



WARRIORS & TRADERS™

RULEBOOK

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[Introduction]

You are a king in the Dark Ages who is about to embark upon a journey that changes history. Choose your country and forge its destiny.

Your capital is surrounded by barbarians settled on the lands, but you feel that in your hands these provinces could mean much more. Your subjects trust that you will bring them prosperity and glory. Develop your production and engage into trade to gather precious resources that will allow you to claim the lands which are rightfully yours.

You may be a peaceful trader who fills the royal treasury with gold, but for the other kings your wealth is a temptation. You can build forts to defend your lands or you can take fate in your own hands and prepare for battle.

As armies grow bigger and stronger, war is inevitable!

The time has come for wise kings to prove themselves as military leaders. Become a true warrior to defend your lands and test your forces not only against barbarians, but against enemy kingdoms.

Whether you strive to be a mighty warrior or a peaceful trader, the power is in your hands. Conquer your opponents or outwit them to build the most prosperous kingdom in the Dark Ages.

This is your chance to rewrite the history!

Game objective

The aim of the game is to accumulate the largest number of Victory Points, by developing your country's Production, Trade and Military technologies, by conquering new provinces and defeating enemy armies.

Number of players and play time

WARRIORS & TRADERS™ is a board game for 2 to 6 players. The game is designed especially for 4 or 6 players to get maximum entertainment; however there are specific winning conditions for each number of players to keep the game balanced and interesting.

The game may also be played in alliance, with two teams of 2 or 3 players or three teams of 2 players, for an enhanced experience.

The game time depends on the number of players and on their knowledge of the game. If all players are new to the game, expect a 2-4 hours game time. Experienced players will be able to reach winning conditions after 1½-2 hours.

[Game components]

Enclosed in the box you will find the following components:

Game board, double sided (Fig 1), with the map of Western Europe on one side and Eastern Europe on the other side.

Country Cards (8 for Western Europe and 8 for Eastern Europe - Fig 22 & 23) show the provinces belonging to a country, with their types and the order of play

Province tokens (Fig 2) (one for each province on the map) provide information about the resources a province supplies, its type – Capital, Trade Center, Common or Contested – and the number of Victory Points that province brings to the owner.



Figure 2 Province Tokens

Builder, Trader and Warrior (Fig 3) tokens are awarded to the player, who is the most advanced on Production, Trade and Military technology respectively.



Figure 3 Tokens: Builder, Trader & Warrior

Resource tokens (Fig 4) - players collect resources from the provinces they control and use them for building Forts, for building and feeding armies and for buying Victory Points

Army, Princess and Fort tokens (6 colors) represent player forces, used to conquer new provinces and to defend them (Fig 5)



Figure 5 Army, Fort and Princess tokens



Figure 1 Game Board Maps: Western & Eastern Europe



Figure 4 Resource tokens: Gold, Food, Products and Weapons

Barbarian armies and Forts (Fig 7) represent the ‘neutral’ forces controlling provinces at the beginning of the game

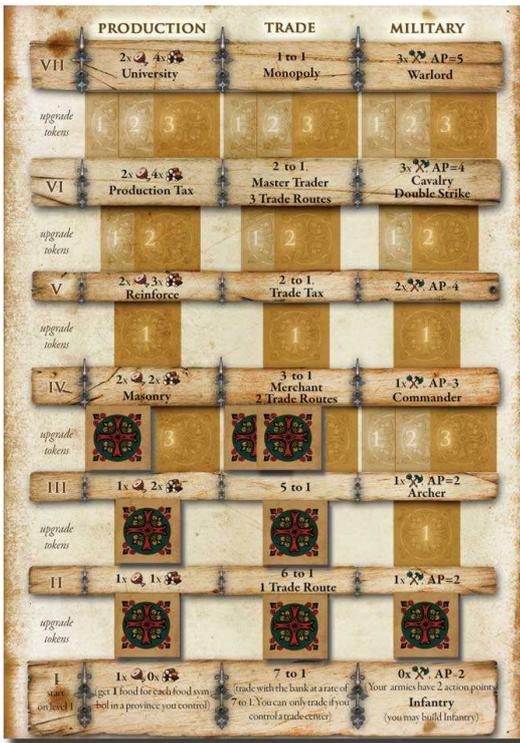


Figure 6 Play-mat and Development tokens



Figure 7 Barbarian Fort and Army

Play-mats and Development Tokens (Fig 6) – players keep track of their country’s Production, Trade and Military development by placing Development Tokens on the Play-mat.

Victory Points tokens (Fig 8) are used to track the number of Victory Points that players accumulate. Players can buy Victory Points for Gold or get them as rewards for conquering provinces, defeating opposing armies and building Forts



Figure 8 Victory Points tokens

Info Cards (Fig 9) are a convenient way to quickly access the most important rules of the game and are meant to speed up the game and help players avoid using intensively the rulebook. They are printed in English, French, German and Dutch.



Figure 9 Info Cards

[Game setup]

Start by setting up the game board. The map is double sided, so you can choose to play Western Europe or Eastern Europe. Next, place the Province tokens on the game board. Put each token on the province with the corresponding name.

Once the province tokens are set up, place the Barbarian troops and Forts on the map.

Capitals, easily recognizable by the tower drawn on both the province symbol and on the associated province token, will host a Barbarian fort. Every other province will contain one Barbarian army.

Choosing the color

There are six available colors in the game, each identifying the units of one player.

The units of one color consists of 4 Infantry, 4 Archers, 4 Cavalry, 4 Princesses and 8 Forts.

Each player should choose one color and stash together all the units. These are all the unit tokens that a player may use during the game.

Choosing the country

The recommended option for beginners is to select their countries at random. For this, select the country cards associated with the map already chosen, shuffle them and place them face down on the table. Then, each player chooses one at random and this is the country they will be playing.

More experienced players can decide on their own what countries they are playing, either for a balanced or for a more challenging game.

Once every player has a country, identify the Capital province of that country (it's symbol contains a tower), remove the Barbarian Fort and take the Province Token. Then, place into your Capital one Fort and all four Princesses and collect the Province token. Notice that you already have your first 3 Victory Points!

At this stage, the map is all set up and ready for play.

Resources, Victory Points and Development Tokens

Separate all the tokens into categories and place them on the table besides the game board, so that players can reach them easily.

You should have the tokens divided first into **Resources, Victory Points** and **Development Tokens**.

Separate then the resources into **Food, Products, Weapons** and **Gold**. Please pay attention, each resource comes with 3 tokens of different values, 1, 5 and 20.

Each player should further get the following tokens:

- 1 Gold
- 1 Food
- 1 Weapon

The Fort Victory Points tokens are awarded for each Fort that a player builds and is still standing, so each player gets one token for the fort placed earlier in the capital.

Play-mat and Development tokens

Each player gets a Play-mat which will be used to track the progress on the three development paths – Production, Trade and Military.

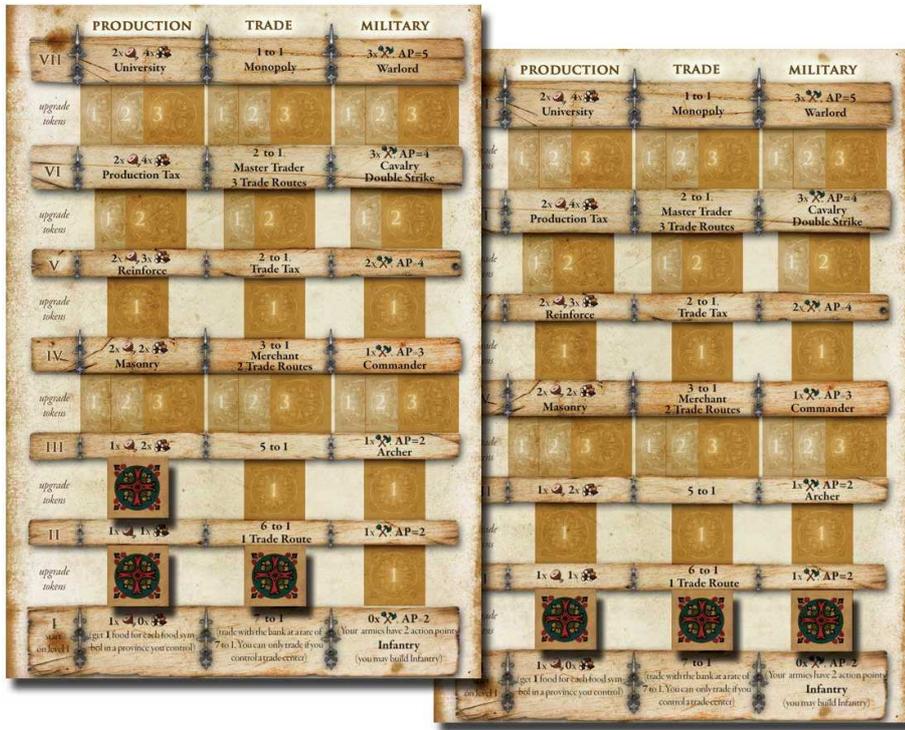


Figure 10 Example of how to place your Development tokens on the Play-mat

Free for all vs. Allied Game

The game allows two types of play:

- free for all, where each player strives to achieve victory on his own
- allied game, where players establish alliances and can only win the game as a team

The allied game is recommended for advanced players. To get more details on how to adapt the rules for alliances, please refer to the *Allied Game* section of this manual.

The Play-mat and each of these paths are described in details, under the *Technologies* section of this rulebook.

Furthermore, every player gets three Development Tokens and places them on the Play-mat to start developing the country's technologies.

For the placement of your Development tokens, please see the examples on the Figure 10. These are NOT the only options, you can put the Development Tokens anyway they suit your strategy.

[Playing the game]

At the beginning of the first turn, place a Development Token on the Turn Marker number one (Fig 11). Afterwards, at the beginning of each subsequent turn, advance the token to the next turn marker.



Figure 11 Turn order

The game ends at the end of the 10th turn or whenever a player or a team reaches the winning condition. For more details, please refer to the *Victory Points* section of this manual or to the *Victory Conditions Info Card*.

Warriors & Traders™ is a turn based game. Each turn is divided into four phases (Fig 12). Phases are played one by one and there is no option to go back.

I. Upkeep phase

Feed Armies

The first step of the Upkeep Phase is to feed the armies. Each army has to be fed to survive, as follows:

- Infantry – 1 Food
- Archer – 2 Food
- Cavalry – 3 Food

Feeding an army means giving the necessary amount of Food tokens back to the bank. Players will do this in order, according to their Country numbers, from the lower to the highest.

Princesses and Forts do not need to be fed. Every army that has not received the total amount of food required to survive dies immediately and is returned to the stash of the owning player.



Figure 12 Info Card: Turn Structure

Gather Resources

The second step of the Upkeep phase is to gather the resources. All players can do this at the same time.

The players should count the number of Food, Products and Weapons symbols on the provinces they own. Then, check the multiplier for each of them on the Play-mat. The multipliers for Food and Products are on the Production path and the one for Weapons is on the Military path. Do the math and take from the bank as many resources as you calculated.

For example (Fig 13), a player has in total 1 Food, 3 Products and 1 Weapon on his provinces and he is on Level 3 Production Technology and Level 1 Military Technology. His multipliers are 1x for Food, 2x for Products and 0x for Weapons, so in total that player will get 1 Food, 6 Products and no Weapons.

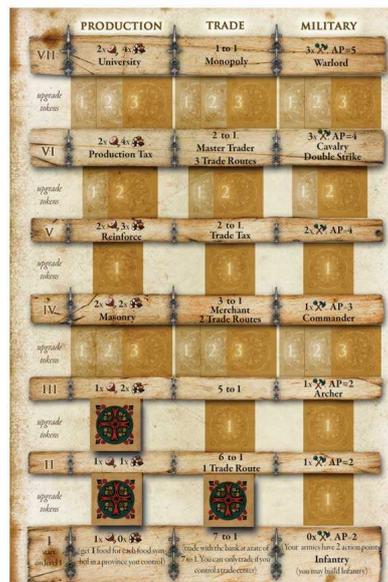


Figure 13 Example of how to gather Resources



Although Gold cannot be obtained directly from the provinces, there are two abilities that allow players to collect Gold during this phase. The Production Tax (Production technology) allows the player to get 1 Gold for each Capital he or she controls and the Trade Tax (Trade technology) 1 Gold for each Trade Center.

II. Trade phase

Resources are the only object of trade. Only players that control a Trade Center may enter the Trade phase!

Trading with the bank

Players can exchange with the bank at the rate given by the specific level on the Trade Technology path that each player has reached.

A trade rate of X to 1 means that the player gives X resources of one type to the bank and gets back 1 of the desired type.

Trade Routes

Players may also trade with each other.

For two players to be able to trade, first a Trade Route must be opened by one of them.

The number of Trade Routes a player is allowed to open is set by the level reached on the Trade Technology path. Only the player **opening** the Trade Route is limited by his level on Trade technology. The other player must only control a Trade Center. An open Trade Route counts towards the total number of Trade Routes only for the player who opened it.

Once a Trade Route is open between two countries, it cannot be closed and those two players are allowed to exchange any resources between them, at any rate.

There is no order of play during this phase. The Trade phase is declared closed when all the players agree that they have finished trading.

III. Development phase

The first step in the Development phase is taking Actions, according to the order on the country cards.

1st Action

In order, from the lowest to the highest number on the Country Cards, players take one Action which can be:

- Upgrade technology
- Build army
- Build Fort
- Upgrade army
- Declare war

Building armies and Forts and upgrading armies have an associated cost, which must be paid immediately and the specific unit must be placed on the map. For more details, please refer to *Armies, Princesses and Forts* section and to *Fort & Army Costs* section.

Upgrading a technology is done by taking one Development token from the bank and placing it on your Playmat. Please see the *Technologies* chapter for a detailed explanation.



Figure 14 Example of how to upgrade one technology at the cost of another

2nd Action

Once everyone took the first Action, players take a second Action, in reverse order, so from the highest to the lowest number on the Country Cards. The last player who took the first Action will be the first player to take the second Action.

Extra Action

On each of the three technology paths, there is a level which allows players to take an extra Action. Again, from the lowest to the highest number on the Country Cards, each player takes **all** the extra Actions he or she is allowed to and desires to take.

Upgrading one technology at the cost of another

After all players have taken their Actions, respecting the same increasing order, players are allowed to move one Development Token, from the top level of one Technology to the top level of another (Fig 14).

IV. Maneuvering phase

Players enter the Maneuvering phase one by one, from the lowest to the highest number on their Country Cards.

During the Maneuvering phase, players can move their armies and battle.

Move armies

The first step is to move the armies, Infantry, Archers and Cavalry. All armies move at the same time, according to the level on the Military Technology and to rules governing army movement, detailed under the section *Armies, Princesses and Forts*.

Solving battles

After all armies have moved, the battles are solved by assigning damage, retreating and destroying units. The details can be found under *Armies, Princesses and Forts* section.

Move princesses

The princesses may be moved once all the battles have been solved. They are only allowed to move to an adjacent province regardless of the player's level on Military Technology. A player's Princesses may only move into that player's provinces or into free provinces. Once the last player has moved the Princesses, the Maneuvering phase is over.

End of turn actions (Down-keep)

The players, who reached level IV on the Trade Technology and, therefore, have the Merchant ability, are allowed to double their Gold at this stage. At the end of each turn, due to limited amount of space in each country's treasury, players are not allowed to stockpile more than 20 of each resource. Everything strictly above 20 goes back to the bank.

[Technologies]

Play-mat and Development Tokens

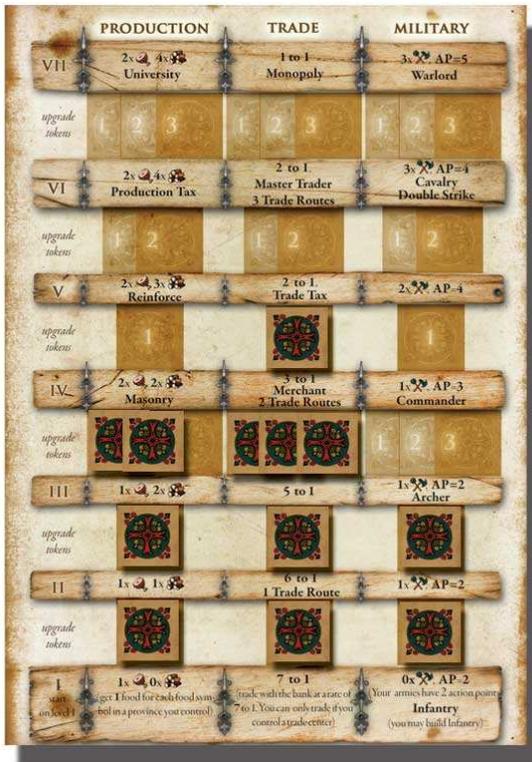


Figure 15 Play-mat & Development Tokens

Production Technology

Production Technology (Fig 16) mainly governs the amount of Food and Products players collect from the provinces they own.

The multipliers for both Food and Products are specified at each level, so the higher you get on this path, the more of these resources you will collect during the Upkeep phase.

Production Technology also comes with four special abilities (Fig 17):



Figure 17 Info Card: Production

Masonry is acquired on level IV of the Production path and allows players to build Forts. During the Development phase, a player with this ability may spend one Action

she already owns.

In Warriors & Traders™, players can develop their countries by upgrading three technology paths, Production, Trade and Military. To keep track of the development, you will use the Play-mat (Fig 15).

Level I on every technology path is awarded by default to all players. To grow further, a player must use Actions to place Development Tokens on a technology path to reach higher levels.

To get to a certain level, every spot available below that level must be covered with a Development Token.

In the previous example, the owner of the Play-mat has reached level V on Trade Technology but hasn't reached level IV on Production Technology.

The abilities on each technology path are cumulative. For example, a player reaching level IV on Military has the option of building Archers and yet does not lose the ability of building Infantry.

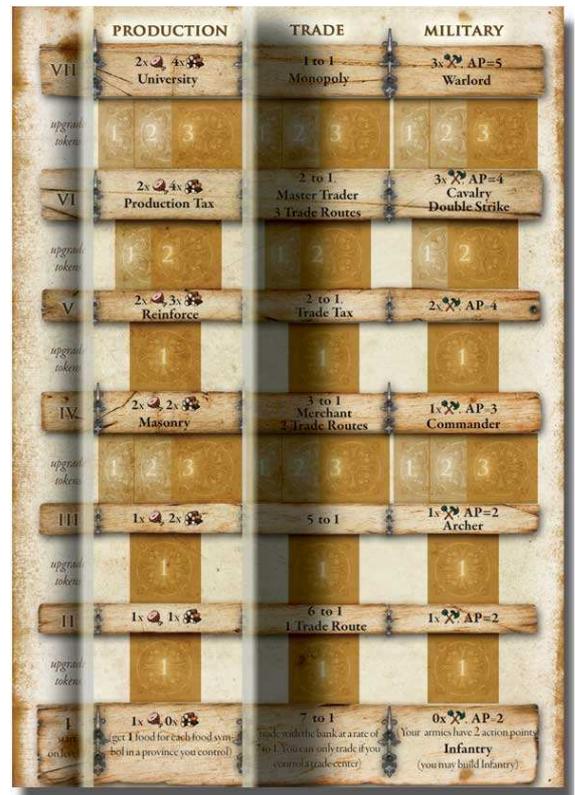


Figure 16 Production Technology on Play-mat

and pay 12 Products, 2 Food and 1 Gold to place a Fort in a province he or

Reinforce is acquired on level V of Production path and allows players to upgrade their armies, regardless of the level of Military Technology they reached. During the Development phase, a player with this ability may spend one Action and pay the associated cost to upgrade one Infantry to Archer or to Cavalry, or to upgrade one Archer to Cavalry. The cost of an upgrade is 7 Products/level, meaning that one Infantry upgraded to Archer or one Archer upgraded to Cavalry will cost 7 Products and one Infantry upgraded to Cavalry will cost 14 Products.

Production Tax is a passive ability acquired on level VI of Production and allows the player to collect 1 Gold for each Capital province they own, during the Upkeep phase.

University is another passive ability acquired on level VII of Production that gives the player the option to take one Extra Action during the Development phase. The extra Action provided by the University does not exclude any other extra Actions from different abilities, like Master Trader or Warlord.

Trade Technology

Trade Technology (Fig 18) controls the efficiency at which players can trade resources with the bank and facilitates exchanges between players.

Upgrading Trade Technology allows players to get a better exchange rate with the bank. The exchange rate is written on the Play-mat for every level.

For a player to exchange resources with another player, first one of them has to open a Trade Route with the other. When reaching level II, a player may open the first Trade Route. At levels IV and VI a second and, respectively, third Trade Route are available. Once a Trade Route is open, it cannot be closed or rerouted towards a different player.

It is also recommended that players keep track in writing of the Trade Routes currently open, in order to avoid confusion.

Trade Technology also gives players access to four abilities (Fig 19):

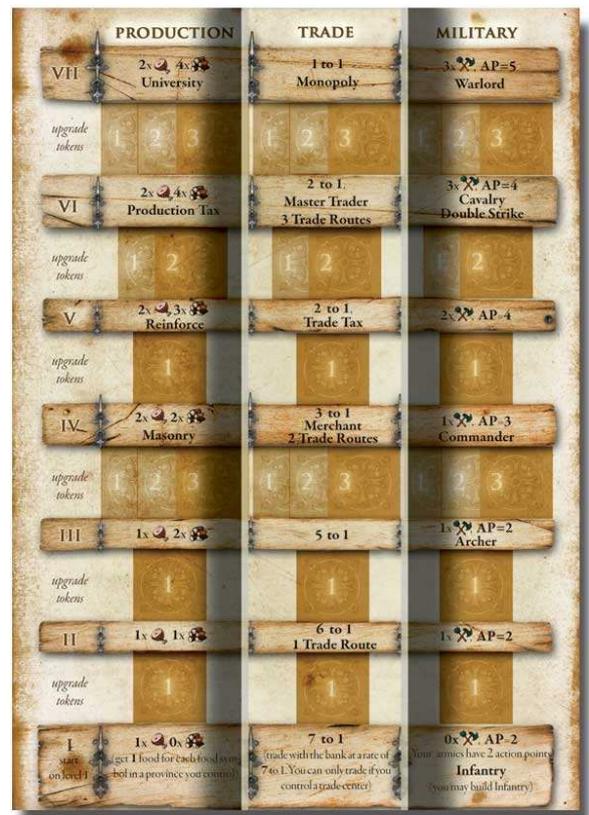


Figure 18 Trade Technology on the Play-mat



Figure 19 Info Card: Trade

Merchant is reached at level IV and allows the player to double his or her Gold at the end of each turn.

Trade Tax is a passive ability acquired on level V and allows the players to collect, during the Upkeep phase, 1 Gold for each Trade Center they control.

Master Trader is available on level VI and gives the players the opportunity to buy one Extra Action during the Development phase of each turn. The cost of this Extra Action is 5 Gold.

Monopoly is a passive ability on level VII of the Trade path. Once a player gets Monopoly, only the players that have this ability are allowed to trade with the bank and the other players.

Military Technology

Developing on Military Technology (Fig 20) allows players to build stronger armies, to get more Weapons and to be increasingly efficient in battle.

On every level of the Military path there are always two things specified, the multiplier for Weapons and the number of Action Points for armies.

Military Technology also controls the quality of armies a player can build.

At level I of Military Technology, players are already allowed to build Infantry. During the Development phase of any turn, an Action can be spent to build one Infantry, for the associated cost (1 Weapon). This army will be placed in a territory the player already controls.

At level III, players get the ability to build Archers, with the associated cost of 2 Weapons and 1 Gold. At level VI, players are able to build Cavalry, the cost being 3 Weapons and 2 Gold. See also *Fort & Army Costs* section and info card.

There are four abilities (Fig 21) available for players who develop the Military Technology path:



Figure 20 Military Technology on the Play-mat

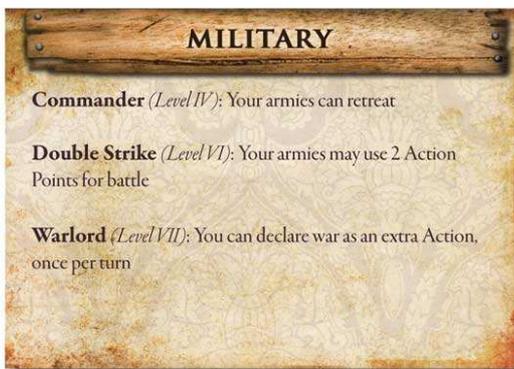


Figure 21 Info Card: Military

Commander (level IV) is a passive ability allowing all the armies belonging to the specific player to retreat. For details please refer to the *Armies, Princesses and Forts* chapter in this rulebook.

Double Strike is a passive ability available at level VI. This gives the player's armies the option of engaging in a second Maneuvering phase immediately after the Solve Battles stage of the standard Maneuvering phase has ended. For the second maneuvering phase armies can use the remaining Action Points which were not used in the standard Maneuvering phase. Princesses are moved at the end of the second Maneuvering phase.

Warlord is a passive ability available at level VII. This allows the player to take one Extra Action to Declare War on another player.

[Countries and Provinces]

On the map you will be able to recognize Countries which are further divided into Provinces. The provinces are connected to each other by land borders or by sea connections.

A province belongs to a player if he or she has at least one army, one Princess or one Fort in that territory.

A Barbarian province is a province that is still populated by one or more Barbarian armies and/or a Barbarian Fort.

A free province is a province where there are no armies, Princesses or Forts, weather belonging to players or Barbarian.

Each province has a Province Token assigned. Whenever a player takes control of a province he or she must take possession of the associated Province Token and whenever the province is lost or vacated, the Province Token must be given to the conqueror or placed back on the map.

Every province has a number of Victory Points assigned. Please see the *Victory Points* section for details.

Types

There are several types of provinces:

- Capital – worth 3 Victory Points for the owner
- Trade Center – 2 Victory Points, allow players to Trade
- Contested – 1 Victory Point
- Common – 1 Victory Point

Country Unification and bonus

Whenever a player controls all the provinces belonging to his starting country (with or without **Contested** provinces), he or she may claim **Unification**. Unification takes place only during the Maneuvering phase.

Immediately after Unification, a player will be awarded a number of Actions according to the number of provinces his united country consists of (Table 1).

The minimum a unified country must contain is the Capital, the Trade Center and all Common provinces belonging to that country, and the maximum is the Capital, the Trade Center and all Common and Contested provinces.

The Actions awarded to the player in this case must be taken immediately. For further details, please look into the *Actions* chapter of this rulebook. If one or more of these Actions are Build Army, the armies summoned this way will only have Action Points the next turn.

Number of provinces in united country	Awarded number of Actions
3	2
4	3
5	5
6	7
7	9

Table 1 Country Unification bonus

Countries and provinces

You can find below the countries with their provinces and the order of play (Western Europe – Fig 22; Eastern Europe – Fig 23).



Figure 22 Western Europe: Countries, Provinces & Game Order



Figure 23 Eastern Europe: Countries, Provinces & Game Order

[Actions]

Players take Actions during the Development phase of each turn, with the exception of the Unification event. An Action may consist of one of the following options:

Upgrade technology

Upgrading a technology means claiming one Development Token and placing it on the Play-mat in the next available space on one Technology tree. If a new technology level is reached, the abilities of the new level are available immediately.

The first example on Figure 24 shows the right way of placing a Development token on the Play-mat, the second one an incorrect way.



Figure 24 Examples of correct and incorrect ways of placing the Development token

Build army

Another way to spend an Action is to build one Army. According to your level on Military technology you will be allowed to build an Infantry, an Archer or a Cavalry. You must immediately pay the associated cost and then place the army in a province you already own. You will get to move it during the Maneuvering phase.

Build Fort

Spending an Action to build a Fort means that you already reached level IV on Production technology. You will pay the associated cost immediately and place the Fort on a province you already own.

Remember that one Action allows you to build **one** Fort and there is a limit of **two Forts per province**.

Upgrade army

You are allowed to upgrade armies after you gain the ability **Reinforce** (level V on Production technology).

The cost of an upgrade is 7 Products/level, meaning that one Infantry upgraded to Archer or one Archer upgraded to Cavalry will cost 7 Products and one Infantry upgraded to Cavalry will cost 14 Products.

The way your new army moves and battles is still governed by your level on Military technology.

Declare war

An Action may also be spent on Declaring War against another player. From that point on until peace conditions are reached, the two players are at war and may attack each other. For details about war rules, check the *War* section.

[Armies, Princesses and Forts]

Armies are used for conquering new provinces and for keeping them under your control.



Figure 25 Info Card: Fort & Army Costs

Armies come into the game during the Development phase of a turn, after a player takes a Build Army Action and pays the required cost (Fig 25), and they move and battle during the Maneuvering phase. For more details, consult the *Actions* and *Fort and Army Costs* sections of the manual.

Armies, as well as Princesses and Forts have power and toughness (Fig 26). The power represents the amount of damage they inflict in battle and the toughness is the amount of damage they can take before dying. Toughness will also be further referred to as life.



Figure 26 Power & Toughness

Action Points

According to the player's level on Military technology, an army has a certain amount of Action Points. During the Maneuvering phase, each Action Point may be converted to movement (into an adjacent province) and/or battle. Only one of the Action Points may be used for battle (except for armies that belong to a player that has Double Strike on Military technology, when 2 Action Points may be used for battle).

Defending

Every time a province is attacked, all the units (except retreated ones) in that province are able to retaliate, regardless of number of remaining Action Points or previous retaliations.

Moving armies

A player's armies may be moved freely between his provinces and they may also cross borders into free provinces.

Armies may move into Barbarian occupied provinces, provided that they have at least one Action Point left for battle. Once an army has entered a Barbarian province, it is forced to battle and may not move any further that turn.

In times of peace, an army may not move onto another player's province. If the two players are at war, each player's armies may move into the provinces belonging to the opponent. These movements are governed by the same rules as moving into a Barbarian province.

All the movements are limited by the number of Action Points, according to the player's development on Military technology.

Armies under the control of a player with Double Strike ability may move and battle again if they survived the first battle and have enough remaining Action Points.

Solving battles

When armies belonging to a player enter a Barbarian province or a territory belonging to another player, during war, a battle takes place.

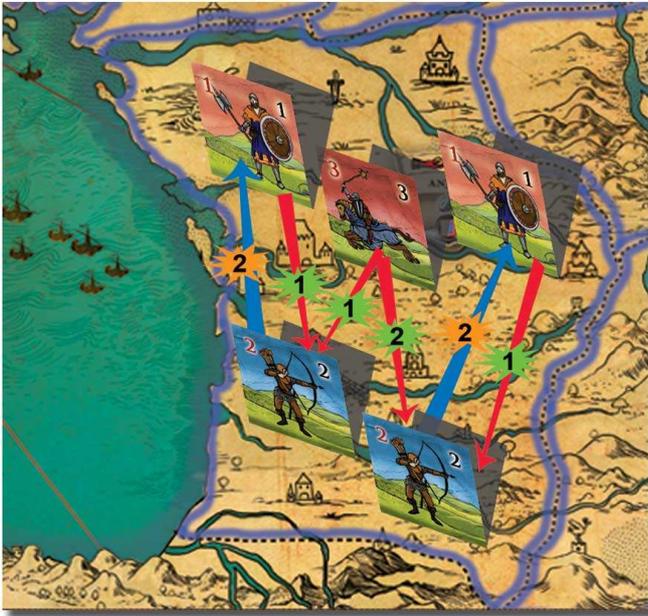


Figure 27 Solving battles

and returned to the owner's stash. All the units moved this way lose their remaining Action Points for this turn.

In the example below (Fig 28), blue player (level VII on Military technology) attacked with 2 Archers a province where red player (level IV on Military technology) already had one Infantry and one Cavalry.



Figure 28 Solving battles: Example

At the same time, both attacker and defender will assign damage to the enemy troops equal to the total power of his or her armies. This damage can be distributed in any way among enemy units (see Fig 27).

Once the damage is assigned, the units without the ability to retreat die if they have 0 or less life left. Units with the ability to retreat

- die if their life has been brought to -1 or less
- retreat if their life is exactly 0.

Details of how armies retreat can be found under *Retreating* rules and *Barbarians retreat* rules sections.

If, after battle, units of both attacker and defender are left in the province where the battle took place, the attacker will move all his surviving units out to an adjacent province which belongs to him or is free. If there is no such province available, those units are dying

and returned to the owner's stash. All the units moved this way lose the remaining Action Points for this turn.

After the damage is assigned, blue has one Archer left in the province and red has one Infantry. In this case, blue must move his Archer out and that Archer will lose the remaining Action Points for this turn.

Armies surviving a battle will keep the damage on them until the end of turn and all additional damage they will suffer during the same turn will cumulate.

At the end of every turn, all existing damage on units, whether belonging to players or Barbarians is removed. Barbarians, as neutral armies, have a preset way of assigning damage and retreating, please see the *Barbarians* section of this rulebook.

Whenever a player destroys enemy units or Barbarian units, Victory Points are awarded for the kill. Please see the *Victory Points* section for details.

Retreating rules

The armies belonging to a player are able to retreat as soon as that player reaches level IV on Military Technology, gaining the **Commander** ability.

Player's troops retreat whenever they were dealt cumulated damage equal to their toughness, so their life is reduced exactly to zero.

Retreating armies of a player will move to a province adjacent to the one where the battle took place. This province must belong to the same player or must be free. If none of the options is available, those armies die.

Once an army has retreated, it is placed sideways to signal this. Any additional damage suffered by this army during the same turn will cause it to die.

After a battle, all armies belonging to a player that are forced to retreat will do so **together**.

Retreated armies lose all their remaining Action Points.

At the end of each turn, after all players finished the Maneuvering phase, retreated armies still in play are returned to normal.

Princesses

Princesses come into play at the very beginning of the game and they are all placed together in the starting Capital province of each player.

A princess may only move once per turn to an adjacent province and may never retreat.

Once a Princess is assigned damage, she dies and is removed from the game. The player who kills an opponent's Princess gets 1 Victory Point.

Princesses are protected by Forts in the same province. Only if enough damage is assigned to all the Forts in a province so they are destroyed, further damage may be assigned to Princesses.

Forts

Forts may be built during the Development phase by players who reached Masonry ability (level IV on Production Technology). For more details, consult the *Actions* section of the manual.

Whenever Forts are placed on the map, Victory Points are awarded to the owner. Please see the *Victory Points* section for details.

There may be a maximum of two forts in one province.

Forts may never be moved and they provide protection for Princesses in battle.

When a Fort is destroyed, it returns to the owner's stash and the player destroying it gets 3 Victory Points.

[Barbarians]

Barbarians are neutral units who populate the map in the beginning of the game. They do not have Action Points and do not move, but they always have the ability to retreat.

Barbarian armies have variable power and toughness, growing throughout the game. Barbarians power and toughness are equal to:

- 1 for turns 1, 2 and 3
- 2 for turns 4, 5, 6 and 7
- 3 for turns 8, 9 and 10

Barbarians retreat rules

Barbarian armies always retreat according to the following rules, in order:

- To an empty province
- To a Barbarian capital
- To a Barbarian Trade Center
- To another Barbarian province

If two or more provinces of the same type are available (e.g. two empty provinces), the attacker is choosing where the Barbarians are retreating.

If there are no options for a Barbarian army to retreat, that army is removed from the game without awarding Victory Points to the attacker for the kill (that unit was not destroyed by the attacker, but having nowhere to retreat was instead removed from the game).

Damage assignment

Barbarians have a fixed way of dealing damage. Barbarians units in a province will assign their damage as follows:

- To kill the largest attacking army possible; they will do so until there is not enough damage left to destroy another army
- To make the largest army retreat
- The rest of the damage against the largest remaining army

For example (Fig 29), a province containing one Barbarian Fort and one Barbarian army is attacked, during the fifth turn of the game, by a player with Commander ability, with three Infantry units and one Cavalry. Barbarian forces deal a total of 7 damage. Barbarians will deal 4 damage to the Cavalry (dies), 2 damage to one of the Infantry units (dies) and 1 damage to another Infantry (retreats).

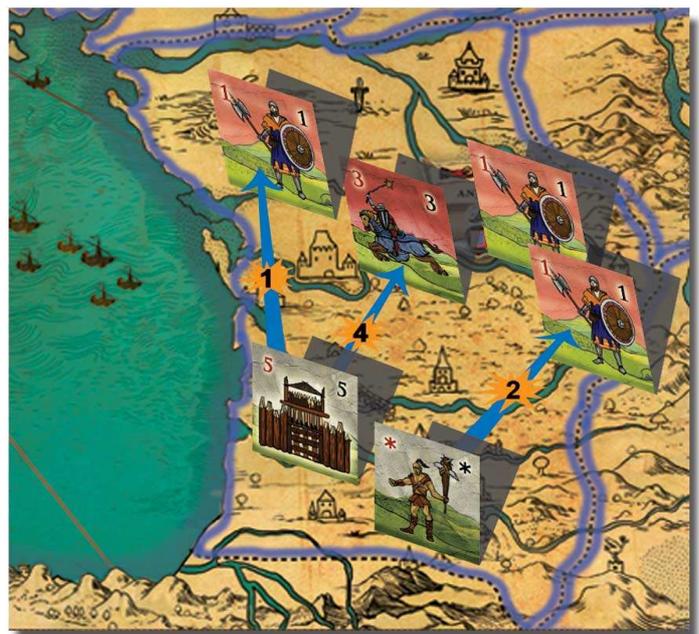


Figure 29 Example of how Barbarians assign damage

[War]

Two players are at war immediately after one of them uses an Action to Declare War on the other. During war, players are allowed to attack each other.

A war ends as soon as one of the following conditions is reached:

- Players reach a peace agreement
- The end of a turn during which no damage was dealt as part of the war
- End of third turn, including the turn when war was declared

In the unlikely case when players A and B are at war and one of them (A) declares war **again** against the second (B), the 'new' war ends the 'old' one and the 'new' war may again go on for three turns.

[Allied Game]

Allied games are recommended for experienced players, as the strategy becomes more complex than in a 'free for all' game.

An Allied game may be played with 4 players (2 vs. 2) or with 6 players (3 vs. 3 or 2 vs. 2 vs. 2).

Alliances may be decided before or after players draw or choose countries, but before the beginning of the first turn.

There are a few minor change in the rules for allied games:

- Players may move units through allied provinces as if they were their own
- Players may build armies into allied provinces, but may not build Forts and may also upgrade armies of allies.
- War takes place between alliances, so it is enough for one player from an alliance to declare war on another alliance and all players from the first alliance are at war with every player from the second alliance.
- Winning is no longer individual, the alliance wins as a team. For details please consult the *Victory Points* section.

[Victory Points]

Accumulating Victory Points (VP) is the purpose of the game and the way to victory.

You can accumulate VP in many ways (Fig 30). Depending on the type of game you are playing, reaching a certain number of Victory Points means final victory!

Conquering provinces – every Capital you control is worth 3 VP, each Trade Center 2 VP and any other province is worth 1 VP. As long as you control the Province token, the Victory Points are yours.

Building Forts and keeping them in the game – every Fort you have standing is worth 3 VP, so, when you build it, take one Fort Victory Point token. You lose those points when the Fort is destroyed.

Killing enemy units – every killed Princess is worth 1 VP, every Infantry 1 VP as well, every Archer 2 VP and every Cavalry 3 VP. Take the VP tokens accordingly. You cannot lose these Victory Points.

Killing Barbarians – every killed Barbarian army is worth 1 VP.

Destroying Forts – every destroyed Fort is worth 3 VP, whether the Fort belongs to another player or is Barbarian. Do not mistake these VP with the special tokens for building Forts.

Buying Victory Points – during the Trade phase of any turn, you may spend Gold to buy Victory Points. Every VP costs 10 Gold.

Builder, Trader and Warrior – they are worth 3 Victory Points each and are awarded to the player who is the most advanced on Production, Trade and Military respectively. In case of a tie, the token remains unassigned. It is possible for the same player to own all three tokens!

Victory conditions

Victory is achieved by the player(s) or alliance(s) with most Victory Points at the end of:

- the turn during which a player/alliance has surpassed the maximum required for victory
- 10th turn

The number of VP required to achieve victory before the end of 10th turn is detailed in the tables below:

Free for All no. of players	Victory Points
6	27
5	30
4	33
3	37
2	42

Table 3 Victory Conditions for 'Free for All' Game

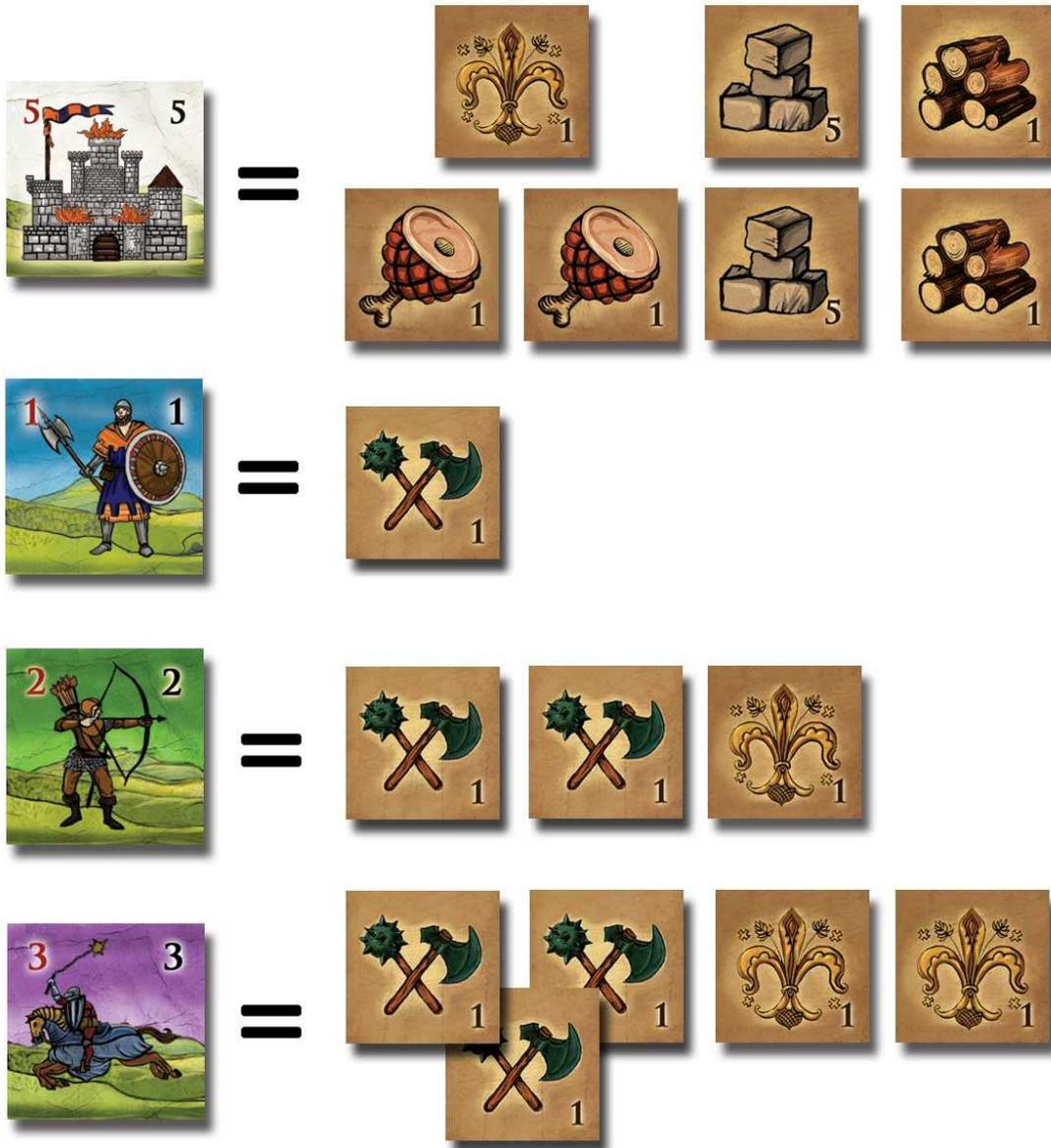


Figure 30 Info Cards: Allied Game Victory Conditions & Victory Conditions

Allied Game	Victory Points
3 vs 3	75
2 vs 2	65
2 vs 2 vs 2	55

Table 2 Victory Conditions for Allied Game

[Fort & Army Costs]



[FAQ]

General

Q: What happens if a player leaves the game?

A: In an 'allied game', the game ends. If teams decide to still award the victory, Victory Points are counted and the team with most VP wins. In a 'free for all' game, there are two options:

- stopping the game, counting VP and awarding victory
- continuing the game, provided that the player who left did not favor any of his opponents

The decision belongs to the players still in the game. If they choose to continue, all the resources and VP belonging to the player who left are returned to the bank, all the Province tokens are put back on the map and his/her armies and Forts behave like and are treated as Barbarians.

Q: We are running out of time. How can we end the game early in a fair way?

A: Decide on a time or turn limit and whoever has the most VP at that point wins.

Q: Where can I find more information about the game? What about rules in a different language?

A: You will find info in more languages on the CD inside the game box and online at www.warriorsandtraders.com

Upkeep phase

Q: If I have only one Food left, can I feed a Cavalry with it and downgrade it to an Infantry?

A: No, an army must be fed according to the rules, otherwise it will die.

Q: If I have enough Food to feed all my armies, can I choose not to feed some or all of them?

A: Yes, but those armies will starve and die.

Q: Can I first gather the resources and then feed my armies?

A: No, the order of the turn must be strictly obeyed.

Development phase

Q: May I build more than one army with one Action, if I have resources to build more?

A: No, one Build army Action allows you to build exactly one army.

Q: I've just upgraded my Production technology to level IV, which allows me to get more Food. Can I collect the difference?

A: No, gathering resources occurs in the Upkeep phase, you upgraded your technology in the Development phase and you are not allowed to go back. You will benefit from this the next turn.

Q: I've just upgraded my Production to level IV with my first Action. Can I use the second Action to build a Fort?

A: Yes, benefits from upgrading a technology are immediate.

Q: May I upgrade an army of another player in a 'free for all' game?

A: No.

Q: I have taken my first Action and afterwards someone declared war against me. Can I go back and change my Action?

A: No, all you can do is to react with your second and extra Actions.

Trade

Q: I am on level I on Trade technology. Can someone open a Trade Route with me?

A: Yes. The only player who needs to worry about being compliant is the one opening the Trade Route, all you need to do is control a Trade Center.

Q: I forgot to exchange some resources during the Trade phase, which is now over. Can I still trade?

A: No

Q: I am on level I on Trade technology so my trade rate with the bank is 7 to 1. Can I give 3 Weapons and 4 Products for 1 Gold?

A: No, you can only exchange 7 resources of the same type for 1 of another type.

Q: I have the Merchant ability. It is the end of turn and I have 15 Gold and no other resources, so I will double my Gold and have 30. What happens then?

A: You will return to the bank everything above 20. Having less than 20 items of one resource does not grant you the option to carry over to the next turn more than 20 of a different resource.

Armies and Battle

Q: I have two armies and I want to attack a Barbarian province. Both my armies have Action Points (AP) to get there, but only one has enough AP left for battle. Can I enter with both of them and battle with only one?

A: No, every army entering a Barbarian province must have AP left for battle.

Q: I have the Double Strike ability and my Cavalry has just won a battle against a Barbarian with 2 power. It has 1 life left and I want to attack with it again. How much damage will my Cavalry inflict this time?

A: It will inflict 3 damage, the same as the first time it battled.

Q: My Archer retreated to a province which is now under attack. How much damage will my Archer deal?

A: Zero, retreated units do not deal damage.

Q: I used my units to attack and they survived, but now I am under attack. How much damage will my units deal?

A: Your units deal damage equal to their power, every time they battle, before dying or retreating. Retreated units deal no damage.

Allied Games

Q: Both my ally and I have armies in the same province. Who owns the province? Who gets the resources?

A: The one holding the Province token.

Q: In an Allied Game, I want to take a province from an ally. How do I do that, since I am not allowed to attack him?

A: Your ally will move out all his units and give up the Province token. If you already have units there, you just take the Province token and the ownership of that province. If you do not have units there, the province becomes free and someone else who moves before you might enter and get the province. To be on the safe side, it is better to have a unit there while your ally moves out.

Q: Am I allowed to upgrade an army belonging to an ally?

A: Yes.

Q: How about an army of an opponent?

A: No.

Victory Points

Q: During the battle, I forced enemy/Barbarian units to retreat, but I did not deal them enough damage to die. Still, these units have been removed from the game. Do I get the Victory Points for destroying them?

A: No! You only get VP for the units that have been destroyed in battle as a result of direct damage dealt by your units.

Q: I am on level III on Production technology and I have one Development token contributing towards level IV. An opponent is at the same level, but with two Development tokens contributing for level IV. Who gets the Builder token?

A: Your opponent does, he is more advanced than you on Production technology.

Q: We are playing a 'free for all' game in 4 players. I was the first to reach the victory condition limit (33 VP) during the Trade phase, buying some Victory Points. By the end of the turn, two of my Forts were destroyed and I am back under the limit for victory. Did I win?

A: No. Victory 'happens' at the end of the turn.

Q: Can I buy Victory Points outside the Trade phase?

A: No

You will find more information and FAQ online at www.warriorsandtraders.com

[Credits]

Warriors & Traders™ is a game designed by Andrei Novac

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