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 Edmund Maddox. 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 Murry spirits to action, drawing his blade and rushing toward the rubble. As he approaches the opening, the sight of 5,000 armed men below brings about a realization that there will be no coronation today, at least not for the likes of Thomas Edmund Maddox.

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 through the numerous challenges. Barons may now gather knowledge in order to purchase powerful advancements in medieval technology and strategy. A new “Missions” variant gives each Baron a secret agenda that is hidden during the battle phase. A variety of new troops are also introduced, including defensive Garrisons, dispensable Town Levies, and special Mercenaries. The first Action, Assembly, and Fate cards all create a more exciting and diverse game experience.

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 playing 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” VARIANTS

Of the three variants in this expansion, “For Glory” expands the Warrior Knights experience the most, adding new troop types and new Action cards, and replacing the original Fate deck with a new one. The “For Glory” variant also adds new types 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 RULES

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 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 “Nocturnal Ambition” upgrades the new Neutral Action card deck.

4. Add all new Neutral Action cards to the deck.

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

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

7. 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.

8. Prepare Advancements: Shuffle the Advancement card deck and place it inside 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.”

9. Assign Scholar: Randomly choose a Baron to start with the Scholar token. This token 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.

10. 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. Rating Cities at Startup: If playing with fewer than 6 players, a certain number of cities are rated 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 rate their corresponding cities from 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, there is an additional step where 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 Herals may not be given out to players at 50-meter distances during the Planning phase.

NEW CITY 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

Garrisons are special troops that can only be hired through the use of the new “Upgrade Defenses” Neutral Action card. 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, a Garrison card is placed faceup in front of you and kept for later use. Immediately after an Advancement card has been purchased, the top card of the Advancement deck is drawn and added faceup to the available Advancement cards.

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 can only be used once it is activated. To use an Advancement card, an 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 face down 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 disclosing 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 in addition to all Fate cards and Noble abilities.

KNOWLEDGE, ADVANCEMENTS, AND THE SCHOLAR

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 the owner and is kept for later use. Immediately after an Advancement card has been purchased, the top card of the Advancement deck is drawn and added faceup to the available Advancement cards.

The 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.

Advanced Setup

Due to the numerous additions in the “For Glory” variant, players should agree upon which of the variant they wish to use. All three variants are compatible with one another.

• 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 on the bottom of 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.

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
- 12 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.
Funds Needed (Expense Result)

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.

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.

The 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.

• 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 Influence

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

When using this variant, the 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.

• The defender simply moves his retreating army as if the original result applied.

• No News

• Funds Needed

• Fleet Loss

Winning the Game

To play a longer game with the “King” variant, simply start the Influence pool at new, 16 Influence (breaks down to 5x, 5x, 5x, 4x, 2x), and each player has an army of 12 Mercenaries. 15 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 this 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.

Entity Length

To play a longer game with the “King” variant, simply start the Influence pool at new, 16 Influence (breaks down to 5x, 5x, 5x, 4x, 2x), and each player has an army of 12 Mercenaries. The game begins with 15 Influence 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 this variant, Mission cards are fulfilled at this time. The Baron with the most Influence wins the game.

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