

# Dogs of War: Easy-To-Forget Rules

## SETUP

\*\*\*For a 3-player game, use only 2 battle tracks and return 2 houses to the box.

### Main Board:

- House banners (plastic banners) start on the '-1' space of the victory track
- **Year marker (yellow token)** starts on year 1
- **1st-player token (large black token)** is randomly assigned
- Battle trackers (red) start on the '0' space of each battle track
- Tactic cards are shuffled, placed *face-down* on designated space
- Soldier cards are sorted, placed *face-up* near board

### Player Setup:

- 3 captains (miniatures)
- \$8
- 2 tactic cards
- 1 random house support card (depicting 2 banners of a given house)

\*\*\*Coins and cards are kept secret throughout the game, using player screens.

## ROUND SETUP

To begin each year (round):

- Advance the round marker (rounds 2/3/4 only)
- **Players gain**
  - **\$3 (except in round 1)**
  - **1 captain (rounds 2 and 4 only)**, such that there will be 3/4/4/5 captains available for rounds 1/2/3/4 respectively)
- House cards, battle reward cards (large), and bonus reward tokens (square) are randomly assigned to each battle
  - Bonus reward tokens will all be set to 3VP for the final round
- First player *may* give up the first-player token to any other player
- Players take turns purchasing soldier cards

## TURN STRUCTURE

\*\*\*If a reward slot depicts a staff, take another captain for *this round only*.

1. Play a **single tactic card**, if desired
2. Place a **single soldier card** on one side of a battle, and advance the battle tracker
3. Place a **captain** on one of the 6 reward slots, and take the reward
  - Some of the reward slots require that certain soldier cards were used
  - A player cannot play captains on both sides of a battle (unless they've played the 'Betrayal' tactic card)

\*\*\*The first player to pass receives the first-player token.

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## ROUND END

For each battle:

- The winning house's banner advances 1 space on the victory track
  - **Exception: If the battle tracker is at 15, the winner advances 2 spaces and the loser retreats 1 space**
- All players that supported the victorious house receives 1VP per captain (miniature) that supported the defeated house
- The player(s) with the most captains on the winning side receive the bonus reward (square tile)

\*\*\*If the bonus reward tile depicts a staff, take another captain for *the next round only*

## END GAME

Each player tallies points from:

- In-game point tokens
- Leftover tactic/soldier cards (1 point each)
- Leftover coins (1 point for every \$2)
- Victory track:
  - Multiply each house's standing (including '-1') by the # of its banner tokens the player has (including the two from their house support card)

## SPECIAL ABILITIES

Each 'dog of war' has a unique ability:

- **Grey** (Sir Blackmane): After taking the bonus reward, the player receives the highest-value soldier card from the losing side's discard pile
- **Pink** (Lady Ordalia Macbeth): For the purposes of determining the bonus reward winner(s), this player has +1 captains
- **Yellow** (Captain O'Malley): For each battle with at least one captain on the winning side, receive \$1
- **Brown** (The Nameless Conqueror): The player can move the battle tracker 2 spaces in their favour at end-of-round (they must have a captain in play)
  - Exception: Cannot be used if the battle tracker is at 15 for the opponents
- **Green** (Stormcrow): The player's captains don't grant victory points to other players, if they supported the losing side of a battle