Thrones
OF VALOUR

The field of war is a treacherous wilderness of violence... and fear!

Your borders are breached; they must not fall to your rivals!

OBJECTIVE

The deck is arrayed with **soldiers** of various **classes**... **deploy** them wisely to defeat your rival **Thrones**!

WINNING

You win by being the last surviving player (or **Throne)** with **soldiers** in your hand!

DEALING ARMIES

Fewer than 6 **Thrones**:

deal 7 *cards* to everyone.

5+ **Thrones**:

deal 5 *cards* to everyone.

Quicken the pace:

reduce the *cards*.

STANDARD DECKS

There will be a **Draw Deck** and a **Discard Pile**. When the **Draw Deck** is empty, *shuffle* the **Discard Pile** and make it the new **Draw Deck**.

PLAY

Play takes place in **rounds** and **deployments**.

In each **round**, every **Throne** takes it in *turn* to **deploy** *cards* as an *attack* against the **Throne** on their left. Play then moves anti-clockwise with the previous *defender* becoming the new *attacker*.

A new **round** begins when it is the *turn* of the first player to *attack* again.

REINFORCEMENTS

Begin every **round** by dealing 3 additional **soldiers** face up as **REINFORCEMENTS** (the *FLOP*).

All **Thrones** may incorporate any matching **REINFORCEMENTS** to their *deployed* numbers.

REINFORCEMENTS are *discarded* and *replaced* every new **round**.

ORDER OF PLAY

The last **Throne** to have been *attacked* by something goes first by *attacking* to their *left*.

DEPLOYMENT

The *attacking*, then *defending*, **Throne** deploys as little or as many **soldier** cards as they like (or can) – *face down* before revealing their **deployed**.

Unless otherwise stated, you may only **deploy** matching **soldiers** from your hand.

BEWARE: there are 2 types of **MELEE soldier** and 2 of **RANGED**. These *cannot* be **deployed** together.

Any **Throne** exceeding their **rival's** numbers, by **2** or more **soldiers**, *wins* (irrespective of **class**).

DEADLOCK

A *deadlock* occurs when **deployed soldiers** match. Affected **Thrones** discard their **deployed soldiers** and draw replacements from the *Draw Deck*.

LEGENDARY

All **1-10 (Strength Level) soldiers** include one **Legendary** equivalent that **deploys** with **[x2]** as standard.

Vanquishing

Determine the *winner* of each **deployment** using your *card's* **VANQUISHES** *list*.

Example 1

As the weakest **soldier,** when **deployed** alone [x1], the **Evasive** can only **vanquish:**
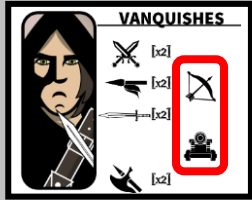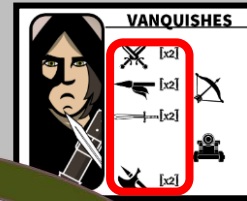
1 **Ranged** or 1 **Artillery**.

3 Or More

When **deployed soldiers** exceed the numbers detailed on the **Vanquishes list**, reduce the cards for both **Thrones** to determine the winner.

Discard & Re-Draw

All **deployed soldier** *cards* are *discarded*. The winner **draws** new **soldier** *cards* from the **Draw Deck** equal to the number of *cards* deployed (unless told otherwise).

However, they are stronger when **deployed** as 2 or more [x2], as they can additionally **vanquish:** 1 **Evasive**, 1 **Phalanx**, 1 **Melee** or 1 **Vanguard**.

SOLDIER CLASS

VANQUISHES LIST

MOUNTED
VANQUISHES

VANQUISH (INDIVIDUAL)

VANQUISH (MATCHING)

SPOILS
TRAMPLE & DISCARD AN EXTRA CARD FROM RIVAL'S HAND *(UNSEEN)*

SPOILS

SOLDIER — CAVALRY

STRENGTH LEVEL — 4

A *card's* **Strength Level** (range: **0 to 12**) determines its prowess and capacity to **vanquish** opponents.

Spoils

Thrones apply **Spoils** specified on the *winning card* (benefiting the *winner* or punishing their **rival**).

Next Deployment

The **defending Throne** from the previous **deployment** now **attacks** the **Throne** to their left.
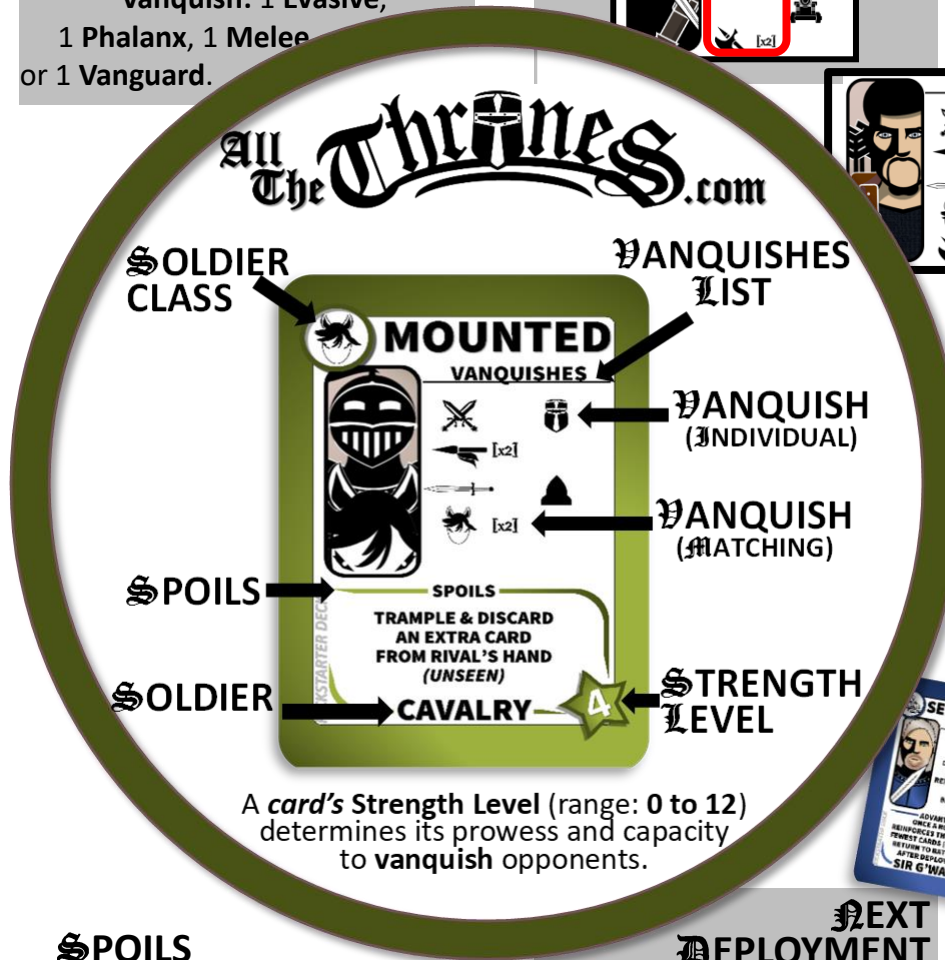

Example 2

Ranged (**Longbow** and **Crossbow**) are mid to high strength **soldiers**. When deployed alone [x1], they can already **vanquish:**

1 **Phalanx**, 1 **Melee**, 1 **Mounted**, 1 **Vanguard**, or 1 **Armoured**.

When more than 1 are **deployed** [x2], they can additionally **vanquish:**

1 **Evasive**, 1 **Ranged**, or 1 **Artillery**.

Royalty, Common Folk & Sellsword

The **King** is **Legendary**: [x2].

The **Peasant** distracts (kill 1 **rival** *card* or reduce a **Legendary** to [x1]). Both the **Peasant** & **non-Legendary** *card* are immediately *discarded* and *not replaced*.

The **Sellsword** reinforces the weakest **Throne** (the *smallest hand*) once per *round* (from *round* 2 onwards). But, only if there is 1.