

TO WAR!

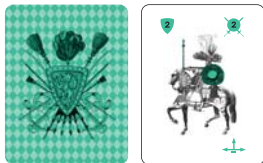
GAME RULES

IN THE BOX

- 17 Northern army cards

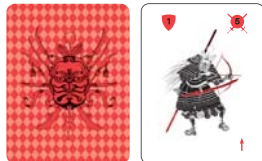


- 17 Western army cards



- Rules of the Game

- 17 Eastern army cards



- 17 Southern army cards



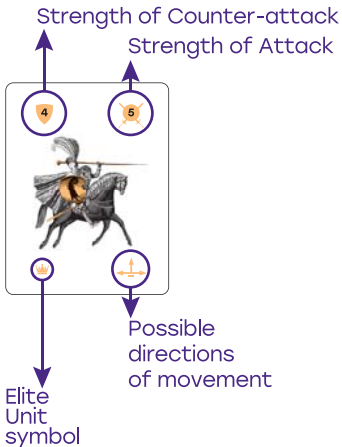
AIM OF THE GAME

To have the largest force on the field by the end of the game or break through to the enemy camp.





PREPARING FOR PLAY

Sit facing each other, choose an army (a deck), shuffle it and put it in front of you – this will be your Reserve, each player has his own.

Unit characteristics



Possible directions of movement:

-  Only forward movement and attack.
Can only move one step during its turn.
-  Can move or attack in any of three directions.
Can only move one step during its turn.
- 
 The line under the arrows indicates that the unit can move two steps if the first move ends on an empty cell.
The movement can involve two steps in one direction, a step in one direction and then another, or no second move at all.

Army deployment

The players prepare for battle by playing cards in turn and forming the battlefield.

The first player puts the top card from his or her deck onto the table.

The second player puts his or her card opposite the first card.

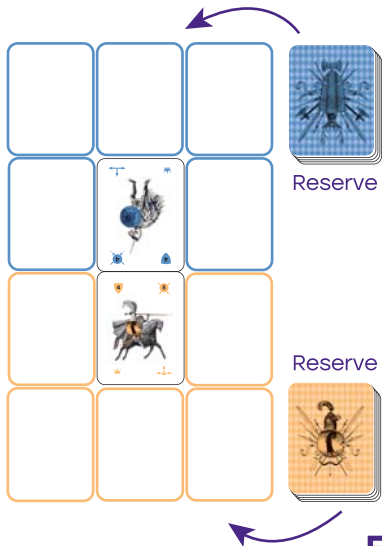


The players play their cards taking turns, and fill up the empty spaces in their half of the field around their first cards.

Each player chooses the position of his or her card.

By the end of the deployment, a 3x4 field of cards is ready for battle.

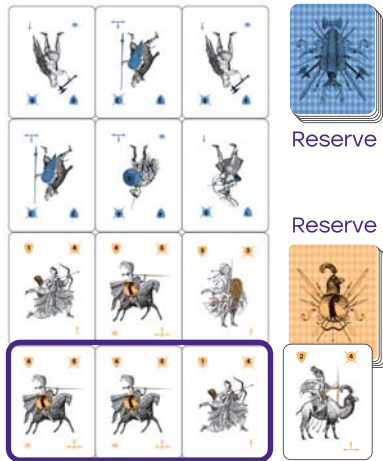
Creating
the battlefield



GAMEPLAY

The first player makes a move. He reveals the top card of his Reserve and puts it in place of one of 3 cards that are closest to him or her.



When a new card arrives on the battlefield, there is no free space for it. The new unit displaces the card that previously occupied this space.

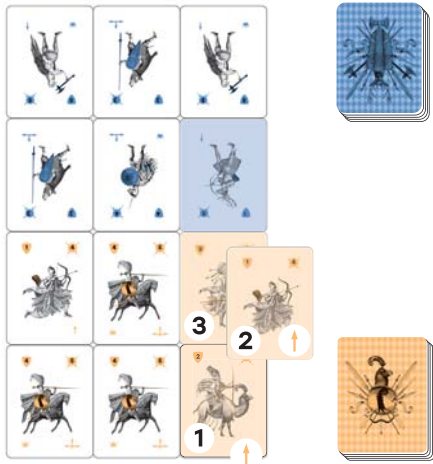


Place into one of
the three places

The displaced unit then moves in one of the directions it is allowed to move (forward or sideways – as noted on the card). By moving it displaces another unit. And so on.

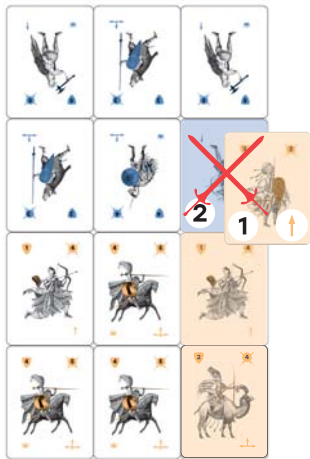
The units keep moving until a players unit moves into the space where an enemy unit is stationed. This constitutes an attack.

Exception: If a unit stops its movement on an empty area, there is no attack and the turn passes on to the other player. However units with a line under () and () their movement arrows can take another step and attack



In this case a Bedouin (1) is trying to enter a place where a Sarbaz (2) is stationed.

The Sarbaz (2) shifts the Siqlab (3).



The Siplab (1) moves
and attacks the Archer (2).

To find out whether an attack is successful and who the survivor is, compare the Attack strength of the Attacker to the Counter-Attack strength of the Defender.

Possible outcomes:



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The Attack strength is larger, then Counter-Attack

The Defender (Blue) loses: the card is taken off the field into the discard pile, while the Attacker (Yellow) takes its place.



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The Attack and Counter-Attack strengths are equal

Both units retreat: both cards are removed from the battle field and are put into the discard pile, leaving two empty spaces.



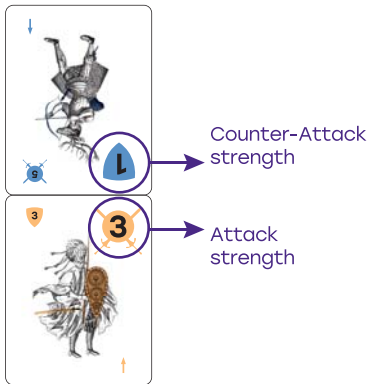
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The Counter-Attack strength is more, then Attack

The Attacker (yellow) loses: the card is removed from the battlefield into the discard pile.

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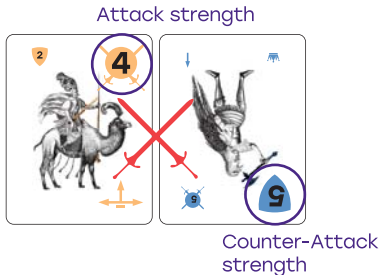


In this example the Attack strength is larger than the Counter-Attack strength, so the blue unit loses and the yellow unit takes its position on the field.

After the fighting is done, it is the other player's turn to move. He or she plays a card from his Reserve and follows the same rules (see page 6). The players take turns and make their moves until one of them breaks through to the enemy's camp or there are no more Reserve cards left.


IMPORTANT POINTS

- A unit that attacks to the side (not forward) gets a +2 bonus to its Attack strength.



The Bedouin attacks the Berserker from the side and wins because of the +2 bonus to his Attack strength.

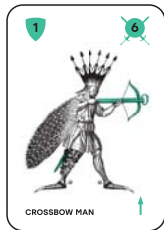
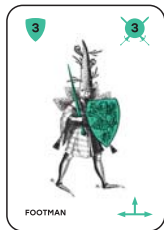
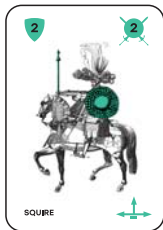
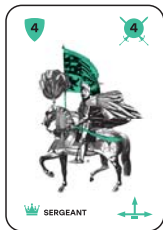
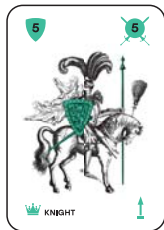
END OF THE GAME

1. If neither player manages to break through to the enemy camp, and all of the cards from the Reserves have been played, then it is time to see which army has the advantage. Each player counts up the units he or she still has on the battlefield. The player with the most units wins.
2. If neither player has managed to break through and there is an equal number of units on the field, then the player with the most Elite units  wins.
If the number of Elite units is also equal then it is a draw.
3. If one of the players breaks through to the other player's camp, that ends the game immediately with the attacking player winning.

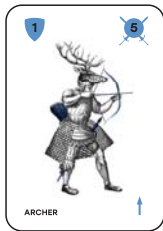
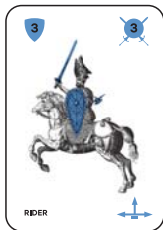
MORE STRATEGY

If you are ready for some advanced tactical decisions, then after the Army Deployment stage, draw 3 cards from your Reserve and choose your card to play from among them. Draw a card from the Reserve after finishing every turn.

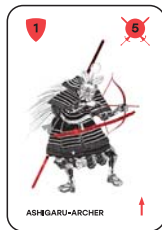
WEST ARMY



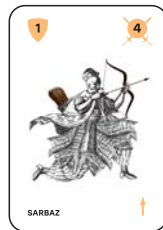
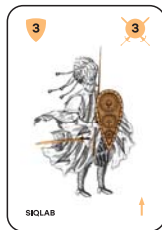
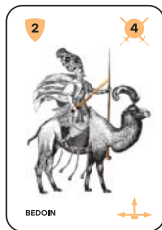
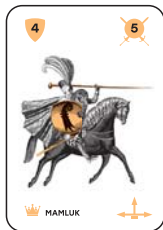
NORD ARMY











EAST ARMY



SOUTH ARMY



Army	Unit	Number of cards
West	Knight 	3
	Sergeant 	3
	Squire	3
	Footman	4
	Crossbow man	4
Nord	Berserker 	3
	Konung 	3
	Rider	3
	Tinger	4
	Archer	4
East	Hatamoto 	3
	Gokenin 	3
	Ashigaru	5
	Ashigaru-archer	6
South	Mamluk 	6
	Bedoin 	5
	Siqlab	4
	Sarbaz	2

As they say in Russia, you do not wave your fists after a fight, but you can always play another round of To War!

Enjoy the game and follow us on your favorite social networks.



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