Dogs of War



Player Aid & Condensed Rules

At Setup only: Take 1 House Support card and 2 Tactics cards. Draft a Player Power card.

I. Battle Setup Phase - Place 6 House Reward Tokens & 6 Battlefield cards on the board.

II. Mustering Phase

1. Take:
    - 4 Captains in your color + 1 of each Mercenary color
    - Income (10 coins in Year 1, 5 in Years 2 & 3)
2. Then in turn order, buy any number of Soldier Company standees

III. Action Phase - clockwise from Start Player:

1. Play up to 1 Tactics card (if not placing a Mercenary Captain)..
2. Place 1 Soldier Company into 1 Captain, and place it on an open Battlefield space.
    - Make sure the standee strength is high enough for the space.
    - You may not place in a Battlefield opposing one with the same color.

If you use your own Captain do BOTH; if you use a Mercenary Captain choose ONE:

3. Gain the space's reward(s).
4. Move the Battle Victory Tracker towards the supported House equal to your strength.

Or Pass: Take 1 coin per unused Captain, and the first player to pass takes the First Player Marker.

IV. Battle Outcome Phase - after everyone has passed, resolve each Battle in order:

1. Adjust the House Glory markers:

	Year 1 & 2	Year 3
Victory	+1	+2
Defeat or "0" tie	No change	
Glorious Victory (red zone)	+2	+3
Crushing Defeat (red zone)	-1	

2. Take VPs and House Influence rewards
    - If you supported a victorious House, take 1VP for each Captain on the losing side.
    - If you played the most Captains on any Battlefield card take 1 Influence token of that House. Ties are broken by the player on the top row closest to the left.
3. Cleanup
    - Discard **all** Captains and standees from the board.
    - Remove all House Reward Tokens.
    - Return Battlefield cards to the box.
    - Set Battle Victory Trackers to 0.
    - Advance the Year Marker.

End Game Points - At the end of Year 3
VP Tokens + House Influence Tokens (including on House Support cards) x their track position for all 6 houses + 1 VP / 2 coins + 1 VP / Soldier Company standee + 1VP / tactics card

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Dogs of War

A Game of Shifting Allegiances for 3 to 5 Players

This is a fractured and wretched realm. Six once-great Houses can hardly stand, yet are at each other's throats. Their armies decimated, they turn to you - the Dogs of War - to break their stalemate in exchange for fame and fortune.

You and your most treacherous friends will compete, each wielding a unique and powerful advantage over the others. You will raise armies to do these rulers' dirty works, fight their endless wars, and win at any cost. Allegiances - only as deep as your pockets are lined.

Every turn a single play might sway an entire battlefield to victory, acquire new armies, tactics, and gold, turn a hard-won skirmish into a crushing defeat, or hollowly divert attention from your true motives.

At the end of three long years of bloodshed, only the Dog of War most steeped in battlefield trophies and influence with the prevailing Houses will stand victorious.

A curse shall light upon the limbs of men.
Domestic fury and fierce civil strife
Shall cumber all the parts of Italy.
Blood and destruction shall be so in use,
And dreadful objects so familiar,
That mothers shall but smile when they behold
Their infants quartered with the hands of war,
All pity choked with custom of fell deeds,
And Caesar's spirit, ranging for revenge,
With Ate by his side come hot from hell,
Shall in these confines with a monarch's voice
Cry "Havoc!" and let slip the dogs of war,
That this foul deed shall smell above the earth
With carrion men, groaning for burial.

-Act 3, Scene 1 of William Shakespeare's *Julius Caesar*

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Components

- 1 Game Board
- 1 First Player Marker
- 36 Coin tokens (20 worth 1, 16 worth 3)
- 60 Victory Point (“VP”) tokens (20 worth 6 VP, 20 worth 3 VP, 20 worth 1 VP)
- 72 House Influence tokens (12 for each House)
- 32 Tactics cards
- 1 Year Marker
- 56 Soldier Company Standees (20 Footmen, 16 Archers, 12 Knights, 8 Trebuchets)
- 6 House Reward tokens
- 6 House Support cards
- 6 House Glory tokens
- 18 Battlefield cards
- 3 Battle Victory Trackers
- 10 Player Power cards
- 5 Player Screens & Player Aids (1 for each Dog of War)
- 25 Captains (5 for each Dog of War)

Game Overview

During three rounds, battles between six “noble” Houses take place. Each player controls a Dog of War, choosing which House to support at each moment by sending their Captains leading Soldier Companies into battle.

As a House emerges victorious from battle, it becomes more valuable for the players who have influence with it.

There are many paths to victory for the Dogs of War. While earning influence with the prominent Houses is key, victory may also be achieved by defeating your opponents in battle and earning bountiful rewards and riches.

Now, ***Cry 'Havoc!', and let slip the Dogs of War.***

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Setup

At the start of the game:

1. Place the board at the center of the table.
2. Shuffle the Tactics and House Support card decks.
3. Each player selects a Dog of War and receives:
    a. The player screen of their Dog of War.
    b. 2 Tactics cards (hidden).
    c. 1 House Support card (hidden, counts as 2 Influence Tokens).
4. Return unused Support cards facedown to the box.
5. Place the Year Marker on space “1” of the Year Track.
6. Place all six House Glory tokens on space “0” of the Glory Track.
7. Place the three Battle Victory Trackers on the “0” at the center of each Battle Track.
8. The First Player is the last person who held a coin; give them the First Player marker. In the event that anyone playing hates novelty first-player rules: pick randomly instead.
9. Shuffle the deck of Player Power cards and place faceup a number of cards equal to the number of players plus one. Power cards and place faceup a number of cards equal to the number of players plus one. Starting from the player to the right of the First Player, and proceeding counter-clockwise, each player chooses one Player Power card and places it faceup in front of themselves so that all players can see it. This will be their Player Power for the duration of the game. Player Power cards always take precedence over the rules in this rulebook. Return unused cards to the box.

Supply Setup:
Place these components near the board in a common supply:

- Coins
- Victory Point tokens
- Soldier Company standees (organized by type)
- House Influence tokens
- All Captains
- Tactics cards deck
- Battlefield cards deck

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Structure of a Round

Each round represents a year, consisting of 4 phases:

I. Battle Setup Phase
II. Mustering Phase
III. Action Phase
IV. Battle Outcome Phase

I. Battle Setup Phase

1. Shuffle and place House Reward Tokens faceup, 1 per reward space.
2. Place 2 Battlefield cards per battle. Set any remaining cards aside for the following rounds.

Three battles have now been formed for this year, each between two warring Houses. All three battles comprise of a Battlefield card in front of each house, representing that house's forces, and to which the players will play their Captains, each with a single Soldier Company standee, and; a Battle Track which will advance in a house's favor every time Captains are placed on their side, in an epic tug-of-war that will span the entire year.

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II. Mustering Phase

Each player:

- Takes 4 Captains in their color (place the extra Captain in a common supply)
- [3 or 4 players only] Dogs of War that were not selected by players are “Mercenary Dogs of War.” Their Captains will be controlled by the players in addition to their own Captains. Each player takes the following number of “Mercenary Captains” each round:
    - In a 3 player game: 2 Mercenary Captains (one of each unused color).
    - In a 4 player game: 1 Mercenary Captain of the unused color.
- Gains income. 10 coins in year one, 5 in years two and three, as marked on the board under each year. Coins can be carried over from previous rounds.
- Starting with the First Player, and proceeding clockwise, each player can spend any number of coins to buy new Soldier Company standees. Different Soldier Companies have different costs:
    - Footmen (1 strength) = 1 coin
    - Archers (3 strength) = 2 coins
    - Knights (5 strength) = 3 coins
    - Trebuchet (7 strength) = 4 coins

Coins are returned to the supply. Soldier Company availability is limited.

All personal resources (coins, cards, standees, tokens, and Victory Points) are hidden behind screens. Captains, however, must always be kept in front of the screens.

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III. Action Phase

Starting with the First Player, and proceeding clockwise, each player's turn resolves in the following order:

1. Optionally play 1 Tactics card (discard after use).
2. Place 1 Soldier Company standee into 1 of your Captains, and place it on an available Battlefield space.
3. Gain the Battlefield space's reward(s).
4. Move the Battle Victory Tracker toward the supported House a number of spaces equal to the strength of the played standee, including any bonuses and penalties. The Battle Victory Tracker cannot advance beyond the "15" space. Excess movement is ignored.

Normal Placement Rules:

- Captains must always be paired with exactly one Soldier Company.
- Dogs of War (each color) cannot support both Houses in a single battle (unless using the "Betrayal [Et tu, Brutus?]" Tactics card).
- Some Battlefield spaces require a standee with strength equal to or greater than a specific Soldier Company, listed beside the space. I.e. Trebuchets and Knights could be used for the Knights min. spaces.
- If no eligible space is available, the play cannot be made.

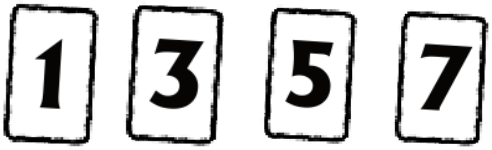
[3 or 4 players only] Mercenary Captain Placement Rules:

- These rules are in addition to the normal placement rules above.
- On their turn, a player may choose to instead play one of the Mercenary Captains from in front of them. When a Mercenary Captain is played:
    - No Tactics card can be played on this turn.
    - The player must still play a Soldier Company with the Mercenary Captain.
    - The player must choose to EITHER move the Battle Track marker, OR take the reward printed on the board, but not both as they would with their own Captain.
    - If the player places the Mercenary Captain to get the reward, the reward is awarded to the player, not to the Mercenary faction.
    - The Mercenary Captain is considered to be a faction of its own, so you cannot place a Mercenary Captain on a Battlefield across from a Mercenary Captain of the same color, regardless of who placed that Captain. Players may place a Mercenary Captain across from one of their own Captains, or vice versa. Mercenary Captains are also counted for majorities in the Battle Outcome Phase, so play them carefully.

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Rewards May Include [Prototype & TTS Icons]:

- Take a new [Footmen, Archers, Knights, Trebuchet] Soldier Company standee



- Take this number of coins



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.



- Draw this number of Tactics cards [Note: If the Tactics cards deck ever runs out, reshuffle the discarded cards and make a new deck.]



- Take a new Captain of your color from the common supply to use in the current year (max one per year).



- Take this number of Influence tokens of the House you are supporting in this battle.



- Take this number of Victory Points.



- Advance this number of spaces on the Battle Track for this battle. Any excess movement above 15 is lost.



Advance a number of spaces equal to the number of “enemy” Captains on the Battlefield card directly across from this Battlefield.



Advance 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.



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Adjusting the Battle Track

When you play a Soldier Company, you must advance the Battle Victory Tracker on the Battle Track a number of spaces towards the supported House equal to the strength of that Soldier Company:

- Footmen = +1 space
- Archers = +3 spaces
- Knights = +5 spaces
- Trebuchet = +7 spaces

The Battle Victory Tracker cannot advance beyond the “15” space. Excess movement is ignored.

Passing and End of Action Phase

Players may pass at any time. Once passed:

- The player may not take any more actions this year.
- Unused Captains are discarded, and the player gains 1 coin for each Unused Captain.
- Standees, coins, tokens, and Tactics cards are kept.

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IV. Battle Outcome Phase

Once all player have passed, resolve each battle separately, starting with the First Battle on the left:

1. Adjust the House Glory markers:

- The House with the Battle Victory Tracker on its side has won the tug-of-war and is victorious, and the other House is defeated.
    - The victorious house gains 1 point in years 1 and 2, and 2 points in year 3. Track this on the House Glory Track at the top of the board.
    - The defeated house gains nothing.
- If the Battle Victory Tracker ends on the middle “0” space, then both Houses are defeated.
- If the Battle Victory Tracker ends on a red space it is a “Glorious Victory” earning the winning house 1 bonus point, and causes a “Crushing Defeat” to the losing House who must lose a point!

2. Take the spoils of war and House rewards:

- Take VPs: All players with at least one Captain supporting the victorious House get 1 Victory Point for each Captain **that supported the defeated House**.
- The player that placed the most Captains in support of each House takes 1 House Influence token of that House.
    - Both victorious and defeated Houses grant 1 of their Influence tokens to the Dog of War with the most supporting Captains.
    - Ties are broken in favor of whoever has the Captain closest to the left on the top row of the Battlefield card.
    - [3 and 4 players only] Mercenary Captains count for majority as well. If a Mercenary wins the reward then no player takes it.

3. Cleanup

- Captains and played standees are put back in the common supply.
- House Reward Tokens are removed and placed beside the board.
- Battlefield cards are removed from the board and placed back in the game box.
- The Battle Victory Trackers are returned to the center “0” spaces of each Battle Track.
- Advance the Year Marker.
- Proceed to the next year (if the Year Marker is already on 3, go to End of the Game instead).

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End of the Game and Crowning the Winner

After year 3's Battle Outcome Phase:

1. Reveal Victory Points.
2. Reveal Influence Tokens. Each Influence Token is worth a number of Victory Points equal to the value on the final space occupied by that House Glory token. Each House Support card counts as two Influence Tokens of the corresponding House.
3. Add:
    - 1 VP per 2 leftover coins
    - 1 VP per unused Tactics card and Soldier Company standee

The player with the most total points wins. Ties are broken by the player with the most influence (including House Support cards) of the House or Houses that are highest on the Glory Track. If players are still tied, go to the Houses second highest on the track, and so-on.

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