

Thrones

OF VALOUR

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



Your borders have been 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**. Whenever the **Draw Deck** is empty, **shuffle** the **Discard Pile** and make it the new **Draw Deck**.



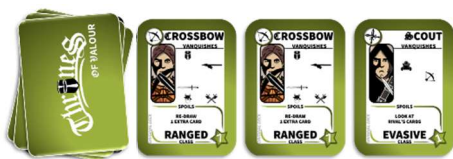
PLAY

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** the **Throne** on their **left**.

DEPLOYMENT

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



Both **Thrones** then reveal their **deployed soldiers**.



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).

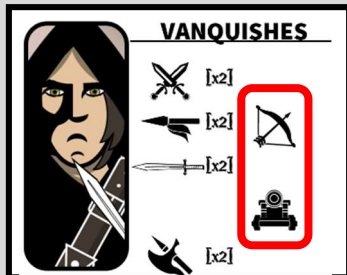


VANQUISHING

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

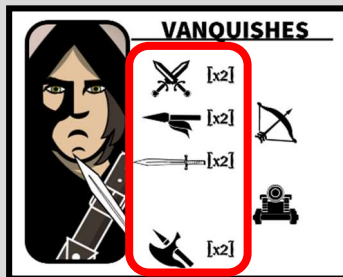
EXAMPLE 1

As the weakest **soldier**, when **deployed** alone [x1], the **Evasive** can only **vanquish**:



1 Ranged or 1 Artillery.

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.

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.

DEADLOCK

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

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

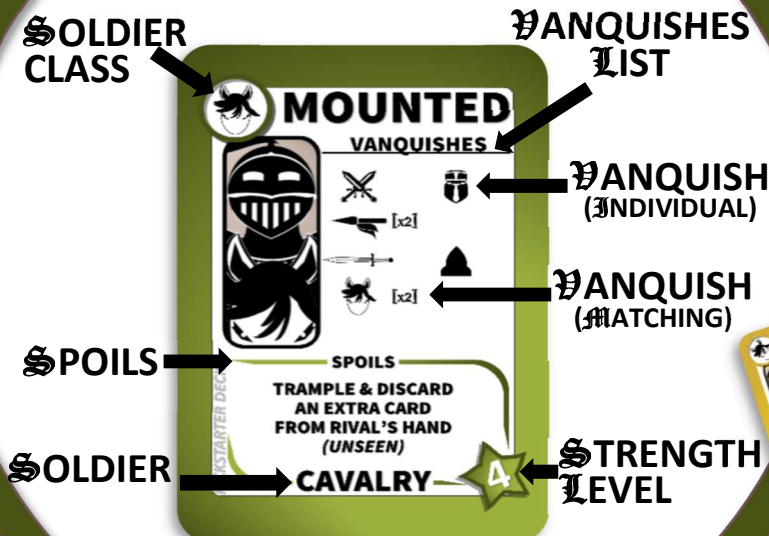
All **deployed soldier cards** are **discarded**. The winner **draws** new **soldier cards** from the **Draw Deck** equal to the number of **cards** **deployed** (unless told otherwise).

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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.

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.



LEGENDARY

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

