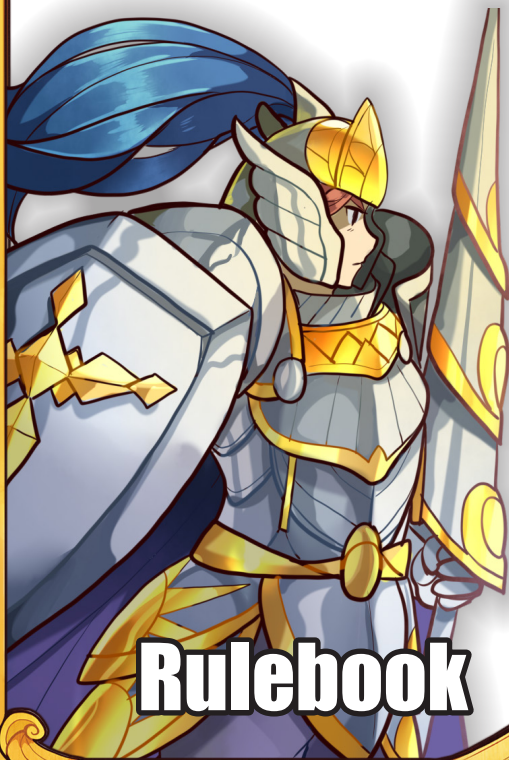




VALIANT WARS



Rulebook

VALIANT WARS

Introduction

Rebellion, mercenaries, and tyrants have overrun the lands of Valiance! As one of the few Lords of remaining after the collapse, it is your duty to re-establish order.

In this aggressive, press-your-luck deck-builder, you'll fight to capture the most land of the once-great kingdom. Bring the most powerful army to the battlefield, build your riches and hire the best Champions to defend your cause!

Your rivals will resort to trickery and sabotage in their attempts to bring down your forces. Be warned! As you assemble larger armies and conquer more territory, you'll be haunted by dark visions of a world in ruins; should too many of these Dark Omens visit upon you, withdrawal becomes necessary! Step up and claim the Valiant throne!

Game Stats



Objective

Each round, simultaneously expose cards in your decks. As you reveal cards from your deck, there's a chance to draw cards that end your turn. The more cards you draw, the greater chance you have to end your turn. The cards you draw help you win coveted locations and may directly affect your opponents. You win by gaining enough victory tokens to take control of the land and be crowned the king.

Learn to Play

This book will teach you to play as you read it. We first review the components with you. If you want to skip to the setup and play sequence turn to page 7.

Components

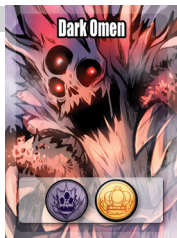
- 192 Valiant Wars Cards
- 36 Soldiers
- 54 Gold
- 25 Dark Omens
- 14 Locations
- 63 Champions
- 28 Victory Point Tokens - 4 Punch Boards
- 5 Card Dividers



VW Card Back



Soldier



Dark Omen



Gold



Location



Champion

VP Tokens



1 VP

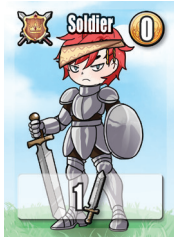


3 VP



5 VP

Soldiers



Soldiers are free to purchase but are weak fighters. Each Soldier adds one (1) Sword to the battle and counts as a Warrior-type Champion. They are useful for 'padding' an army to help keep the Dark Omens at bay!



Gold



Gold allows players to build their armies by purchasing Champions. The more Gold, the better the chances to purchase a powerful Champion. Each Gold icon has a value of one (1) when counting currency.



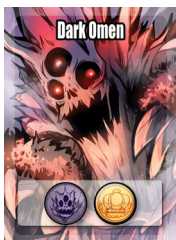
Locations



Locations are the cards that players are fighting to obtain. Locations are marked with a stronghold symbol in the upper right-hand corner of the card. Most Locations also provide a negative when you win them. As you get closer to victory, victory becomes harder to obtain.



Dark Omens



Dark Omens are bad news! If a player draws two (2) Dark Omen cards, they are knocked out of the round and lose all their Gold and Swords for the round. However, they are worth one (1) Gold, so Lords need to decide how much to press their luck!



Champions



Champions are the powerful cards that players recruit to fight in their armies.

Champions are your primary way of winning Locations and thus obtaining victory points.

Each Champion has a Type, Name, and Cost. The cost is how much Gold you must pay to buy them.



Type

Name

Cost

There are three types of Champions - Warriors, Mystics and Rogues. More details on each Champion can be found at the end of this rulebook.



Royal



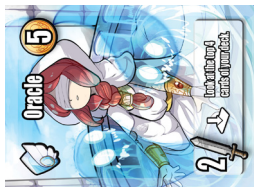
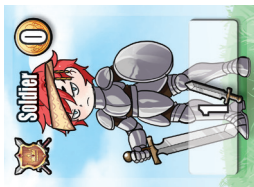
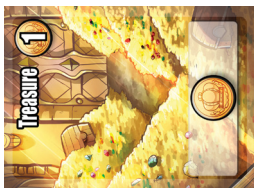
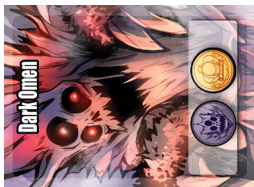
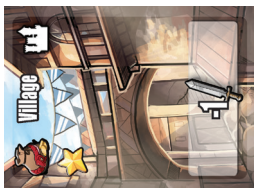
Mystic



Rogue

Setup

Separate the cards into separate decks. All of the cards have the same back image, so you'll have to be sure they are separated into their own piles. Place the five (5) decks in a row with Champions facing down, then distribute 5 Champions face-up directly beneath to make the Market. Shuffle these decks between games.



MARKET

Starting Deck

Give each player their starting deck of:

- Five (5) Gold cards
- Three (3) Dark Omen cards
- Two (2) Soldier cards



Players shuffle their deck and place it face-down in front of them.

Pro Tip: Whenever you shuffle, use the card wash or poker shuffle method for fastest and best results.



Victory Conditions

Based on the number of players, the amount of Location Cards needed to play and the amount of victory points needed to win changes.

Players	Location Cards	Victory Points
2	10 + Valiant Throne	10 ★
3	9 + Valiant Throne	9 ★
4	8 + Valiant Throne	8 ★
5	8 + Valiant Throne	8 ★

After the Location cards have been separated in their own deck, pull out the Valiant Throne Location card and one (1) Village and place them to the side for a moment.



Take a random number of Locations based on the player count and shuffle them then add the Valiant throne to the bottom of the deck and the Village to the top.

Review the number of victory points needed to win. As you take Locations, be sure to take victory point tokens.



Gameplay

1. Shuffle

Before each round, including the first turn, be sure to shuffle all the cards you own into a face down deck. This refers to all cards you have including: Dark Omens, Locations, Champions, Gold, and Soldiers.



2. DRAW!

All players draw cards, placing them face up simultaneously one at a time. You continue to draw until you choose to STOP or you go OUT - see page 12.

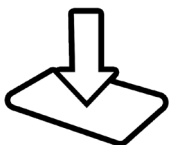


Play them from left to right in order and form your line.

Pro Tip: As cards are played, you may want to say "1-2-3 go!", so all players reveal the next card at the same time.

3. Play Actions

When a Champion card is played it may show a “When Played” symbol.



When this happens, resolve the card before all players draw the next. These interrupt play and take effect immediately.

If multiple “When Played” cards are drawn at the same time by different players, the players with the **fewest victory points**, have their card’s ability take effect first in order of fewest to most. In the case of a tie, determine randomly.

Some are only activated if a different card of that type is already in play.



In the example above, you must have already played a Rogue Champion for this card’s ability to take effect.

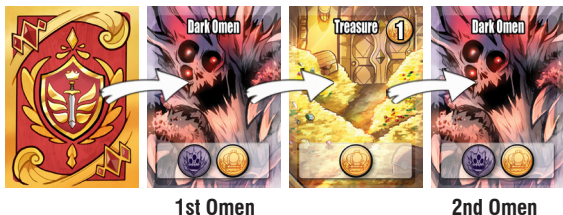
“When Played” effects are never retroactive. They only take effect as they are played. After, move on to the next card played.



4. Draw, Draw, Draw until...

...You Go OUT

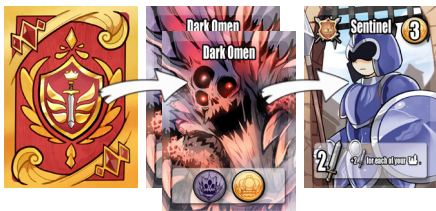
After two (2) Dark Omen cards have been revealed in your line, your turn is over. Immediately shuffle your cards and get ready for the next turn. You are considered OUT.



You'll want to try to track your cards to anticipate your chances of getting a Dark Omen.



Special Rule: If you draw a Dark Omen as your first card, all other Dark Omens you draw consecutively after are placed on the first one in a stack. This occurs until you draw a non-Dark Omen card. A stack of Dark Omens counts, in total, as one (1) Dark Omen.



A stack of Dark Omens will only provide a total of 1 Gold and 1 Dark Omen:



... You Call STOP!

Choose to stop at any time. Whoever calls stop first gets to purchase a maximum of two (2) cards including: Champions from the Market, Gold, and Soldiers.

5. Purchasing Cards

Any player who has not gone OUT, may purchase a maximum of two (2) cards.



A Treasure Card costs 1 Gold to Purchase.



A Soldier Card is free to purchase.



A Champion Card's Gold cost is listed.

Purchasing is always done in order of when players call STOP! Calling stop early, allows you to the best chance to get the Champions you want.

Cards are purchased with Gold that is tallied from your line. Add up all the Gold you have in your line and this is the total you may spend to purchase cards.

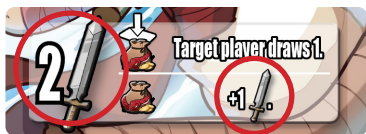
As soon as a Champion card is purchased from the Market, replace them with another. There should always be five (5) Champions in the Market.

5. Battle for Locations

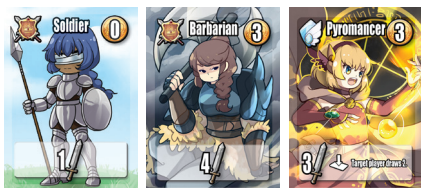
After all players have either:

1. Gone OUT
2. Called STOP
3. Have run out of Cards to place in their line

The top Location Card may be won. All players who have not gone OUT, count Swords - be sure to take into account any of your card's abilities.



The player with the highest total Swords in their line wins the Location. If there is a tie, the Location is not won and is played for in the next round.



The line above is worth a total of 8 Swords.

The winner takes the top Location card and is rewarded with victory points. Take a number of victory points described on the Location card.



Take the Location and add it to your deck. When a Location comes out in your line, it will force you to take a penalty.

Pro Tip: If you see a Location that has a penalty you are not willing to take on, you can purposely choose to STOP early to ensure you don't win it.



Important Rule: For every 3 victory point markers you receive, add one (1) additional Dark Omen card to your deck.



= +1



6. Shuffle and Get Ready

After Swords have been tallied and the fate of the Location is determined, shuffle and get ready for the next round. Be sure you are including all newly gotten Locations and Dark Omens to your deck.

7. Winning

If you have collected enough victory points to win, based on player count - congratulations - you take control over the kingdom and win the game.

However, if you reach the last Location card - the Valiant Throne - and no one has enough victory points to win, the player to take the Valiant Throne is declared the winner.

Additional Rules

- **Champions:** Champions are only ever tallied in your line or count as in-pay if they are face-up. Face-down cards never count toward anything.
- **Flip/Flipping:** Flipping only ever changes a card's position from face-up to face-down.
- **Target/Targeting:** Cards that Target tell you who you can target - It may be your's or another player's card. After you go OUT or call STOP, you cannot be Targeted. Targeting is optional unless a card dictates that targeting must happen.

Champion List

Cards marked with a * have rules you should review here.



Apprentice: Draw effect - When the Apprentice is drawn, an opposing player of your choosing must draw one (1) card.



Assassin: Draw effect - When the Assassin is drawn, you may flip any one (1) opposing Champion in play.



Archer: If your line includes at least one face-up Location, gain +3 Swords. This is limited to one (1) Location.



Barbarian: No special effect.



Brigand: Draw effect - When the Brigand is drawn, an opposing player of your choosing must draw one (1) card.

If your line includes at least one other face-up Rogue, gain +1 Sword. This is limited to one (1) Rogue.



Dancer: Draw effect - When the Dancer is drawn, it copies all the effects of another face-up Champion in your line. Tap the Champion to indicate it is being duplicated. This may copy Draw or Ongoing effects, and lasts the same duration. It also includes all of the text of the chosen champion. The Dancer does not copy that Champions base Sword value.



Fighter: No special effect.



Firebrand: Draw effect - When the Firebrand is drawn, you must draw one (1) card.



General: While the General is face-up, you cannot be Targeted by other players' effects.



Guard: If your line includes at least one face-up Rogue, gain +2 Swords. The Guard does not gain +1 Sword per Rogue.



Hero: The Hero cannot be Flipped by any means, nor can it be Targeted by you or an opposing player.



Lunar Witch: Draw effect - When the Lunar Witch is drawn, choose an opposing player. They must flip any one (1) Champion in their line, of their choice. If a Champion is not available, they must Flip a Soldier.



Mercenary: If your line includes face-up Gold, gain +1 Sword for each, to a maximum of seven (7).



Monk: Each Monk is provides you +2 Gold.



Oracle: Draw effect - When the Oracle is drawn, look at the top four (4) cards of your deck and return them in the same order.



Paladin: Gain +2 Swords for each other face-up Rogue you have in your line.



Priestess: Draw effect - When the Priestess is drawn, choose an opposing player. They must draw a number of cards equal to the number of Mystics face-up in your line.



Pyromancer: Draw effect - When the Pyromancer is drawn, you may choose an opposing player to draw two (2) cards.



Retainer: Gain +2 Swords for each Mystic in your line.



Saboteur: Draw effect - When the Saboteur is drawn, choose an opposing player to draw two (2) cards. If you have another Rogue in play, you may then choose an opposing player to draw one (1) card. This can be the same player.



Saint: Draw effect: When the Saint is drawn, you may Flip a Dark Omen card in your line to ignore it. You do not gain the Dark Omen's Gold if its face-down.



SellSword: The SellSword provides you +1 Gold.



Sentinel: Gain +2 Swords for each face-up location in your line.



Shaman: Draw effect - When the Shaman is drawn, you must Flip a Champion or Soldier in your line. If you have no other face-up Champions (or only the Hero, which cannot be Flipped), you must Flip the Shaman.



Warlord: Draw effect - When the Warlord is drawn, you must draw one (1) card.



Wing Knight: Gain +1 Sword for each face-up Mystic in your line.



Wurm Lord: Draw effect - When the Wurm Lord is drawn, you must draw two (2) cards.



VALIANT WARS

Game Design: Quinn Washburn

Art: Haizea Monje Valenzuela

Layout: Jeff Mechlinski & Quinn Washburn

Playtesters: Jeff Mechlinski, Darius Hambleton, Christopher Gaulke, Courtney Armour, Ian Humphreys, Stephen Noell, Kristin Kassachau, our 2019 UnPub & Gen Con players, & Dillion. Thank you to all of our other awesome playtesters!

Valiant Wars is a
Strange Machine Games, LLC. production



Strange Machine Games, 2020
All Rights Reserved

www.strangemachinegames.com
facebook.com/strangemachinegames.com
@SMG_Play

