Levy decks in separate piles adjacent to the game board.

**6. Replace the Fate Deck:** Replace the original Fate deck with the new Fate deck, which has a blue back. Simply remove the old deck and place it back in your game box.

**7. Prepare Advancements:** Shuffle the Advancement card deck and place it beside the game board. Draw the top three cards and place them faceup adjacent to the Advancement deck. These will be the **available** Advancements that players may purchase during the game, as detailed under "Purchasing Advancements."

**8. Assign Scholar:** Randomly choose a Baron to start with the Scholar token. This Scholar may not be chosen to start the game as the Head of Church or the Chairman of the Assembly. Skip this step in a two-player game.

**9. Place Additional Tokens:** Place all Knowledge, Riot, and Garrison tokens off to the side of the board in the treasury.

### RULES CHANGES

The following rules changes should be made when playing with the "For Glory" variant:

**1. Razing Cities at Startup:** If playing with fewer than 6 players, a certain number of cities are razed at the start of the game. Instead of using the Fate deck for this purpose as in the original rules, simply draw the

appropriate number of **Town Levy** cards and raze their corresponding cities. Then return the drawn Town Levy cards to the game box.

**2. Event Deck Setup:** After shuffling the Event deck during setup, if the top card is a red event, it should be placed on the bottom of the deck. Repeat this process until the top event card is a green or blue event.

**3. Playing with new Neutral Action Cards:** During every Planning phase, **three** (instead of two) random Neutral Action cards are placed in each of the three Action card areas.

### NEW MERCENARY CARDS

The twelve new Mercenary cards include one Leader and one Herald for each of the six nationalities. The new Mercenary cards follow all the normal rules governing mercenaries as well as the following:

1. Each Leader and Herald grants a special ability to the Noble it is assigned to. These abilities are treated as if they were printed on the Noble card, and may be used in addition to his other abilities (even when exhausted).

2. Each Noble may only have a single Leader and a single Herald assigned to him at any given time.

3. Leaders and Heralds may **not** be given out to players as 50-strength mercenaries during setup.

### NEW TROOP TYPES

Two new troop types have been provided, each governed by special rules. These cards may be purchased when specified by one of the Neutral Action cards (see below).

#### Garrisons



GARRISON  
TOKEN

Garrisons are special troops that can only be hired through the use of the new "Upgrade Defenses" Neutral Action card (which is discussed later in these rules).

Garrisons are special in the fact that they are not assigned to a Noble when purchased, but instead are assigned to a city you control. Once hired, place a Garrison card in front of you and place a Garrison token on the city that you have chosen to garrison. A Garrison adds 100 strength to a city while defending, but may never attack or move. Should all eight Garrisons be hired by Barons, then no more Garrisons may be hired until there is at least one available.



GARRISON CARD

Each Garrison must be paid for during every Wages phase. For each Garrison not paid, its owner must discard a Garrison card along with one of his Garrison tokens. If a Baron loses control of a city containing one of his Garrisons, the Garrison token is discarded along with one of his Garrison cards. Once discarded, a Garrison card is placed back into the Garrison deck.

#### Town Levies

Town Levies are special troops that can only be gained through the use of the new "Muster Forces" Neutral Action card (which is discussed later in these rules).

Town Levies follow the rules for Mercenary Troops, with the following differences:



TOWN LEVY CARD

• Town Levies are not hired during the Mercenary Draft, but are instead **recruited** at a specific Kingdom city. Each Town Levy card specifies the city that it may be recruited at and includes a mini-map of the city's location. Town Levies may only be recruited for a Baron's Noble that is present at one of his cities when the new "Muster Forces" Neutral Action card is resolved. This is described in detail under "New Neutral Action Cards"

found later in the rules. Once a Town Levy is recruited and assigned to a Noble, it moves with the Noble as a normal Mercenary Troop

• Town Levies are not paid during the Wages phase. However, if **any** mercenaries assigned to a Noble desert during the Wages phase, then **all** Town Levies assigned to that Noble are discarded. All discarded Town Levies are placed back into the Town Levy deck.

• When a Noble dies, all of the Noble's Town Levies must be discarded after resolving casualties. It is therefore a good idea to discard Town Levies for casualties before mercenaries when resolving Noble death.

### KNOWLEDGE, ADVANCEMENTS, AND THE SCHOLAR



KNOWLEDGE  
TOKEN

A new resource known as Knowledge can be acquired using the new "Enrich Mind" Action card (which is discussed later in these rules). Knowledge is used to purchase Advancement cards, which have powerful abilities.

#### Purchasing Advancements

When resolving the "Enrich Mind" Action card, its owner has the opportunity to purchase **one** (or more if he is the Scholar) of the three available Advancement cards for the amount of Knowledge listed on the bottom of the card. A purchased card is placed faceup in front of its owner and kept for later use. Immediately after an Advancement card has been purchased, the top Advancement Card of the Advancement deck is drawn and added faceup to the available Advancement cards.



ADVANCEMENT CARD

A Baron may not own more than one copy of each Advancement Card. In addition, each Baron may own a **maximum of three** total Advancement cards. If a Baron ever owns more than three, he must discard Advancement cards (of his choice) until he has three remaining. Discarded Advancement cards are always placed on the bottom of the Advancement card deck.

#### Using Advancement Cards

A purchased Advancement card may be used (at no cost) for a variety of special effects. For example, some Advancement cards allow a Noble to move an additional space or make sea travel faster. Each Advancement card explains when it may be activated. To use an Advancement card, its owner simply states that he is activating his card, carries out the given effect, and then **exhausts** it (if instructed to).

When an Advancement card is exhausted, it is placed facedown and may not be used for the rest of the game round. During the Refresh Nobles step of the Upkeep phase, all exhausted Advancements are refreshed (turned faceup) and may be used during a future game round.

#### Advancement Cards in Battle

Several different Advancement cards may be used during battle, but each player may only use **one** Advancement card during a single battle. For example, a player that has a "Black Powder" and an "Iron-Forged Blades" Advancement card is restricted to only using one of them during a single battle.

Use of an Advancement card during battle must be declared immediately after drawing Fate cards, but before discarding or revealing them. If both players wish to use an Advancement card during a battle, the attacker first declares which Advancement card he is using, before the defender declares.

An Advancement card used during battle is used **in addition to** all Fate cards and Noble abilities.

## The Scholar Token



THE SCHOLAR TOKEN

After a Baron uses the “Enrich Mind” Action card (see below), he gains the Scholar token if he has more Knowledge than any other player. The player with this token is known as the Scholar and gains the following special abilities:

- The Scholar may purchase as many Advancement cards as he can afford when using the “Enrich Mind” Action card, instead of only one. When the Scholar purchases multiple Advancement cards in this manner, a new Advancement card is immediately drawn after each Advancement card is purchased.
- There are also several Neutral Action cards that allow the Scholar to perform a special ability (see “Neutral Action Cards,” below).

## NEW BARON ACTION CARDS

The new Baron Action cards allow increased mobility and a way to acquire the new resource known as Knowledge. They are used exactly like the original Action cards and follow all of the same rules and restrictions. Each of these new Action cards is detailed below:

- **Forced March:** The player of this card may immediately refresh one of his exhausted Nobles. He may then refresh any of his other exhausted Nobles at a cost of two crowns apiece. This card is then placed in the Wages stack, where it may trigger a Wages phase.
- **Enrich Mind (2x):** First, the player of this card gains 1 Knowledge. Second, if the player has more Knowledge than any other Baron, he immediately becomes the Scholar and takes the Scholar token. Third, the player of “Enrich Mind” may purchase Advancement cards as described under “Purchasing Advancements.” Finally, the player decides to place this card in either the Taxation stack or the Assembly stack, possibly triggering a Taxation phase or an Assembly.

## NEW NEUTRAL ACTION CARDS

These new cards function exactly like the original Neutral Action cards and follow all the same rules and restrictions. Each of the seven new cards is described in detail below:

- **Research (2x):** When “Research” is drawn, the Scholar may pay 2 crowns to immediately draw the top card of the Advancement deck. If he does this, then he has the option of either discarding the Advancement card or immediately purchasing it at a discount of 1 fewer Knowledge (minimum cost of 0).
- **A Pressing Agenda:** When “A Pressing Agenda” is drawn, the top card of the Agenda deck is drawn and placed faceup with the current Agendas. This Agenda card will be voted on (with the rest of the current Agendas) during the next Assembly. The “A Pressing Agenda” card is then placed in the Assembly stack, possibly triggering an Assembly.
- **Assemble Troops:** When “Assemble Troops” is drawn, the top card of the Mercenary deck is drawn and placed faceup with the Mercenaries available for drafting. Then one casualty token is placed on the first available spot of the Mercenary Draft track. This spot is now considered full (which may immediately trigger a Mercenary Draft) and Barons may not place a Baron marker on a spot containing a casualty token.

At the beginning of a Mercenary Draft, remove any casualty tokens on the Mercenary Track, and simply skip over these empty spaces during the draft. In this way, the “Assemble Troops” card makes the draft occur more often, with more mercenaries to choose from per player.

- **Upgrade Defenses:** This Neutral Action card functions the same as the card of the same name from the original game, but it now provides the option for each Baron to hire a single Garrison for one of his un-garrisoned cities at a cost of 1 crown.

- **Muster Forces:** This Neutral Action card functions the same as the card of the same name from the original game, but now provides the option for Barons to recruit **any number** of Town Levies for 2 crowns apiece. In order to recruit a Town Levy, a Baron must **control the city** named on the Town Levy card and **have a Noble located at the city**. The Baron simply searches the Town Levy deck for the desired Levy and assigns it to one of his Nobles at the city. Should the Town Levy card already be controlled by a different Noble, then the Town Levy may not be recruited.

- **Uncertain Times:** This Neutral Action card functions the same as the card of the same name from the original game, but now also allows the Scholar to discard one of the available Advancement cards and replace it with the top card of the Advancement deck.

**Reminder:** Due to the addition of more Neutral Action cards, **three** random Neutral Action cards are placed in each of the three Action card areas during every Planning phase.

## NEW FATE DECK

The new 48 card Fate deck completely replaces the original Fate deck and serves all the same functions. Due to the increased size of the deck, each Baron may now draw a maximum of 20 fate cards at the start of a single battle. The deck also contains three new results which are described in detail below:



NEW FATE CARD

### New Revolt Result: Riot



RIOT TOKEN

A new type of revolt result known as “Riot” appears on about 1/5 of the new Fate cards. When this result is drawn during the Revolts step of the Upkeep phase, the city’s owner must pay twice the city’s income or 1 Faith. If this is not immediately paid, a riot token is placed on the city. A riot token has the following effects:

- A rioting city does not provide any crowns during Taxation and does not provide any Influence during Upkeep.
- If, in a future Upkeep phase, a city that is already rioting has another “Riot” result drawn for it, this second “Riot” result is treated as a “Revolt” result.
- The riot token is removed if the controlling Baron ever has a Noble or Garrison present at the city. The riot token is also removed if the owner ever loses control of the city.

### New Combat Result: Retreat/Draw 1 Fate

In the original game, a player may only retreat from battle if his opponent achieves a partial victory in an assault or an open-field battle. This new combat result gives the defender the option of voluntarily retreating from battle. A player may want to choose this option if he fears that the attacker will achieve a full victory.

After all Fate cards have been revealed, the attacker and defender both total the number of “Retreat/Draw 1 Fate” results that they have. If the defender has more of these results than the attacker, then he has the option of retreating from the battle (see below). If the defender does not have the most such results, or if he chooses not to retreat, then each of these results are treated as a “Draw 1 Fate” result (as per page 14 of the **Warrior Knights** rules).

**Retreating:** If the defender retreats, then **no casualties are dealt and no mercenaries retreat**. The defender simply moves his retreating army as per the rules on page 18 of the **Warrior Knights** rules. If the defender retreats from an area containing one of his cities (or his stronghold), then the attacker immediately gains control of the city (or eliminates the stronghold) as if he had just won an assault.

If a neutral city draws this combat result, treat it as a “Draw 1 Fate” result.

## Funds Needed (Expedition Result)

This new type of expedition result forces each Baron who has funded the expedition to either:

- pay 2 crowns to the treasury  
*or*
- lose his investment in the expedition (take all the money the Baron had previously placed on the expedition and return it to the treasury).

This card is then treated the same as a “No Result” card.

The order of expedition results, from best to worst, is as follows:

- Highest payout (5x, 4x, 3x, 2x, 1x)
- No News
- Funds Needed
- Fleet Lost

## THE “MISSIONS” VARIANT

When playing with this variant, each player is assigned one Mission card at the start of the game, immediately before setting up stronghold locations. These cards are kept secret and are worth 2 Influence if they are fulfilled at the end of the game, **after** the Influence pool has run out.



MISSION CARD

### ASSIGNING MISSION CARDS

Shuffle the Mission deck and deal each Baron one Mission card. The rest are returned to the game box without being revealed. Each Baron may look at his own Mission card, but may not show it to any other player. If a player reveals the criteria of his Mission card to another player during the course of the game, he loses the ability to fulfill it at the end of the game.

### FULFILLING MISSION CARDS

At the end of the game, while tallying final Influence totals, all players reveal their Mission cards. Starting with the Chairman, each player checks to see if he is currently fulfilling the criteria listed on his Mission card. If he is, then the card is worth 2 Influence. Otherwise, the card is discarded from the game and its owner receives nothing.

## THE “KING” VARIANT

When using this variant, a player will not only become King, but is also challenged to remain King long enough to stomp out all resistance. This variant is intended for players who wish to play a slightly longer game of Warrior Knights.



KING TOKEN

### SETTING UP

- At the start of the game, eight Influence per player is placed in the Influence pool (instead of 10).
- Place the King token and the King’s Army cards off to the side of the board. These will not be needed until the second half of the game.

### PLAYING WITH THE VARIANT

When the Influence pool runs out, the player with the most Influence becomes King (breaking ties as normal) and receives the King token. However, the game does not end at this time. Instead, the game continues until a player has accumulated 16 Influence (see Winning the Game). If playing with the Mission variant, note that Mission cards are **not** fulfilled when the Influence pool runs out.

## King’s Army Cards

When a player becomes King, he immediately gains a number of King’s Army cards equal to the number of players.



KING’S ARMY CARD

- These troops are immediately assigned to the King’s stronghold and/or any of his Nobles present at his stronghold or cities he controls.

- These troops are considered Regular Troops and, just like Regular Troops, will not desert, but must be paid during the Wages phase before any Mercenary Troops may be paid.

- The King’s Army troops are never discarded or lost unless another player becomes King (see below).

### The King’s Influence

The King receives 1 additional Influence during the gain Influence step of every future Upkeep phase.

### USURPING THE KING

Should a player win an attack against the King’s stronghold, he has usurped the King. In addition to the normal spoils of defeating a stronghold, the usurper immediately takes the King token and all King’s Army cards from the old King, and assigns them according to the above rules. The usurper is now considered the King (and receives the 1 additional Influence each Upkeep phase).

### WINNING THE GAME

The game is played until a single Baron has acquired 16 Influence (breaking ties normally). Since the Influence pool is now empty, all gained Influence will come from the treasury. When a Baron has accumulated at least 16 Influence at the end of a game round, the game ends. If playing with the Mission variant, Mission cards are fulfilled at this time. The Baron with the most influence wins the game.

Note that a Baron does not have to control the King token in order to win. The King may in fact be less likely to win because he may be the target of countless political and military attacks.

### GAME LENGTH

To play a longer game with the “King” variant, simply start the Influence pool with 10 Influence per player and play until one player has accumulated 20 Influence. To play a shorter game, start the Influence pool with 6 Influence per player and play until one player has accumulated 12 Influence.

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