

Icon update by Matt Lees:

Mr. Matt Lees himself, of SU&SD fame, has taken a crack at making the game's icons more functional, and gosh they are gorgeous. Edu did the original base for each icon, and Matt has just tweaked them for some of the use cases that came up more recently during Paolo's design evolution. You'll notice some **really** fun new rewards here that weren't in the original Dogs of War!

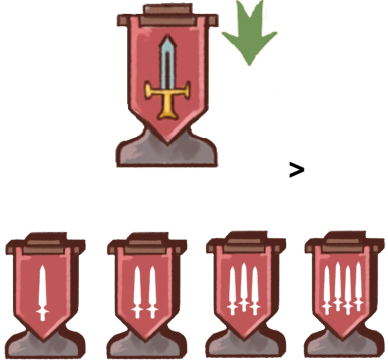
Want to try for yourself? These icons have just been added to the TTS mod that we posted on friday:

<https://steamcommunity.com/sharedfiles/filedetails/?id=3498048107>

Full rulebook here:

https://docs.google.com/document/d/1lhP_v0VKxE7G_GvLVbyqKWJ5T0VINYFzYiM7DqIOskQ/edit?usp=sharing

	Take 1 new [Footmen, Archers, Knights, Siege Machines] Soldier Company. <i>A very subtle colour tweak -Matt</i>
	Take 1, 2, or 3 coins. <i>I've packed the stack of coins more tightly, and added a build up of blood on the higher coin rewards. For fun. -Matt</i>
	Take a new Captain of your color from the common supply to use in the current year (max one per year). <i>A 3D effect has been added for icons that relate to wooden pieces: the Captains and the Battle Victory Trackers. Since the pieces will be</i>

	<i>monochrome, the new icons reflect that as well.</i> -Matt
	Take a number of coins equal to the number of “ally” Captains (including Captains of other colors, and the Captain just placed) on this Battlefield card.
	Take a number of coins equal to the number of “enemy” Captains on the Battlefield card directly across from this Battlefield. This includes Captains of the same color if any were placed with Event or Betrayal cards.
	Take 1 Influence tokens of the House you are supporting in this battle. <i>It came up in testing that it wasn't clear that you must take an influence of the house this space is supporting, so I think re-purposing Edu's handshake icon, while keeping the Influence token shape, makes this much more clear! -Matt</i>
	Adjust the Battle Victory Tracker as many spaces towards this side as there are white swords. Any excess movement beyond 15 is lost. <i>Oh boy. The arrows. This icon is an “increase” in strength, but that “pulls” the tracker towards this side. Should the arrow be up or down? The debate rages on but removing it from the icon entirely lets us sidestep the debate. If you want to play that strength pushes the token towards the enemy instead of tug-of-warring it towards you, go for it! It's YOUR game, play it how you'd like! -Matt</i>
	Adjust the Battle Victory Tracker towards this side a number of spaces equal to the number of “ally” Captains (including Captains of other colors, and the Captain just placed) on this Battlefield card. Any excess movement beyond 15 is lost.

	Adjust the Battle Victory Tracker towards this side a number of spaces equal to the number of “enemy” Captains on the Battlefield card directly across from this Battlefield. This includes Captains of the same color if any were placed with Event or Betrayal cards. Any excess movement beyond 15 is lost.
	Draw 1 or 2 Tactics cards.
	Take 1, 2, or 3 Victory Points.