


h

Coat of mail

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Iron shield

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Iron shield

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Iron shield

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Iron shield

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Complete armor

h






Successful **Attack** if  or more
Successful **Defense** if  or more


h

Damsel

h



1

At the end of the day, earn as many **POINTS**  as the number of your Henchmen on a site which you don't dominate

h

Trump

h



▶

At any time, you can rotate this card and add 1 to your dice value, attacking or defending

h

Pigeon

h



▶

At your turn, you can rotate this card and then exchange one card from your hand with a card from an opponent's hand

h

Helm

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Coat of mail

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Round shield

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Mace

h





Successful **Attack** if  or more
Successful **Defense** if  or more

h

Game phases

h


1

Place your Henchmen:
Place a pawn and draw a card
2 players: 4 spots
3 players: 5 spots
4 players: 7 spots
5 players: 8 spots
Pick cards according to majorities

2

Fight the other Lords:
Play your Action cards and your Reserve cards

3

Add the numbers:
Pick up the **POINTS**  from your Reserve cards

h

Game phases

h


1

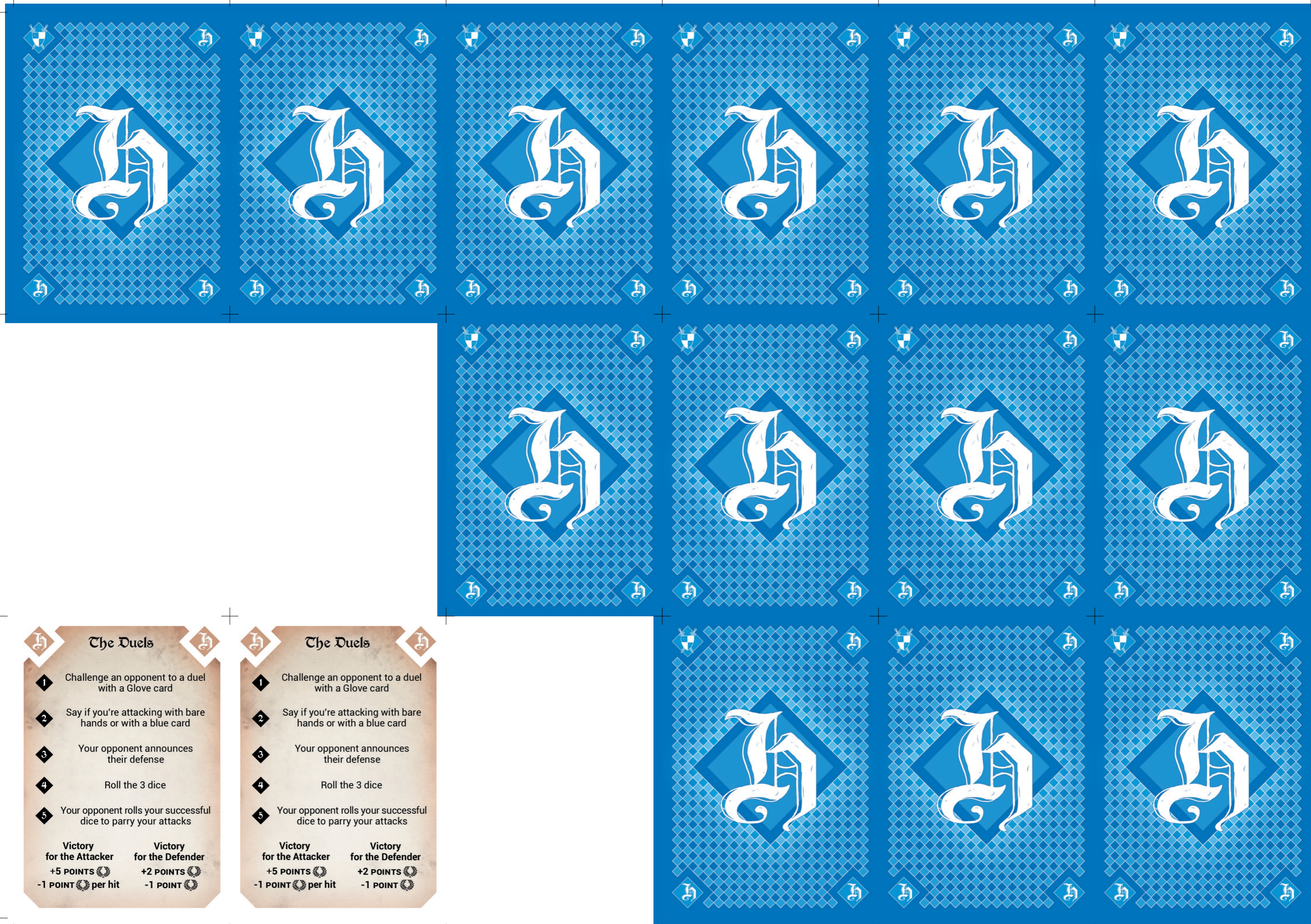
Place your Henchmen:
Place a pawn and draw a card
2 players: 4 spots
3 players: 5 spots
4 players: 7 spots
5 players: 8 spots
Pick cards according to majorities

2

Fight the other Lords:
Play your Action cards and your Reserve cards

3

Add the numbers:
Pick up the **POINTS**  from your Reserve cards



The Duels

- 1 Challenge an opponent to a duel with a Glove card
- 2 Say if you're attacking with bare hands or with a blue card
- 3 Your opponent announces their defense
- 4 Roll the 3 dice
- 5 Your opponent rolls your successful dice to parry your attacks

Victory for the Attacker	Victory for the Defender
+5 POINTS 🎲	+2 POINTS 🎲
-1 POINT 🎲 per hit	-1 POINT 🎲

The Duels

- 1 Challenge an opponent to a duel with a Glove card
- 2 Say if you're attacking with bare hands or with a blue card
- 3 Your opponent announces their defense
- 4 Roll the 3 dice
- 5 Your opponent rolls your successful dice to parry your attacks

Victory for the Attacker	Victory for the Defender
+5 POINTS 🎲	+2 POINTS 🎲
-1 POINT 🎲 per hit	-1 POINT 🎲