



# WARRIOR KNIGHTS

## FREQUENTLY ASKED QUESTIONS

LAST UPDATED JANUARY 8, 2007

Following are the frequently asked questions, errata, and clarifications for the WARRIOR KNIGHTS board game. The newest additions to this document are highlighted in blue.

### ERRATA

In the “Draw Fate Cards” step of a battle, neither player may draw more than 10 cards. The players may draw additional Fate cards for their “Draw 1 Fate” cards in the “Draw Additional Fate” step.

The component list on page 2 should have the following corrections

- 93 Crown Tokens (in 1’s and 5’s)
- 44 Influence (in 1’s, 3’s and 5’s)
- 24 Casualty Tokens (all –100s)
- 18 Breach Tokens (singled-sided)
- 44 Agenda Cards

The setup diagram on page 9 should read “Draw a number of Mercenary cards equal to *one more than* the number of players and place them faceup, as shown here.”

### RULE CHANGE

When playing a 2-player game, a player does not win if he controls most than half of the unrazed Kingdom cities. Instead, if a player controls **5** cities at the start of the Upkeep phase, he immediately wins. If no player accomplishes this, then the player with the most Influence at the end of the game wins.

### CLARIFICATIONS

#### NOBLES’ +200 STRENGTH

The “+200 Strength” that Nobles provide during battle comes from, in thematic terms, leadership and decision-making, not actual troops. This “+200” does not represent actual soldiers. The only time in the game that the +200 has a game effect is during the “Draw Fate Cards” step of a battle and when comparing strength during a siege. The

“+200” is not taken into account when counting the number of troops in a Noble’s army.

**Example:** If a Noble has a 100-strength Troop card and a 200-strength Troop card assigned to him, he will die once a third casualty token is assigned to him.

**Example:** If a “Circle” Noble (whose ability is “does not pay wages for troops if army size is below 450”) has two 200-strength Troop cards assigned to him, he does not have to pay his troops during the Wages phase.

### FREQUENTLY ASKED QUESTIONS

#### CANCELING EVENTS

*Q: If I have a lasting event played on me (such as “Heretic”), can I cancel it at a later time or do I need to spend the Faith as soon as the card is played?*

A: Event cards must be canceled at the time that the event is played. Once an Event card with a lasting effect is played (and not canceled), the victim is stuck with it for the remainder of the game. (See also the “Miracles Can Happen” optional rule at the end of this document.)

#### GENERAL COMBAT

*Q: If an opponent controls a city and has a Noble in the city’s area, can I move a Noble in this area and attack the opponent’s Noble in open-field battle?*

A: No. Defending Nobles in a region with a city their Baron controls are considered to be in the city (middle column, page 14), so they may only be attacked by assault or siege.

*Q: If during an assault, the attacking Noble dies but also reduces the city’s strength to 0, does the attacking Baron gain control of the city?*

A: No.

*Q: If a Noble assaults a city that has 0 strength, does he automatically win?*

A: Yes.

*Q: How are casualties assigned if a Baron has more than one army participating in the battle? May the Baron split the casualties between the two armies, or must he assign them to his commanding Noble first?*

A: He may split them. As stated on page 14 of the rules, the Baron taking casualties assigns the casualty tokens, one at a time, to his armies that participated in the battle. It is possible for a Baron with multiple armies participating in a battle to win even though one or more of his Nobles (even his commanding Noble) dies.

## HEAD OF THE CHURCH AND CHAIRMAN OF THE ASSEMBLY

*Q: If the Head of the Church loses some Faith, such that I now have more Faith than any other player, do I immediately become Head of the Church?*

A: No! The Head of the Church only changes hands when a player using the “Serve the Church” Action card has more Faith than any other player. Chairman of the Assembly works the same way with the “Rally Support” action. Except for a few Agent and Event cards, “Serve the Church” and “Rally Support” are the only way that these tokens change hands.

## NEUTRAL CITIES

*Q: Can a Noble retreat into a space containing a neutral city?*

A: Yes, as long as the space does not contain another Baron’s Noble or stronghold.

*Q: If a Noble assaults a neutral city, and the city gets 2 or more victories than the Noble, does the Noble die, as per Noble vs. Noble combat?*

A: Yes.

## NOBLES

*Q: I have a Noble with 150 troops and 100 casualties. Do I have to pay wages for all 150 troops?*

A: Yes, you must attempt to pay all your regular troops, and you must pay each mercenary troop if you do not want it to desert. In game terms, troops add to a Noble’s strength and casualties take away from it; thematically, casualties reduce a Noble’s strength but don’t necessarily kill his troops. Therefore, Barons must always pay wages for their troops, regardless of casualty tokens on the Noble.

*Q: If my Noble takes casualties outside of a battle (for example, because of the “Assassin” Event card) that reduce him to 0 strength, does he instantly die?*

A: Yes. If the number of casualties on a Noble is ever equal to or greater than the number of troops in the army, the Noble leading that army immediately dies.

*Q: I have a Noble with 250 troops and 200 casualties. The Wages phase is triggered and I cannot pay for one of my 100 mercenaries, so they desert. What happens to the Noble (who is now at -50 strength)?*

A: The Noble dies, since he now has casualties equal to or greater than the troops in his army. This is a good reason to remove casualties from your Nobles (if you get the chance) and to be sure to keep money for the Wages phase. (See also the “Abandoned Nobles” optional rule in this FAQ.)

*Q: If a Noble loses all his troops but has no casualties, does the Noble die or is he simply removed from the board? This matters for such cards as “No Heir.”*

A: The Noble is removed from the board (because he has no troops) but he does not die *unless he has casualties assigned to him*. On a later turn, the Noble may return to the board normally. This is similar to when a Noble moves and another Noble in his area transfers all his troops to the moving Noble: The now-troopless Noble is removed from the board, but not considered dead for the purposes of “No Heir” and “Broken Line.”

*Q: I have two Nobles attacking an opponent in battle. Is only the commanding Noble exhausted or are both of my Nobles exhausted after the battle?*

A: Any and all nobles that move or attack using a “Mobilize Forces” or “Versatile Action” action are always exhausted after they move/attack, regardless of whether they are the commanding Noble or not. However, remember that if you are the attacker and you have multiple Nobles in an area, you do not have to attack with all of them (and any Nobles that do not move or attack would remain unexhausted).

*Q: Does the “Circle” Noble’s +200 strength count for purposes of his ability (“does not pay wages for troops if army size is under 450”)? Do the strength of “maintained” troops gained from the Assembly count towards the 450?*

A: The “Circle” Noble’s +200 strength represents strength from leadership, not troops, so do not count it towards the 450. Do count maintained troops’ strength since they are in fact troops.

## SEA MOVEMENT

*Q: Are ports in areas with razed cities useable?*

A: Yes.

*Q: Do you have to own the city to use the port?*

A: No.

## SIEGES

*Q: When comparing the attacker’s and the defender’s strength to determine whether the attacker may choose to siege, are casualties and breaches taken into account?*

A: Yes!

*Q: My Noble is sieging a city and takes casualties, such that he no longer has enough strength to siege the city on a future turn. Can I have another Noble enter the area and assist in the siege?*

A: Yes, you may have another Noble assist in a siege. You could even have a different Noble enter the area while the first Noble leaves, so that a different Noble finishes the siege. However, if you ever leave the area of the siege without any Nobles, the siege is lifted.

*Q: Is it possible for a besieged Baron to send reinforcements with a Versatile Strategy (or Mobilize Forces) action, without engaging combat?*

A: Yes. Keep in mind that Nobles that are in an area with a city their Baron controls are always considered to be defending the city. Therefore, a player could move into one of his besieged cities with a Noble, but would not be able to move out until the siege is lifted.

*Q: Can a Baron place an off-board Noble at his stronghold if it is under siege?*

A: Yes. Although off-board Nobles may not be placed at besieged cities, a Baron is always able to place off-board Nobles (and assign mercenaries acquired through the Mercenary Draft) to his stronghold.

*Q: If I've started a siege this turn, do I have to finish the siege during the next game round?*

A: No. You may finish the siege on any future game round (unless the siege is lifted, of course).

*Q: If I want to attack a city and other Barons' Nobles are present in the space, I need the other Barons' permission to attack. If they give me permission, and I start a siege, do I have to ask permission again on a later turn, when I want to finish the siege?*

A: Yes. You must have permission to battle the city when another Baron's Noble is present, and finishing a siege is considered a battle.

## STRONGHOLDS

*Q: Can I place my Stronghold in an area that contains a razed city?*

A: Yes! A stronghold may be placed in any Kingdom space (not overseas) that does not contain a plastic city piece or an opponent's stronghold.

*Q: May my Nobles move through an area containing another Baron's stronghold, but no opposing Nobles, without asking permission?*

A: Yes.

*Q: What happens if my stronghold is captured and I have troops assigned to it?*

A: This should be handled in a similar manner as Noble Death. First, remove the stronghold and all troops to assigned to it from the board, then draw for deserters and lose casualties as per the Noble Death rules on page 18. The remaining troops (including all Regular Troops) remain assigned to the stronghold. During the following

Upkeep Phase, the player returns his stronghold to the board, with any troops that are assigned to it, as per the rules on page 17.

*Q: What happens if, during an assault, the attacking Noble dies but also reduces a stronghold's strength to 0?*

A: In this special situation, the attacking Baron does *not* receive the two rewards for eliminating an opponent's stronghold listed on page 17 of the rules. However, the stronghold *is* removed from the board and the Baron controlling it does not receive any Influence during the next Upkeep phase, as per the rules on page 17.

## MISCELLANEOUS

*Q: When you are resolving a Mobilize Forces card and you decide not to move or attack, in which column you put the card?*

A: As stated on page 9 of the rules, you may choose to place the card into either the "Assembly" or the "Wages" area.

## OPTIONAL RULES

### ABANDONED NOBLES

If a Noble dies because of desertion, he is considered abandoned and not dead, even if he has casualty tokens. Abandoned Nobles are removed from the board and treated exactly the same as a Noble that has died (i.e., remove casualties/troops) except that abandoned Nobles are **not** considered dead for such cards as "No Heir." This variant makes mercenary desertion a little less harsh.

### MIRACLES CAN HAPPEN

Barons may cancel events long after they have happened by paying additional faith. The way this works is that as soon as an event is played, Barons have the ability to cancel it immediately (paying the required faith cost). Certain events (such as "No Heir" and "Heretic") have continuous effects and remain in play if not canceled. With this variant, Barons may cancel events after they happen by paying 1 Faith more than the printed cancellation cost.

*Example: The Noble Esteban di Gaudi has just become victim of the "No Heir" Event card. His Baron, Guillaume de Limon, does not have the 2 Faith required to cancel this event, and di Gaudi is therefore stuck with it. On a future turn, Baron de Limon accumulates 3 Faith and uses it to cancel "No Heir."*

These miracles have limits. In the above example, Baron de Limon would **not** be able to cancel "No Heir" (or "Broken Line") *after* Esteban di Gaudi's death!