

FREQUENTLY ASKED QUESTIONS

Official FAQ Version 1.0

1. I have an Event Card that can be used for three of one resource, but I only need one or two of that resource. May I play the card and then add any remainder to my stockpile by adding the appropriate number of resource cards?

No. When one of those cards is played any unused resources are simply lost. You can distribute these resources among several building projects, however.

2. If I play the “Forced March” Event Card, may I move a single army three territories if I control the first two territories and all three are connected by roads?

Yes! The Forced March card allows the army to move one additional territory than it would otherwise be entitled. So, if the army moves through two of your territories that are connected by a road and that you control, it may move into a third territory adjacent to the second. Also note, you may not move a fourth territory even if they are all connected by roads and under your control.

3. I have an army that is unready on my movement phase. May I move it during my Movement phase if I play a “Forced March” card?

Yes! Under ordinary circumstances that army would not be entitled to move at all, but if you play the Forced March card, then you could move it one adjacent territory.

4. I am in battle and have multiple “Heroic Charge” or “Shield Wall” Event Cards. Can I play them all on the same round of battle and receive two (or more!) bonus dice this round?

Yes!

5. I have been offered battle in multiple adjacent territories. When the attacking player declares which offer of battle to resolve first, can I withdraw a ready army (or armies) into an adjacent territory and have it wage battle in that territory when the attacking player resolves the offer of battle there?

Yes. This is a legal move (so long as the withdrawing armies are eligible to withdraw in the first place). Importantly, however, as soon as that army makes its withdrawal, it become unready. This means that it would not be eligible to make another withdrawal as a response to

the other offer of battle. Armies that do this will be in that battle until one side or the other is completely defeated, or the attacker withdraws.

6. I have offered battle to a defender in several adjacent territories in the same turn. The defender chose to withdraw his armies from one territory into another territory I am attacking. I am now at a numerical disadvantage there that I did not anticipate when I offered battle. Can I choose to withdraw or just cancel my offer of battle in that territory?

No. There is no option for you, the attacker, to withdraw at the start of an offer of battle. You are committed to at least one round of battle. After that round you have the option of withdrawing or continuing the battle as normal. Since the attacking player can resolve the offers of battle in any order that he or she desires, it is his or her responsibility to resolve them in the order that makes the most strategic sense and to account for the possibility that the defender may make “strategic withdrawals” from some territories to present a more robust defense of others.

7. My armies were attacked and successfully repelled the attackers. Do the armies involved in the battle become unready?

No. Ready armies that fight to defend a territory are still ready at the conclusion of the battle.

8. Can I trade Event Cards with other players and otherwise use them to negotiate?

Yes. Ordinarily these cards are kept secret from the other players until they are played, but you are free to trade them or otherwise use them to bargain with other players if you so choose.

9. I control a territory with a village that is culturally Malador and is fortified by a fortress. Can I upgrade its fortifications to a castle?

Yes. When the Malador control a territory, they are not eligible to upgrade the territory’s fortification level above a fortress, but if a player controls the territory, he or she may upgrade its fortifications from a fortress to a castle even if the territory’s settlement is culturally Malador.

10. I have drawn a Marauder card that requires me to move and attack with at least one of the marauder armies in a territory, but the only eligible move for the Malador on the board is to attack me! Do I have to attack myself?

Yes! It is possible to be in a situation where the Marauder Card is disadvantageous to the player who drew it. If you are in a situation where the Marauders have to move or attack and the only eligible move for them is to attack you, then that is what must happen. You may, however, roll for your own defense while the player to your left rolls for the Marauder's attack. That player will also choose which of your territories to attack (if there is an option) and whether or not the Marauders continue to fight or withdraw at the end of rounds of battle.

11. Often, a road or a "Force March" Event Card is used to move an army across multiple territories into battle. If that army later withdraws from the combat, do they withdraw to the nearest adjacent territory or all the way back to their original location?

Yes. This is an unusual circumstance and it does not make sense for the army to withdraw or "go back to" a territory several territories away. In these circumstances the army withdraws or moves back to the nearest adjacent territory on the path it took to battle.

12. Do I have to have a settlement in the capital territory to generate gold?

No.

13. Another player drew the "Incite Revolt" card. My settlement was controlled by another player (or the Malador) and there were no armies in the territory and the card was played against it. It rebelled. Does that mean I now control the territory again?

Yes. You should update your kingdom's economic ledger.

14. May I raise more armies than my kingdom can support in anticipation of losing some in battle?

Yes. You may raise as many armies as you can afford and as can be raised in the settlements you control. There is no penalty for unsupported armies until the Construction Phase.

15. If I lose control of one of my settlements causing one or more of my armies to become unsupported, do I have to immediately remove my unsupported armies from the board?

No. You do not have to purchase provisions or remove any armies until you check for unsupported armies during the next Construction Phase.

16. May the Malador move through the special space in the center of the winter board?

Yes!

17. I resupplied an army. Does it become unready?

No. Resupplying an army does not cause it to become unready.

18. When do Marauder armies become ready and unready?

Marauder armies become ready and unready in the same circumstances that a player's army becomes ready or unready. Just as the armies of the players are unready when they are raised, Marauder armies are unready when initially placed on the board. Marauder armies become unready after moving, attacking, withdrawing, etc. They become ready again at the end of the round at the same time as all the players' armies. They should be flipped to the ready state at that time.

19. Does being unready have any effect on battle?

No. Unready and ready armies fight exactly the same.

20. Am I required to play the Malador card that I draw?

Yes. Some cards give the player a choice of actions to take, others require one action and provide a secondary action if the first action cannot be taken. As long as the card is capable of being played, then it must be played.

21. Can I place Marauder armies in the special center space of the winter board?

No.

22. What's the dragon on the punch board for?

There is nothing in the rules about it, but if you have an idea send it to us through www.warofkingsgame.com and we'll post some of the best suggestions sent in!