



# Warriors of God

The Wars of England & France 1135-1453

Rules of Play



**"For tis your thoughts that now must deck our kings,  
Carry them here and there, jumping o'er times,  
Turning the accomplishment of many years  
Into an hourglass..."**

*William Shakespeare*



## 1.0 Introduction

Warriors of God is a game about struggles among the feudal nobility of France and England during the Middle Ages. There are two scenarios: The Hundred Years War scenario covering the conflict from 1337-1453; and The Lion in Winter scenario covering the conflict from 1135-1258.

The majority of the rules apply to both scenarios. A few important rules are special to one or the other scenario and are described following the scenario set ups; make sure you don't forget those special rules! Refer to the scenario set ups at the end of the rules to get started.

Note that the rules use masculine pronouns throughout for consistency.

### 1.1 Goal of the Game

In each scenario, you take control of either English or French forces. You will use your leaders and their troops to fight and maneuver against your opponent, earning victory points by killing and capturing enemy leaders and controlling areas on the game map. Victory points are scored on a "zero sum" basis as described in Rule 15. The game ends after twelve turns or at the end of any turn if a player has 30 victory points or more. Ties are possible.

### 1.2 Game Components

These rules

Map

189 counters

10 dice

2 identical player-aid cards

## 2.0 The Game Map

The game map represents the part of Europe over which the two conflicts were fought—primarily the British Isles and France.

In addition to the playing area, the map includes a number of tracks, charts and tables to help with game play. These are the: Victory Points Track, Turn Record Track, Routed Leader Boxes, Death Check Chart, Captured Leader Boxes (The Tower of London and La Conciergerie), Impulse Track, and the Elimination Chart.

### 2.1 Map Areas

The map is divided into land areas that correspond to the principalities and kingdoms of the time. Each area has a unique coat of arms printed in the center that is reproduced on the piece of every leader who calls that area "home". In addition to land areas, there are sea areas that represent the English Channel and the Atlantic Ocean. Military units cannot enter sea areas, but they can cross over them (see Rule 6.1).

## 2.2 Borders

Each area is surrounded by borders that affect how units move and run away from battles.

There are three types of land borders, each of which represents the dominant terrain separating two areas: clear terrain, depicted with an off-white line; obstructed terrain, depicted with a brownish line, and river connected, depicted with a blue line.

Obstructed terrain borders, representing mountainous or rough terrain, limit movement more than clear terrain borders do. River borders, which represent a river connecting two areas, make movement between two areas easier than clear terrain borders (that's right, you are not crossing the river, you are travelling on it—you'll notice some actual rivers depicted as faint blue lines; these are for aesthetics and have no effect on play).

A sea border is simply where a sea area and a land area meet—no additional graphic is needed to depict the border. Sea borders are impassible except over sea connections, which are represented by thick blue lines with arrows at either end and which connect two land areas across a sea area.

### 2.3 Adjacency: When Areas are Considered Next to Each Other

Two areas are adjacent if they share a land border, or if there is a sea connection that directly joins them. Adjacency is important for moving, running away from battle, and deploying troops.

### 2.4 Area Types: Contested and Neutral

There are two types of land areas: contested and neutral.

During the game, the players vie to gain control of the contested (not the neutral!) areas. Every contested area that you control provides additional troops and (more importantly) earns you victory points at the end of each turn. A contested area is either uncontrolled, controlled by England, or controlled by France. Round double-sided markers are provided to keep track of who controls a contested area. Unless otherwise noted in the scenario setup, contested areas always begin the game uncontrolled.

There are five neutral areas: Ireland, Lorraine, Navarre, the Netherlands, and Savoy. Neither player can ever control a neutral area (and neutral areas accordingly never score victory points for either side), nor can players raise new troops from these areas. However, neutral areas are important because newly arriving leaders can be placed in them, and because each neutral area also offers a limited number of mercenaries that can be recruited to bolster the fighting ranks of either side.

*Play note: The distinction between "contested" and "neutral" is very important. The five neutral areas remain neutral throughout the game (although they do generate mercenar-*



ies and leaders). All the contested areas are either uncontrolled or controlled by one side or the other. Remember: an uncontrolled contested area is NOT the same as a neutral area.



## 2.5 Area Value

Contested areas have an Area Value from 1 to 3, which is important for sieges, raising troops and gaining victory points. The Area Value is the Roman numeral next to the coat of arms. Value 3 areas are also highlighted in red for quick recognition.

Neutral areas do not have an Area Value.

## 3.0 The Game Pieces

Most of the game pieces represent military units of heavily armed, ill-tempered and foul-smelling men who are spoiling for a fight. There are two types of military units: troops and leaders.

Leaders are special because they can command troops. In fact, troops are virtually useless unless they are assigned to the command of a leader. Note that the leaders for the two different scenarios are colored differently for identification.

There are five types of troops, each with its own characteristics: infantry, knights (called chevaliers for the French), gunners, longbowmen and mercenaries.

Other game pieces are informational markers that are mostly self-explanatory.



## 3.1 Generic Troops: Infantry

Infantry troops are the grunts of the game, they are generic, and both sides use the same game pieces. The number on an infantry piece is its troop strength, and the infantry pieces are interchangeable as long as the value remains the same. For example, three 2-strength infantry pieces are the same as one 6-strength or six 1-strength pieces. There should be enough generic infantry pieces in the game so you never run out, but if you do run out, feel free to make your own: the counter mix is not a limit.



## 3.2 Special Troops: Knights (Chevaliers), Gunners, Longbowmen and Mercenaries

These troops have unique characteristics. Briefly, knights can absorb an extra battle hit, gunners help in sieges, longbowmen help in battle, and mercenaries are plentiful and easy to recruit (but are weak in battle and unpopular with civilians, making it difficult to control areas).

As with infantry, the number on a special troop piece is its troop strength. Unlike infantry, however, there is a limit to the number of special troops that can be in play at any one time (the number of pieces provided is the limit). For example, there are two French chevaliers; if both are in play, no more can be raised until one of them is removed from play (there is only one Maurice Chevalier, of course).





### 3.3 Leaders Generally

Each leader represents an historical personage and his martial entourage of lesser nobles, assorted flunkies, camp followers, bodyguards and troops. Although the leader pieces do not have a troop strength number printed on them, each leader always counts as one troop strength point in battle. Every leader has a home area to which he belongs; you'll know a leader's home area because his piece will have an emblem that appears in one area on the map. As explained below, leaders can command troops that are assigned to them.

A leader fights for either the English or the French. Some leaders are "born" English or French and their counters have either a red background, for the English, or a blue background, for the French. These leaders are always loyal to their side. Other leaders begin the game non-aligned, but as soon as they enter the game they must swear allegiance to the English or the French.

Each non-aligned leader therefore comes in two versions: English with a red background on one side of the game piece and French with a blue background on the other side of the game piece. Because some special rules apply to non-aligned leaders, both sides of their game pieces have a black stripe across the top so you know who they are. As soon as a non-aligned leader joins a side, flip his game piece to the appropriate side. But remember, if a non-aligned leader is routed in battle, he might join the opposing side when he returns!

Some English and Welsh leaders are longbow leaders and have a little archer printed on their piece to signify their special ability. These leaders have one intrinsic troop strength point, just like other leaders, but are treated as longbow troops in battle.

### 3.4 Leaders as Commanders

Every leader has a rank, which you can tell by the number of stars on his piece. The more stars, the higher the rank and the more victory points your enemy will win if he kills or

captures your leader. A leader's rank corresponds to the following:

- 3 stars: Kings and Crown Princes of England and France.
- 2 stars: All other Kings; Regencies; Major Lords; Grand Marshals; Jeanne d'Arc (note that Jeanne d'Arc is a French leader with her own special battle rule).
- 1 star: Royal family; Minor Lords; Mercenary Leaders; Non-noble Generals.

A leader can command a number of troop strength points equal to three times his rank, i.e., three times the number of stars on his piece. For example, a 2-star leader can command up to 6 troop strength points. (Do not forget that each leader also has his own intrinsic troop strength point; but this intrinsic strength point does not count against a leader's ability to command troops.)

Any 3-star leader of either side may command any knight or chevalier. However, 2-star Burgundian leaders are allowed to command Burgundian chevaliers. Other than Burgundian leaders commanding Burgundian chevaliers, 1-and 2-star leaders may never command knights or chevaliers.



### 3.5 Leaders and Troops

Leaders can remain on the map without troops but troops cannot remain on the map (for very long, anyway—as you will see) unless they are assigned to a leader. When troops are assigned to the command of a leader, they are placed underneath the leader piece.

Troops must stay with the leader to whom they are assigned until they are eliminated in battle or the leader dies. When the leader moves, his troops go with him. He may not drop them off, nor may he transfer them to another leader.

*Play note: When a rule says a leader can or must do "thus-and-such" it always means the leader and whatever troops he commands unless noted otherwise.*



### 3.6 Leader Battle Ratings

Each leader has a battle rating (the number on the lower right of his piece) representing his ability to control and maneuver troops and other leaders in battle. The higher the battle rating, the better. With one major exception for long-bows, a leader's battle rating is the maximum number of dice the leader can throw in a round of battle.

*Play note: The number of troops a leader can move around the map with has nothing to do with the number of troops he can bring to bear in a round of battle. Put in game terms, a leader's battle rating has absolutely no relationship to his rank. Just because a high-ranking leader can drag a lot of troops around the map with him doesn't mean he can deploy them effectively in a battle; conversely, a lower ranking leader might be a most excellent battle leader but cannot move around with many troops, alas, because he is but a duke. You will find you have no shortage of royal incompetents.*

### 3.7 Leader Bravery Ratings

Each leader also has a bravery rating (the number on the lower left of his piece) representing his personal fighting prowess and his ability to inspire his men to fight ("Once more unto the breach, dear friends . . ." and all that). A leader's bravery rating may favorably influence a siege or a round of battle. The higher the bravery rating, the better.

### 3.8 Leader Arrivals and Departures

Every leader has a turn of arrival number printed on his piece, showing which turn that leader enters the game. Leaders that begin the game in play have 0 as their turn of arrival number. The turn of arrival number is also used during the Determine Leader Death Phase to see which leaders die. Six new leaders arrive each turn: two English, two French and two non-aligned (black stripe). Leaders are removed from the game in two ways: they are either killed in battle or they die randomly during the Determine Leader Death Phase.

*Play note: All French and English leader pieces are back-printed with different leaders. The two different leaders sharing the same piece will have their arrival turns spaced far enough apart to ensure the death of one before the arrival of the other. (Don't get too fond of any particular leader; these were long wars.) Non-aligned leaders are back-printed with the same leader but belonging to the other side.*

### 3.9 The King

Whenever possible, each side must have a 3-star leader as his King. The chosen leader receives the English King or the French Roi marker and remains King until he is killed or dies, at which point a new King must be crowned as the last act of Phase 9 (the Place Leaders Phase); the Kingless player simply places the King marker on any friendly 3-star leader of his choice. No 3-star leader? No King this turn.

If a King is killed the opposing side gains an additional victory point during Phase 11 (the Adjust the Score Phase).

### 4.0 Sequence of Play

Each turn is divided into phases, which are printed on the map as a reminder. Play through the phases in order and begin a new turn after the last phase. It is possible for a player to win the game before the last turn by scoring 30 victory

points. If no one has won before the last turn, then the player with more points at the end of the last turn is the winner. Ties are possible.

Here is the Abbreviated Sequence of Play:

- Phase 1: Determine the Initiative Player and the Number of Action Impulses for the Turn
- Phase 2: Conduct the Action Impulses
- Phase 3: Resolve Battles
- Phase 4: Determine Control of Areas
- Phase 5: Raise Troops and Place Mercenaries
- Phase 6: Deploy Troops and Recruit Mercenaries
- Phase 7: Dispose of Captured Leaders
- Phase 8: Determine Leader Death
- Phase 9: Place Leaders
- Phase 10: Dispose of Leaderless Troops
- Phase 11: Adjust the Score

### 5.0 Phase 1: Determine the Initiative Player and the Number of Action Impulses for the Turn

Each player rolls one die.

The player with the higher roll is the initiative player for the rest of the turn and his unfortunate foe is the non-initiative player. Remember the lower die roll because you will use it in a moment to determine the number of action impulses. If the players rolled the same, the initiative player from the last turn wins the tie. The English win tied initiative rolls on turn one. (Note that the Game Turn marker can be flipped to show who has the initiative.)

The initiative player now takes the losing die roll and adds two (if the roll was a tie, use either number). The result is the number of action impulses for the initiative player this turn, while the non-initiative player gets one less action impulse. For example, if the lower die roll was 3, then the initiative player would get 5 action impulses and the non-initiative player would get 4 action impulses.

### 6.0 Phase 2: Conduct the Action Impulses

The players now alternate action impulses until all action impulses are used. The initiative player goes first. There is a track on the map to show the remaining action impulses. After all the action impulses are over, move on to the next phase.

A player can do one of three things as his action impulse:

- Move leaders
- Remove an enemy control marker
- Pass



## 6.1 Moving Leaders

A player may use an action impulse to perform one of the following leader moves:

- Move up to three leaders from the same area to an adjacent area across a river border.
- Move up to two leaders from the same area to an adjacent area across a clear border.
- Move one leader to an adjacent area across an obstructed border.
- Move up to two leaders from the same area to an adjacent friendly-controlled area by a sea connection.
- Move one leader to an adjacent area by a sea connection.

There is one major restriction on moving leaders (the Flypaper Rule):

- A leader may not move away from an area if the number of enemy leaders in the area is equal to or greater

than the number of friendly leaders in the area. An enemy control marker counts as an enemy leader and a friendly control marker counts as a friendly leader.

Placing Aggressor markers:

- If you move a leader into an area that contains one or more enemy leaders but no other friendly leaders, you become the "aggressor." Place an Aggressor marker of the appropriate color in the area so you don't forget which side is the aggressor. This will become important if there is a battle.
- If you move a leader into an area that already contains an Aggressor marker (no matter which side is the aggressor), there is no effect.

And two reminders on moving leaders:

- A leader always moves with any troops he commands.
- A leader may never pick up or drop off troops, nor may he transfer them to another leader.







## 6.2 Remove an Enemy Control Marker

A player may use an action impulse to remove an enemy control marker from an area in which the number of friendly leaders exceeds the number of enemy leaders plus the enemy control marker. (Or, if it makes more sense this way: you need to have two more leaders in an area than your opponent to remove an enemy control marker.)

*Play note: This means one leader by himself in an enemy controlled area cannot remove the enemy control marker as an action impulse.*

## 6.3 Pass

A player may forfeit his action impulse by passing.

*Play note: Don't be afraid to pass—it's a valid game tactic.*

## 7.0 Phase 3: Resolve Battles

A battle must occur in every area that contains leaders of both sides.

Resolve battles one area at a time. The initiative player decides the order in which to resolve the battles, one battle at a time, i.e., he does not have to announce the order at the beginning—he can wait to see the result of a battle before announcing which will be next.



*Play note: As a general overview, a battle is a die rolling contest where it is better to have more troops and a superior battle commander. All leaders in an area (and their troops, of course) must participate in the battle. However, one battle commander is chosen from each side from among the highest-ranking leaders. Although all leaders and troops on a side participate, it is the battle commander's battle rating that determines how many dice his side can roll in a battle round.*

Follow this sequence to resolve battle in an area:

**Step 1 Determine the battle commander for each side**

The non-initiative player chooses his battle commander after which the initiative player chooses his battle commander. The highest-ranking leader (most stars) on a side is the battle commander. The owning player chooses if there is a tie. The King does not have to be the battle commander.

**Step 2 Conduct Siege (Optional)**

If one of the players controls the area, he may now offer siege (even if he is the aggressor). This means that he is retreating his leaders and troops into a castle to taunt his foe (he is the "Besieged"; the other player is the "Besieger"). If neither player controls the area, or if the controlling player does not offer siege, skip this step and go on to Step 3. Siege is a one time option that, once declined, cannot be exercised again in the same battle.

To resolve the siege:

- Calculate the "siege number" by:
  - Taking the Area Value.
  - Adding 3.
  - Adding the bravery rating of the Besieged's battle commander.



- Subtracting the bravery rating of the Besieger's battle commander.
- Subtracting the number of gunner troop strength points the Besieger has in the area, but only up to 2.

This total is the siege number.



**Because the English control the area, they have the option of offering siege during Step 2 of the combat procedure. It does not matter which side is the aggressor. This is the only time this option can be exercised. If it is not, then battle ensues and siege is no longer an option in this area this turn.**

**So . . . the English offer siege. The siege number is 2, calculated as follows: Area value (2) plus (3) [=5] plus English battle commander's (Richard's) bravery (1) [=6] minus the French battle commander's bravery rating (2) [=4] minus the number of French gunners (up to 2) (2) [=2].**

**Note that the French don't get the benefit of the third gunner—he is wasted here. Note also that one of the English leaders has a better bravery rating than the English battle commander. Too bad for the English, that too is wasted here.**

**The French win the siege on a die roll of 3-6 and they lose on a 1-2.**

- The Besieger now rolls one die and compares it to the siege number. If the die roll is greater than the siege number, the Besieger wins, go to substep (c). If the die roll is less than or equal to the siege number, the Besieger loses, go to substep (d).
- The Besieger wins. All of the Besieged troops are removed and all of the Besieged leaders are placed in the Besieger's captured leader box on the map.
- The Besieger loses. The Besieger must move all his leaders to any adjacent areas, according to the following:
  - No more leaders can cross a border than could during an action impulse (e.g., only one leader from the area could leave across an obstructed border).
  - The leaders may not go to an area that contains enemy leaders.
  - The leaders may not go to an area that is enemy-controlled.
  - The leaders may split up and go to different areas.
  - Leaders that cannot comply with these restrictions are captured and their troops are removed.

The siege and the battle sequence for this area are now over; move on to the next battle area, or on to the next phase if there are no more battle areas.

*Play note: Leaders that retreat from a siege are not disgraced (see Battle Step 3(g)(ix) and Rule 8.0).*

### Step 3 Conduct a Round of Battle

The players must conduct at least one round of battle as follows:

- Each player now figures out how many dice he can roll for this round of battle (battle dice). A player can roll a number of battle dice equal to the lesser of:
  - his battle commander's battle rating; and
  - the number of non-gunner troop strength points the player has in the area. (Make sure to count all leaders and their non-gunner troops—not just the battle commander and his non-gunner troops. And remember that each leader counts as one troop strength point!).

In addition, if a player has longbow troops or longbow leaders in the battle area he can add to his battle dice a number of dice equal to the lesser of:

- his battle commander's battle rating; and
- the number of longbow troops and longbow leaders the player has in the area. (Make sure to count all longbow leaders and all longbow troops, and not just those with the battle commander).

*Play note: Remember that gunner troop strength points do not count toward the number of battle dice. For example, if a player has one leader and one gunner in an area,*



he can only roll one battle die, representing his leader's intrinsic troop strength point. And yes, while you may have 20 (non-longbow) troop and leader strength points in the battle, if your battle commander's battle rating is 1, then you can only roll one battle die each battle round. And yes, longbow troops and leaders could be counted toward the number of battle dice rolled in substeps (i) and (ii) and then counted again in substeps (iii) and (iv). This means that a player who has longbow troops or leaders in a battle could roll more battle dice than his battle commander's battle rating.

- b) Now compare the bravery ratings of the two battle commanders. The player whose battle commander has the higher bravery value may add the difference between their ratings as a modifier to all of his battle die rolls in substep (c). If the battle commanders have the same ratings, then neither side gets a die roll modifier.
- c) Each player now rolls his dice.

*Play note: The battle die rolls are simultaneous.*

If a player received a favorable die roll modifier in step (b), he now adds it to each of his die rolls. For example, if the difference between the bravery ratings was 1, then the player whose leader had the better bravery rating would add 1 to all of his die rolls.

Every die roll of 6 or more is a battle hit.

If the aggressor did not inflict any battle hits on his opponent, he gets the 1st Round Missed marker; if this is his second consecutive round of missing, flip the marker over to its 2nd Round Missed side. If the aggressor already has a 1st Round Missed marker or a 2nd Round Missed marker and he scored a battle hit this round, he can remove the marker.

*Play note: What's with this "missed" stuff? If the aggressor fails to inflict a battle hit on the non-aggressor for three consecutive battle rounds, the non-aggressor will soon have the option to force the aggressor to run away. The markers are to help keep track of this.*

- d) Each player must now remove a troop strength point or leader of his choice for each battle hit he received, according to the following restrictions and priorities:
  - A leader may not be removed until he has no troops left under his command.
  - The battle commander must be removed last of all.
  - The removal of one knight or chevalier troop strength point satisfies two battle hits.

*Play notes: Losses are taken simultaneously. A knight or chevalier can absorb up to two battle hits, but it is still removed if it takes only one battle hit; so try not to waste them! Finally, within the above restrictions, you can choose to remove any friendly troops or leaders from the area to satisfy battle hits, even gunners.*

Following the assignment of all battle hits, if at least one mercenary on a side took a battle hit, any remaining mercenaries on that side are now removed (those fickle fellows).

*Play note: Yes, this rule applies to mercenaries that hail from different areas—one runs, they all run. And maybe even right in the middle of a battle, no less!*

Place removed troop pieces aside for future use. Removed leaders have their fate decided in the next step (step (e)).

- e) Each player now rolls one die on the Elimination Chart for each of his leaders removed in step (d), modifying the roll by adding the leader's rank (his number of stars). The possible results are:
 

Killed:	Place the leader aside for now; he will score victory points for the opponent in Phase 11.
Captured:	Place the leader in the enemy's captured leader box.
Routed:	Place the leader on this turn's routed leader box for reentry later this turn.
- f) If all leaders of one side (or both sides, however unlikely) have been removed, the battle in this area is over. If there is one or more leader of both sides left in the area, go on to step (g).
- g) Beginning with the non-aggressor (remember those Aggressor markers?), either player may now elect to run away. If one player elected to run away, continue to follow this step. If neither player elected to run away, skip this step and go to step (h). A player who elects to run away must obey the following:
  - i. All friendly leaders from the battle area must run away.
  - ii. All leaders must run away to the same area.
  - iii. The leaders may not run away to an area that contains enemy leaders.
  - iv. The leaders may not run away to an area that is enemy-controlled.
  - v. No more leaders can run away across a border than could move across during an action impulse (e.g., only one leader from the area could run away across an obstructed border).
  - vi. If there are more leaders in the area than can legally run away, the player who controls them must now choose which will run away and which will stay. The leaders that must stay are placed in the enemy's captured leaders box and any troops under their command are removed.
  - vii. Before the leaders run away, the enemy may conduct a final battle round against them. This is a normal round of battle, conducted exactly as in step 3, but with two terrible exceptions:
    - the leaders running away may not roll any battle dice; and
    - their enemies add an additional 1 to all battle die rolls. (Hey, nobody said running away was a free ride.)



- viii. Any leaders that survived this far may now (finally!) run away.
  - ix. A leader that ran away is disgraced (place a Disgraced marker on the leader as a reminder).
  - x. The battle in this area is over. Go on to the next battle, or, if this is the last battle, to the next phase.
- h) Conduct another round of battle starting with step (a). However, if the aggressor began this battle round with the 2nd Round Missed marker and he scored no hits this round, the non-aggressor may elect to either:
- continue with another battle round; or
  - force his luckless foe to run away as described in step (g). If the non-aggressor chooses to continue with the battle, the aggressor removes the 2nd Round Missed marker.

## 8.0 Phase 4: Determine Control of Areas

First, remove all Aggressor markers from the map.

Next, go over the whole map area by area to determine who controls each contested area. You need only check contested areas that contain one or more leaders. Remember that the five neutral areas can never be controlled by either side. For each area, first apply paragraph a), and then apply paragraph b). Note that sometimes paragraph a) will not apply and you can go straight to paragraph b).

- a) A controlled area becomes uncontrolled if it contains at least one leader from the opposing side.
- b) An uncontrolled area that contains a leader who is not disgraced will become controlled by that leader's side if:
  - i. The area is not the leader's home area and the controlling player rolls one die that is equal to or less than the leader's rank (number of stars). Add one to this die roll for each mercenary troop strength point in the area. (This is one of the bad things about mercenaries.) If a player has more than one leader in the area he may choose which one to use for the die roll, but he may only make one die roll per area per turn.
  - ii. The area is the leader's home area. However, if there are any mercenary troops in the area he must instead roll for control in substep (i) above as if his rank were 6, adding one to the die roll for each mercenary troop strength point in the area. If a player has more than one eligible leader in the area he may choose which one to use for the die roll, but he may only make one die roll per area per turn.

Last, remove the Disgraced markers, all is forgiven.

*Play note: Please remember that disgraced leaders play no part in determining control.*



Following a battle round, the five English leaders have elected to run away (never mind why). The English cannot run away to Gascony because the French control it. The English cannot run away to Poitou because there is a French leader there. The English can run away to Brittany, Limousin, Auvergne, or Languedoc, but they face different obstacles for each. First, all English leaders must try to run away to the same area; any leaders that cannot make it must stay behind and be captured and their accompanying troops eliminated. Since running away is subject to the same restrictions as movement, the English player's choices are as follows:

1- any three of the leaders could run away to uncontrolled Languedoc over the river border (two would stay behind to face capture);

2- any two of the leaders could run away to uncontrolled Limousin over the clear border (three would stay behind to face capture);

3- any one of the leaders could run away to uncontrolled Auvergne over the obstructed border (four would stay behind to face capture);

4- any one of the leaders could run away to uncontrolled Brittany over the sea connection border (four would stay behind to face capture); if Brittany were English-controlled, two leaders could run away there by sea).

After the English player makes his choice, but before he runs away, a final combat round is conducted with only the French player rolling battle dice, adding an additional one to all his die rolls. The English player can take casualties from any of his units as usual (even from among units that are staying behind). Following apportionment of casualties, the English player can place his running away troops and leaders in the new area. All the leaders that ran away are disgraced.



### Extended Example of Combat



Richard II is in command for the English, even though his battle rating is worse than Edward of York's—too bad for the English, that will cost them one battle die here. Richard's battle rating is 3, so the English can roll that many dice because three is the lesser of Richard's battle rating and the number of non-gunner troops the English have in the area (which is seven: the two English leaders, the two longbowmen, the two mercenaries and the one infantry). To these three dice, the English can add another three, which is the lesser of Richard's battle rating (3) and the number of English longbowmen and longbow leaders in the area (which is 4). So the English will roll six dice.

The French, with two leaders, one chevalier and seven infantry can roll four dice, because their commander Jean's battle rating is 4 (since the French have two 3-star leaders, the French player can pick either as his battle commander and logically chooses the leader with the better battle command rating and bravery rating).

We now come to Step 3(b). The English leader's bravery rating is 1 and his French counterpart's is 2, so the French will add one to all of their die rolls. The English player now rolls six dice and the French player rolls four. The English player rolls 1, 1, 1, 2, 3 and 5 and the French player rolls 3, 4, 5 and 6. As modified, the French player's natural rolls become 4, 5, 6 and 7. So the English inflict no hits on the French and the French inflict two hits on the English. Since the English are the aggressors, the English player places a 1st Round Missed marker in the area as a reminder. The English must remove any two troop strength points (remember, a leader cannot be removed until he has no troops left under his command) and he chooses the gunner and one infantry to eliminate.

Neither player wants to run away, so we go to the second round of battle. The English still roll six dice (the English now have six non-gunner troop strength points—the two mercenaries, the two longbowmen and the two leaders—for which they can roll three dice, i.e., Richard's battle rating; the two longbowmen and two longbow leaders add three more dice once again). The French lost nothing, so they still roll four dice. Now it's a bloodbath. The English roll four 6s—all hits, and the French roll a 3, two 4s and a 6 for one hit. The French player removes the chevalier and two infantry to satisfy the four hits—remember, one chevalier can absorb two hits. Not wanting to lose his fabulous longbowmen, the English player removes a mercenary. Now that all battle hits have been satisfied, the remaining mercenary on the English side is also eliminated because the first one was. Finally, the English player scored a hit this round, so he can remove the 1st Round Missed marker.

Both players still want to fight, so we do another round. Hanging on by his teeth, the English player still rolls six dice (with two leaders and two longbowmen he has four troop strength points now, so he still rolls three dice for his troops; the two longbowmen and two longbow leaders still add another three). The French, with seven troop strength points (two leaders plus five infantry) still roll four dice for their leader's battle command rating. The English whiff again with three 1s and three 2s, while the French get three hits by rolling a 4, two 5s and a 6. The English player must eliminate his longbowmen first (leaders always go last) to satisfy the first two hits. The English player must eliminate the two longbowmen and Edward to satisfy the three hits, since the battle commander (Richard) must always go last. As a final indignity, the English player again gets the 1st Round Missed marker.

A glutton for punishment, the English player elects to not run away and his French opponent is happy to oblige with another round of battle. This time the English player is down to one troop strength point and one longbow point for lone Richard, so he rolls two battle dice which is (a) the lesser of his troop strength (1) and his battle commander's battle rating (3) added to (b) the lesser of his battle commander's intrinsic longbow strength (1) and his battle commander's longbow bonus (3). The French still roll four battle dice. This time both players whiff their rolls. The only effect is that the English player now receives the 2nd Round Missed marker. The French player does not receive a missed marker, even though he missed, because he is not the aggressor.

Pushing his luck, the English player elects to go another battle round. Nothing has changed, so the English still roll two dice and the French four. Both sides again miss their battle rolls. The English player says he wants to keep fighting, but since the English player missed while the 2nd Round Missed marker was down, the French player now has a choice: he can fight another round of battle or he can force the English player to run away.

The French player decides to force the English player to run away and we will assume for a moment that the English player has a place he can run away to (if he didn't, the remaining English leader would simply be captured). But before the English player can run away, the French player gets a parting shot in a round of combat in which he can fire but the English player cannot. Still rolling four battle dice, the French player now has a +2 die roll modifier — +1 for his superior bravery and +1 for the running away penalty. Needing only a "4" for a hit, the French player rolls 1, 2, 4 and 6, sending Richard to an appointment with the Elimination Chart.



## 9.0 Phase 5: Raise Troops and Place Mercenaries

Beginning with the non-initiative player, each player must now raise new troops in the areas he controls. A controlled area automatically raises a number of troop strength points equal to its Area Value. A player simply places a number of troop strength points equal to the Area Value in that area. The troops can be infantry or special troops, although special troops must be raised according to the restrictions described below.

*Play notes: Raising troops is not voluntary; troops are automatically raised in controlled areas. The only option a player has is whether to raise special troops. Do not assign troops to leaders at this time.*

### Raising Knights and Chevaliers

Knights and chevaliers, which represent the elite guards of the King of England (knights), the King of France (chevaliers), and the Duke of Burgundy (chevaliers), can only be raised, respectively, in England, Ile de France and Burgundy. Only one knight or chevalier can be raised per turn per eligible area (and this counts towards the total number of troops raised in an area). Knights and chevaliers are not generic; there are only two each for England, Ile de France and Bur-

gundy. But if a knight or chevalier is removed from the game, it can be raised again.

Remember that any 3-star leader of either side may command any knight or chevalier. However, 2-star Burgundy leaders are allowed to command Burgundy chevaliers. Other than Burgundy leaders commanding Burgundy chevaliers, 1- and 2-star leaders may never command knights or chevaliers.

### Raising Gunners

Gunners represent all the weapons, technical apparatus and personnel necessary to conduct a siege. A gunner troop strength point can only be raised in an area with an Area Value of 3. Only originally English or French leaders (i.e., leaders with no black stripe), can command gunners.

### Raising Longbowmen

Longbowmen are archers from England or Wales and can only be raised in England and Wales. Longbowmen are not generic; there are only two each for England and Wales. But if a longbowman is removed from the game, it can be raised again.



**During Phase 4, control of these areas is determined as follows:**

- The French control marker is removed from Brittany, because it contains an English leader.
- Normally, the English player could choose one of his three leaders in Picardy to use for a control die roll. But because one of his leaders commands two mercenaries, any leader he chooses will suffer an adverse +2 die roll modifier. Therefore, none of his leaders in Picardy can successfully roll for control. If he had a 3-star leader there, he could gain control on a die roll of 1.
- In Orleans, the French must roll a 1 or a 2 for control.
- A French control marker is automatically placed in Anjou, because it contains a French leader from Anjou.
- Even though Ile de France is occupied by a French leader from Ile de France, the French player must roll for control of Ile de France because the leader commands mercenaries; because he controls two mercenaries, he must roll 1, 2, 3 or 4 for control.



## Placing Mercenaries

Mercenaries are not raised. Rather, they spring into existence whenever they are available. But remember that the countermix is an absolute limit on special troops like mercenaries: there are a maximum of two mercenary troops for each neutral area (Ireland, Lorraine, Navarre, the Netherlands, and Savoy).

Leave any mercenaries that are on the map where they are. Take any mercenaries that have been removed from the map and place them back in their home area.

## 10.0 Phase 6: Deploy Troops and Recruit Mercenaries

Each player can now deploy the troops raised in the areas he controls. He can also recruit available mercenaries from their home neutral areas. The non-initiative player does all this first, followed by the initiative player.

*Play note: Leaders and the troops under their command may not deploy during this phase; only unassigned troops may deploy.*

### 10.1 Deploying Troops

You can deploy troops from any area you control to any other area you control as long as the two areas are adjacent or are connected to each other by one or more areas you control (i.e., all of the connecting areas must be adjacent).

*Play note: Units can deploy surprisingly far away if you control a string of adjacent areas.*

There are two limitations on deploying troops:

- Troops can never be deployed across obstructed borders.
- Only the English player can deploy troops over a sea connection.

*Play notes: Remember that areas connected by a sea connection are adjacent.*

*Also, deployed troops are not yet assigned to friendly leaders that might be in their new areas. This is important because new leaders will be placed on the map and existing leaders may die of natural causes before troops are assigned. Be sure to check which leaders are arriving (and which might die) when deploying troops.*

*Finally, keep in mind that knights, chevaliers and gunners have special restrictions on which leaders can command them—if you deploy them to the wrong area, they might be useless!*

### 10.2 Recruiting Mercenaries

Recruiting mercenaries is almost the same as deploying troops. You can move unassigned mercenaries out of their neutral home areas and into any area you control as long as the neutral area and the destination area are adjacent or are connected to each other by one or more areas you control (i.e., all of the connecting areas must be adjacent).

However, there is one important restriction: unlike deployed troops, recruited mercenaries can and must be assigned to a leader immediately; if this is impossible they cannot be recruited.



There are a number of deployment possibilities for the English player in this example; but here are some things to keep in mind:

- The troops in England, Normandy, Brittany, and Aquitaine can all be freely deployed in any combination amongst those areas, but note that no deployment amongst those areas, but note that no deployment from Brittany to Normandy is possible over the obstructed border; rather, troops deploying between Brittany and Normandy would have to deploy through England first.
- The troops in Auvergne and Berry can only deploy between Auvergne and Berry because of the obstructed border between Auvergne and Aquitaine. An English control marker in Limousin would solve this problem and allow the English to deploy troops among any of the controlled areas in the example.
- If the control markers in this example were changed to French, the French player would not have nearly as many options since the French cannot deploy over sea connections. Hence, the troops in England, Normandy, Aquitaine and Brittany would be unable to deploy anywhere, for example; only the troops in Auvergne and Berry could deploy, and then only between those two areas.



## 11.0 Phase 7: Dispose of Captured Leaders

In this phase the players deal with any leaders that may be in the captured leaders box. Captured leaders are either exchanged, ransomed or left to rot.

### 11.1 Leader Exchange

If both captured leader boxes are occupied, count up the number of stars of the captured leaders on each side. (If only one captured leader box is occupied, skip this paragraph and go on to the ransom paragraph below.)

If it is possible to make an even exchange based on the number of captured stars—not on the number of captured leaders—then players must exchange as many stars as possible. If there are different possibilities for an even exchange then the initiative player decides which leaders are exchanged.

Exchanged leaders go into this turn's routed leaders box. Leaders leftover from the exchange process are subject to the ransom process below.

### 11.2 Ransomed . . . Or Left to Rot?

A player with one or more leaders in his enemy's captured leader box has two options for each leader: ransom or rot. If both players have captured leaders, the initiative player proceeds first.

First option (Ransom): the player pays ransom to free a leader of his choice by removing control markers from areas he controls. The amount of the ransom is equal to the leader's rank (stars), and the payment is made by removing control markers from friendly-controlled areas. Each control marker removed counts against the ransom by an amount equal to its Area Value. For example, the English player has a 2-star leader whom he wishes to ransom. He can pay the ransom by removing one control marker from an area with an Area Value of 2 (or 3—you can always overpay), or by removing control markers from two areas with Area Values of 1. The ransomed leader goes into this turn's Routed Leaders Box.

Second option (Rot): if the player chooses not to ransom a captured leader the leader remains in the captured leader box until he dies, is ransomed, or is exchanged. Note that during Phase 11, players lose victory points for their captured leaders to the tune of one victory point per star.

## 12.0 Phase 8: Determine Leader Death

A death check is made for each leader:

- in play;
- in the routed leader boxes; and
- in the captured leader boxes.

Use each leader's turn of arrival number (printed on each leader's piece), compare it to the Leader Death Chart and roll the die. Leaders will either live or die. Leaders that live stay where they are. Leaders that die are removed from play (if the dead leader is English or French, flip him over to reveal the later arriving leader lurking there and place that leader on his turn of arrival). If a leader dies, his troops remain on the map for now.

## 13.0 Phase 9: Place Leaders

Every turn six new leaders arrive in the game: two French, two English and two non-aligned (black stripe). The arriving leaders are those whose turn of arrival number (printed on each leader's piece) is the same as the current turn. In addition, leaders from this turn's routed leaders box return to play. Note that originally non-aligned leaders in the routed leaders box might switch sides during this phase.

### 13.1 Order of Leader Placement

All arriving and returning leaders are placed in the following sequence using the placement rule below (Rule 13.2):

- Put all the non-aligned leaders (both newly arriving and those in the routed leaders box) together. It doesn't matter which side is facing up, their allegiance (old or new) will be determined in step (b).
- The non-initiative player chooses a non-aligned leader for his own, flips it to the correct side, and places it.



In this example, the French player has the initiative, the English have captured four French stars and the French have captured six English stars. There is only one possible exchange: both French leaders for the English 3-star and the English 1-star. That is the maximum possible even exchange. Hence, an exchange of one French 2-star for one English 2-star is not allowed.

Take away the English 3-star from the example, and the only possible exchange is one French 2-star for one English 2-star. Since the French have the initiative, they would choose which French 2-star to exchange.

Add an English 1-star to the example and there are two allowable exchanges: 1) both French leaders for the English 3-star and the English 1-star; or 2) both French leaders for the English 2-star and both 1-stars. Again, the French, with the initiative, would choose which exchange to make.

Following the original example, the completed exchange leaves one captured English 2-star. The English player may now ransom him or let him rot in prison. To ransom him, the English player can remove a control marker from any Value 2 or 3 area he controls (the Value 3 area would of course be an overpayment), or he can remove the control markers from any two Value 1 areas he controls.



- c) The initiative player chooses a non-aligned leader for his own, flips it to the correct side, and places it.
- d) The players repeat steps (b) and (c) until there are no non-aligned leaders left.

*Play note: All non-aligned (black stripe) leaders, both those newly arriving plus any from the routed leaders box have now been placed. Only English and French leaders remain.*

- e) The non-initiative player places all his newly arriving leaders and any of his leaders from the routed leaders box.
- f) The initiative player places all his newly arriving leaders and any of his leaders from the routed leaders box.

*Play note: If there is an odd number of non-aligned leaders to be placed, the non-initiative player will get the extra leader. If a non-aligned leader whose home is a neutral area is placed in his home area, he is assigned infantry troops—not mercenaries.*

### 13.2 Leader Placement Priorities:

A leader may be placed in:

- any friendly-controlled or neutral area (even if it contains enemy leaders); or
- the leader's home area (even if it is uncontrolled, enemy-controlled, or contains enemy leaders).

If a leader is placed in an area that contains enemy leaders, place an Aggressor marker on that leader unless there is already an Aggressor marker in the area.

If a leader is placed in his home area, the leader immediately raises a number of infantry (not special!) troop strength points equal to his rank (number of stars). Those troops are immediately assigned to his command.

If a side is without a King for any reason, the Kingless player now simply places the King marker on any friendly 3-star leader of his choice. No 3-star leader? No new King this turn.

## 14.0 Phase 10: Dispose of Leaderless Troops

If the non-initiative player has any leaders in the same areas as unassigned troops he may assign the troops to the leaders (up to the leaders' command limits, of course). This includes mercenaries in their home area. Afterward, the initiative player does the same thing.

Remember that a leader can only command up to three times the number of stars in his rank.

Also, remember the limitations on command of special troops:

- Only 3-star English or French leaders can command knights or chevaliers, with the exception of 2-star Burgundian leaders, who can command Burgundian chevaliers.
- Non-aligned (black stripe) leaders can never command gunners or knights or chevaliers.

After both players have done this, any troops left unassigned are removed from the map.

*Play note: You may have noticed by now that the sequence of phases from raising and deploying troops through placing leaders and disposing of troops can result in one player taking control of troops raised or deployed by his opponent. If you manage to do this, make sure to taunt your opponent mercilessly.*

## 15.0 Phase 11: Adjust the Score

Each player now scores his victory points for this turn as follows:

Control of England (for the French player only). Control of Ile de France (for the English player only)	1 victory point (in addition to the victory points based upon the Area's Value)
Control of an area with an Area Value of "3"	2 victory points per area
Control of an area with an Area Value of "1" or "2"	1 victory point per area
Enemy 3-star leader killed in battle this turn	2 victory points per leader
Enemy 1-star or 2-star leader killed in battle this turn	1 victory point per leader
Enemy King killed this turn	1 victory point (in addition to the 2 victory points for his 3-stars)
Enemy leader in your captured leaders box	1 victory point per star

The Victory Point Track goes from 0 to 30 points and the Victory Point marker has two sides: French and English. Only one player can record points on the Victory Point Track each turn. After both players determine their victory point total for the turn, subtract the smaller number from the larger, and adjust the victory point total by the difference in favor of the player with the higher total. Flip the Victory Point marker as needed to show which side currently has points.

If either player has 30 points at the end of this phase, he immediately wins. Otherwise, the player with more points after the last turn wins. If the Victory Point marker is at 0 at the end of the game, the game is a draw.

*Play note: That's right, you keep scoring points every single turn for an area as long as you control it.*

*Another play note: Warriors of God is a "zero sum" game; a player's victory points count against those of his opponent. For example, at the end of turn 3, with the Victory Point marker at 0, the English score 8 points and the French score 5 points. Flip the Victory Point marker to the English side and move it to 3 on the Victory Point Track. At the end of the next turn, the English score 3 points and the French score 4. Move the Victory Point marker to 2, but do not flip it over. Next turn, the English score 1 point and the French score 6. Flip the Victory Point marker over to the French side and move it to 3.*



## 16.0 Scenario Set Ups and Special Rules

### 16.1 Preparing the Board (both scenarios)

Place the following markers on the board:

- Victory Point marker at 0 on the Victory Point Track.
- Turn marker at Turn 1 on the Turn Record Track.
- Impulse Remaining marker at 0 on the Impulse Track.

Use one of the scenario-specific setup tables below to place starting leaders and troops on the board. In each of the five neutral areas, place the four mercenary troops for that area.

Sort unused leaders for your scenario by the turn of arrival, and keep them (and remaining control markers and troop pieces) close by.

Note that the leaders for the two different scenarios are colored differently for identification: the Hundred Years War leaders have black numbers and the Lion in Winter leaders have white numbers.

### 16.2 Selecting Non-Aligned Leaders (both scenarios)

After preparing the board, each player rolls a die. The player with the higher roll selects one of the two non-aligned leaders on the map for his side; his opponent gets the remaining leader. The English player wins tied die rolls.

### 16.3 The Hundred Years War Scenario Set Up

In	Place
England	Edward III with 3 Infantry and the English King marker John Chandos with 1 Infantry An English control marker
Ile de France	Philippe VI with 3 Infantry and the French Roi marker Louis de Dampierre with 1 Infantry A French control marker
Flanders	Jacob von Arteverde with 1 Infantry
Brittany	Charles de Bois with 1 Infantry

### 16.4 Special Hundred Years War Scenario Rules

#### Home Court Advantage

When rolling for initiative, apply the following modifiers to the results:

- If the English King is in England, the English player adds one to his die roll.
- If the French King is in Ile de France, the French player adds one to his die roll.
- If a player has no King in play he subtracts one from his die roll.

When you calculate the number of action impulses, use the losing initiative die roll as modified under this rule.

### English Sea Dogs

The English player can move up to two leaders from the same friendly-controlled area across one sea connection into any other area, even if it is not friendly-controlled. This special movement rule does not affect the restrictions on running away.

### Jeanne d'Arc

If Jeanne d'Arc is the French battle commander, the English player must roll a die before each battle round. If the die roll is equal to the English battle commander's bravery rating, battle is conducted normally for this battle round. If the die roll is greater than the English battle commander's bravery rating, the English player may not roll any battle dice in this battle round (and will likely get trounced by a girl). If the die roll is less than the English battle commander's bravery rating, Jeanne d'Arc is indisposed for awhile and the French player may not roll any battle dice in this battle round.

### 16.5 The Lion in Winter Scenario Set Up

Note that neither side begins this scenario with a King.

In	Place
Anjou	Geoffrey V of Anjou with 2 Infantry
England	Stephen of Blois with 1 Infantry
Normandy	Matilda of Normandy with 2 Infantry
Ile de France	Louis VII with 3 Infantry
England	Robert of Gloucester with 1 Infantry
Scotland	David I with 1 Infantry

### 16.6 Special The Lion in Winter Scenario Rules

#### English Longbow Restriction

English longbow troops can only be led by Richard I, Edward I and Robin Hood. (Anyone can command Welsh longbow troops.)

#### Welcome to Sherwood!

If Robin Hood commands at least one longbow troop strength point, add one to his battle command rating.

## 17.0 Credits

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