

# Lords of War

Lords of War is a game of skill, daring and chance – a game full of tactics, betrayal, action and cunning. Plus, it's set in its own fictional universe, with stories and lore expanded upon at [lords-of-war.com](http://lords-of-war.com).

Lords of War is more than just a game. It is a community, a society, a club. More than that, it is a family. And so, welcome to the Lords of War family – it's ugly, bloody and brutal, and we think you're going to fit in just fine.

To find out why these armies are fighting, and to discover the history behind the various Command Cards and Generals in your decks, please head over to the website where you will also find video guides, tutorials and much, much more.

Otherwise, best of luck with your battles – and remember, fortune favours the bold!

Martin Vaux & Nick Street  
Black Box Games



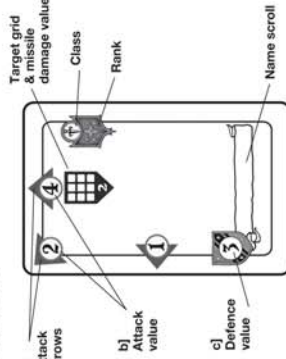
**Contents:** Two core army decks of 36 cards each and a Battle Mat.

**Game time:** 30 – 45 minutes

## 1) The cards:

Each card, also termed as a "unit" in these rules, has a number of features as shown in the card diagram below, with the 3 main features being:

- Attack arrows - The direction/s the unit can attack in when it is in play. The unit attacks simultaneously in all the directions its attack arrows point.
- Attack value - The strength of the attack in a given direction.
- Defence value - The strength of attack/s the unit can withstand without being eliminated.



## Class and Rank:

Each unit has a symbol to denote its class & rank:

<b>CLASS:</b>					
Infantry					
Ranged					
<b>RANK:</b>					
Recruit					
Elite					
General					
				Veteran	Command

Most units can be placed directly into **combat** on the battlefield. A unit that can engage in combat has one or more attack arrows around its border. The more attack arrows around a card's border, the more flexible the unit is on where it can be placed and the directions it can attack at the same time.

The higher the numbers on the card, generally the better the unit is in combat.

## The battle is ready to begin...

Each player, starting with Player 1, now takes it in turns to follow the 3 phase turn sequence:

- Phase 1 - Deployment:** Play a unit from your hand onto the battlefield according to the "Engagement Rule" & its exceptions.
- Phase 2 - Elimination:** Determine whether any unit has been eliminated by combat or ranged attack or a combination of both.
- Phase 3 - Reinforcement:** Increase the number of cards in hand back up to six.

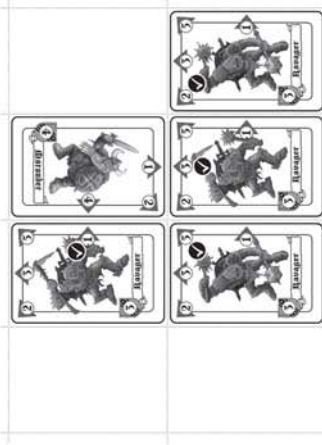
## 4) Phase 1: Deployment

The player chooses one card from their hand of six and lays it face up onto any empty square on the Battle Mat. The card is laid so that it is facing and readable by the placing player, not the opposing player.

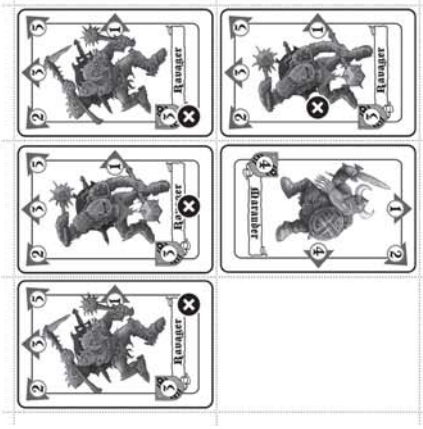
The unit must be placed adjacent to any of the opponent's units on the Battle Mat, so that at least one of its attack arrows is pointing at a corner or edge of at least one of the opposing units on the Battle Mat. This is known as the "engagement rule".

Note: The card you are placing to engage an enemy unit does not have to be adjacent or next to any of your friendly units already on the Battle Mat.

Examples of deployment: The Dwarf player has a Marauder on the Battle Mat and it is the Orc player's turn. The Orc player chooses to play his Ravager. It must be played according to the "engagement rule", so can be placed in any of the following positions:



As indicated below, the Orc Ravager cannot be placed behind the Dwarf Marauder or to the right hand side of it since it will not be following the "engagement" rule as none of its attack arrows would be pointing at a corner or edge of the opposing Dwarf Marauder card.



There are two exceptions to the **engagement rule**:

- The deployment of support units. A support unit (a spear or ranged weapon unit) may be placed so that it engages in the usual way or **instead** it can be placed adjacent to any friendly unit on the Battle Mat. When placed adjacent to a friendly unit the card doesn't have to have any of its attack arrows pointing at the friendly unit or have any of the adjacent friendly unit's attack arrows pointing at it.

**Note:** A support unit gives no + attack or defence bonus of any kind to the friendly unit it is placed adjacent to.

- If for any reason there are no enemy units on the Battle Mat at the beginning of a player's turn, the player can deploy ANY unit from his hand adjacent to any other friendly unit on the battlefield.

If there are no cards on the Battle Mat at the start of a player's turn, the player can place a card from their hand onto any square on the Battle Mat.

**Note:** If you cannot lay a card on your turn in accordance to the engagement rule and its exceptions, you must place a card of your choosing from your hand adjacent to any enemy card on the Battle Mat and then show your hand to your opponent (to prove you cannot go).

## 5) Phase 2: Elimination

Once the player places a card onto the Battle Mat, they check to determine whether one or more units have been eliminated by combat or ranged attack or a combination of both.

Combat is a simultaneous process and ALL units on the Battle Mat attack in ALL directions of their attack arrows in the same turn. This means no matter whose turn it is all units on the Battle Mat of both players are fighting in combat, which may result in units from either side being eliminated.

Therefore, when a new unit is placed onto the battlefield, check the attack and defence values of all the units on the Battle Mat, including ranged weapon attacks, to determine whether a unit has been eliminated.

A unit is eliminated when the total combined attack value of one or more of the opponent's cards engaging and/or "range attacking" the unit, is greater than the unit's defence value.

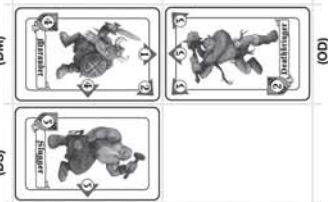
If the (total combined) attack value is equal to or less than the opponent's defence value, then there is no effect and the defending card stays in play on the Battle Mat.

Eliminated units are not removed until the results for all the possible engagements have been checked. An enemy's eliminated units are kept face up in a discard pile to one side of the Battle Mat by the opposing player to keep track of the number of eliminated units needed to win.

**Note:** Friendly units never cause damage to each other, even if engaging each other.

## A one-on-one combat example:

The Orc player has just placed the Orc Deathbringer (OD) to engage the Dwarf Marauder (DM) and Sluggo (DS).



- The Orc Deathbringer has eliminated the Dwarf Marauder because it is engaging it for an attack value of 5, which is greater than the Marauder's defence value of 4.
- The Orc Deathbringer has NOT eliminated the Dwarf Sluggo because it is NOT engaging it for an attack value of 3, which is NOT greater than the Sluggo's defence value of 3.
- The Orc Deathbringer, with a defence value of 2, has NOT been eliminated by the Dwarf Marauder who is only engaging it for an attack value of 1.
- The Dwarf Marauder is removed from the Battle Mat and put in the opposing player's discard pile.

### A two against one combat example:

The Orc Ravager has just placed the Orc Ravager (OR) to engage the Dwarf Marauder (DM).

- The Orc Ravager and Goblin Shanker (GS) have jointly eliminated the Dwarf Marauder. The Goblin Shanker is engaging it for an attack value of 4 and the Orc Ravager is engaging it for an attack value of 5. This combined attack of 9 is greater than the Dwarf Marauder's defence value of 4.
- The Orc Ravager, with a defence value of 3, has NOT been eliminated by the Dwarf Marauder who is only engaging it for an attack value of 2.
- The Goblin Shanker, with a defence value of 3, has NOT been eliminated by the Dwarf Marauder who is only engaging it for an attack value of 1.
- The Dwarf Marauder is removed from the Battle Mat and put in the opposing player's discard pile.


### Elimination situations:

Sometimes placing a unit onto the Battle Mat may cause one or more of the following situations, which are all legal moves:

- the elimination of more than one enemy unit simultaneously, either by itself or in combination with friendly units already on the Battle Mat.
- the placed unit and any number of enemy units being eliminated at the same time; this is known as a suicide move.
- the placed unit being instantly destroyed and no opposing units being eliminated.

A player that eliminates the enemy's General immediately takes an extra turn, after having refreshed their hand back up to six cards. Killing an enemy General is the only time when the normal turn sequence is disrupted. If both army generals are eliminated simultaneously, neither player gets the option of an extra turn.

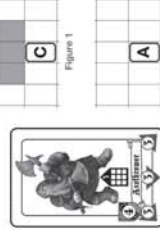
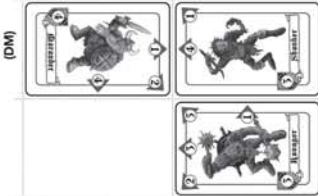
### 6) Elimination involving ranged units

All ranged weapon units , such as the Orc Catapult (shown) have a target grid with a missile damage value.

The target grid on the card shows which squares on the Battle Mat the ranged unit can target when deployed. The Orc catapult, (card C), according to its target grid, can range attack any one of the 9 squares to its front, as represented by the grey squares shown in Figure 1

The missile value is the damage caused to a chosen single enemy unit every time the ranged unit shoots. The Orc catapult displayed above causes 4 points of ranged attack missile damage.

This Dwarf Axethrower is a ranged unit that range attacks to its rear. The Axethrower, (card A), according to its target grid, can range attack any one of the 6 squares to its rear when on the Battle Mat, as represented by the grey squares shown in Figure 2. The Axethrower causes 3 points of ranged attack missile damage.



### A ranged attack combat example:

The Orc player has just placed the Orc catapult (OC) (a support unit) adjacent to (behind) his Goblin Shanker (GS).

- The Goblin Shanker is not engaging the Dwarf Sluggo (DS), so is not attacking it.
- The Dwarf Sluggo is not engaging the Goblin Shanker, so is not attacking it.
- The Orc Catapult has eliminated the Dwarf Sluggo because it is shooting it for a missile damage value of 4, which is greater than the Sluggo's defence value of 3.
- The Dwarf Sluggo is removed from the Battle Mat and put in the opposing player's discard pile.

### A combined combat involving a ranged attack example:

The Orc player has just placed the Orc catapult (OC) (a support unit) adjacent to his Orc Deathbringer (OD).

- The Orc Deathbringer and Orc Catapult have jointly eliminated the Dwarf Marauder (DM). The Orc Deathbringer is engaging it for an attack value of 3 and the Orc Catapult is shooting the Dwarf Marauder for a missile damage value of 4. This combined attack of 7 is greater than the Dwarf Marauder's defence value of 4.
- The Dwarf Marauder is not engaging the Orc Deathbringer, so is not attacking it.
- The Dwarf Marauder is removed from the Battle Mat and put in the opposing player's discard pile.

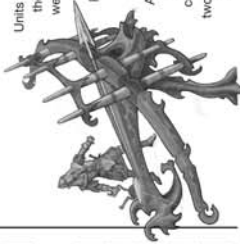
### Ranged weapon situations:

Units with ranged weapons can make a ranged attack in the same turn they are placed on the Battle Mat and, once on the Battle Mat, they can make a ranged attack every time it is their controlling player's turn.

Ranged attack units can shoot over any units and do not need a clear line of sight to the enemy unit they are shooting at.

Ranged units cannot shoot if "engaged" by an enemy unit, e.g. when an adjacent enemy unit has one or more of its attack arrows pointing at it.

A ranged unit can shoot if it has one or more of its attack arrows pointing at adjacent enemy units (engaging them), but the adjacent enemy units have no attack arrows engaging back.



Units with ranged weapons which find that they have the opportunity to both fire their weapon and fight in combat must choose to do only one during the turn. Ranged weapon units are never permitted to target friendly units. A ranged weapon unit can only ever shoot at a single enemy unit (chosen by the controlling player) within its target area, but two or more friendly ranged weapon units can shoot at a single enemy unit in a turn.

### 7) Phase 3: Reinforcement

After playing his chosen unit onto the Battle Mat and determining whether any units have been eliminated or not, the player completes his turn by refreshing his hand back up to six cards.

In order to refresh his hand back up to six cards, a player can choose to either take the top card from his face down army deck and place it into his hand (so only he can see it) or "recall" a unit from the Battle Mat.

To be able to "recall" a unit back from the Battle Mat and into the hand, the unit:

- must not be engaged by an enemy card (does not have an enemy card adjacent to it that has at least one of its attack arrows directly pointing towards it).
- must not have been placed down that turn.
- must not have just taken part in a combat that has eliminated an enemy unit (this includes ranged weapon units as well).

If a unit is not subject to any of the three conditions, it can be withdrawn from the battlefield and placed into the player's hand to refresh the hand back up to six cards.

### 8) To the bitter end:

After player 1 has completed his 3 phase turn, player 2 then takes his turn following the three phase turn sequence:

**Phase 1 - Deployment:** play a unit from your hand onto the battlefield according to the "engagement rule" & its exceptions.

**Phase 2 - Elimination:** determine whether any unit has been eliminated by combat or ranged attack or a combination of both.

**Phase 3 - Reinforcement:** increase the number of cards in hand back up to six.

Players continue to take turns following the above three phase turn sequence until one player wins the game.

For a full video tutorial of the above rules visit [www.lords-of-war.com](http://www.lords-of-war.com)

### TACTICAL TIPS

Deploy ranged units so they are safely shielded from the reach of their weapons.

Do not just play weaker units for the sake of it; they will be eliminated very easily. Deploy a weaker unit to "engage" an opposing stronger unit in one of its vulnerable positions where it does not have an attack arrow. This will stop it from being recalled and make it more vulnerable to elimination.

A weaker unit can also be used to deliver the final attack to eliminate an opposing stronger unit. Even if used in a suicide move; the loss of a weaker unit for the elimination of a stronger unit, such as a command unit, is worth it.

### WHAT NEXT?

#### A) Battles with no boundaries:

Play the game exactly the same way, but ignore the boundaries of the Battle Mat or play the game without the Battle Mat at all. Playing this way will present new opportunities and challenges to an experienced player.

#### B) Game length:

To shorten or lengthen the game time both players agree to change the number of units and / or command units that have to be eliminated to win.

### C) Personalise your army:

Every core army deck has a number of units of each rank:

- 6 Command units 
- 4 Elite units 
- 8 Regular units 
- 8 Recruit units 

To personalise your army you can take any card out of your army deck and replace it with any card of a similar rank from another deck.

Example: as an Orc player I would like some more ranged firepower, so I take out two Orc Ravagers (of veteran rank) from my army deck and replace them with two Orc catapults (of veteran rank).

Personalising your army by rank swapping in this way can be done with as many cards as you wish.

Designing your own army in this way provides the chance to try a wide range of different combinations to play against your opponents, as well as creating an army that appeals to your own personal style of play.

### D) Building a Mercenary army:

Not happy just playing one race? Using the same rank swapping system, personalise your army even further by taking any card out of your army deck and replacing it with any card of a similar rank from any other army deck.

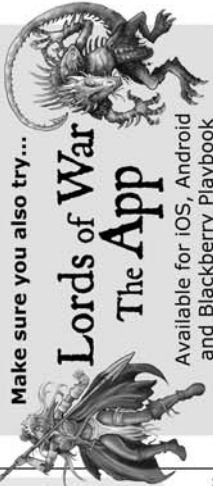
Example: as an Orc player I would like some more archers with a better ranged attack than my Goblin Bow Peets, so I take out two Orc War Hogs (of Elite rank) from my army deck and swap them with two Lizardman Quillshots (of Elite rank).

Additional guidance on army building is available on the website.

### Visit the website to:

- Download the 3-6 multiplayer rules for bigger battles
- Leave your tactics and tips and pick some up
- View the range of online tutorials
- Vote for the next pack release
- Have your say on the forums
- Download the Intermediate & Advanced rules

[www.lords-of-war.com](http://www.lords-of-war.com)



Make sure you also try...

## Lords of War The App

Available for iOS, Android and Blackberry Playbook

Lords of Game Concept & Design: Nick Street & Martin Vuax  
Lord of Testing: Alan Williams  
Lord of Art & Graphic Design: Steve Cox

Thanks to: Dnyan Keri, Carl Smith, Niyati Keri, Rachel Vaux, Luke Maddox, Aidan Taylor, Brenda Alvarez, Tom Bell and Sarah O'Regan.



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