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INTRODUCTION

Paladins of the West Kingdom is set at a turbulent time of West Francia's story, circa 900 AD. Despite recent efforts to develop the city, outlying townships are still under threat from outsiders. Saracens scout the borders, while Vikings plunder wealth and livestock. Even the Byzantines from the east have shown their darker side. As noble men and women, players must gather workers from the city to defend against enemies, build fortifications and spread faith throughout the land. Fortunately you are not alone. In his great wisdom, the King has sent his finest knights to help aid in our efforts. So ready the horses and sharpen the swords. The Paladins are approaching.

AIM OF THE GAME

The aim of Paladins of the West Kingdom is to be the player with the most victory points *(VP)* at game's end. Points are gained by building Outposts and Fortifications, Commissioning Monks and confronting Outsiders. Each Round, players will enlist the help of a specific Paladin and gather Workers to carry out tasks. As the game progresses, players will slowly increase their Faith, Strength and Influence. Not only will these affect their final score, but also determine the significance of their actions. The game is concluded at the end of the seventh Round.

COMPONENTS


22 Labourers


18 Fighters


32 Workshops


28 Outposts


18 Scouts


18 Clerics


28 Monks



28 Jars
(4 of Each Number)


18 Merchants


18 Criminals


12 Attribute Markers
(4 of Each Colour)

COMPONENTS



48 Paladin Cards



32 Townsfolk Cards



36 Outsider Cards



10 King's Favour Cards *(Green Seal)*
6 King's Order Cards *(Red Seal)*



24 Debt Cards



24 Suspicion Cards



24 Tavern Cards



24 Wall Cards



17 Scheme Cards *(For Solo Play)*



50 Silver



40 Provisions



1 Start Player Marker



1 Resource Marker *(For Solo Play)*



4 Player Boards

The reverse side of each Player Board contains an AI Player Board



2 Parts of the Main Board

SETUP

Follow these steps to set up Paladins of the West Kingdom:

1. Place the 2 Parts of the Main Board together to form the large central play area.

2. Shuffle the Townsfolk Cards into a facedown Draw Pile on the left side of the Main Board. From the top of this pile, draw and reveal 5 Townsfolk Cards, placing them faceup above the top left area of the Main Board.

3. Shuffle the Wall Cards into a facedown Draw Pile above the central area of the Main Board.

4. Depending on the player count, place 5-8 Silver above the Main Board, as shown by the icons there. This is known as the "Tax supply".

5. Place the Debt Cards into a Draw Pile, "Unpaid" side faceup, above the top right area of the Main Board.

6. Shuffle the Suspicion Cards into a facedown Draw Pile to the right of the Debt Card Draw Pile.



9. Shuffle the Tavern Cards into a facedown Draw Pile below the bottom left of the Main Board.

8. Shuffle the King's Order Cards and randomly place 3 of them facedown on the left end of the Main Board. Also shuffle the King's Favour Cards and randomly place 5 of them facedown in the spaces to the right of the King's Order Cards. Return all unused King's Order Cards and King's Favour Cards to the box unseen.

7. Shuffle the Outsider Cards into a facedown Draw Pile on the right side of the Main Board. From the top of this pile, draw and reveal 6 Outsider Cards, placing them faceup below the bottom right area of the Main Board.

10. Place all remaining Silver, Provisions and Workers *(Labourers, Scouts, Merchants, Fighters, Clerics and Criminals)* into a supply near the Main Board, within reach of all players.

11. Give each player 1 Player Board and the following components:

8 Workshops

7 Monks

7 Outposts





3 Attribute Markers
(1 of each colour stacked on the zero space)

7 Jars
(Ascending in value from left to right)

12 Paladin Cards
Each Player Board has a matching set of Paladin Cards. Note the background images on the cards. Aside from the background images, each set of Paladin Cards is identical.



3 Silver and 1 Provision from the supply

12. Players should each shuffle their Paladin Cards into a facedown Draw Pile alongside their Player Board.

13. Randomly determine a starting player and give them the Start Player Marker.

14. In reverse turn order *(starting with the player to the right of the Start Player Marker and moving counter-clockwise around the table)*, each player must select 1 Townsfolk to Recruit into their crew, from those visible above the Main Board. Recruited Townfolk should be kept faceup alongside Player Boards. Note that this does not cost players anything. Once all players have recruited, slide all remaining Townsfolk Cards to the right, filling empty spaces. Then reveal new Townsfolk Cards from the top of the Townsfolk Draw Pile to fill all remaining empty spaces.

    Note: When recruiting Townsfolk *(during setup and during the game)*, some have immediate rewards ⚡. These are pictured on the left side of some Townsfolk Cards.

    For example, if a player Recruited the Architect seen here, they would immediately gain 1 Provision.



GAMEPLAY OVERVIEW

Paladins of the West Kingdom is played over a series of 7 Rounds.

Each Round, players will select a Paladin to assist them, along with 6 new Workers. In turn order, moving clockwise around the table, players will each take a single action on their turn. This continues, each player taking 1 action at a time, until all players have passed.

Once all players have passed, there is a quick reset of the Main Board to bring out new Townsfolk and Outsiders before proceeding into the next Round.

Each of the 7 Rounds in Paladins of the West Kingdom follow the same structure:

1. Pass the Start Player Marker to the next player in clockwise order *(ignore this step in the first Round).*

2. Reveal any King's Order Cards and King's Favour Cards for the current Round. Notice the Round number printed in the green shield above each card space. In the first 2 Rounds, 1 King's Order Card will be revealed. In the third Round, both a King's Order Card and a King's Favour Card will be revealed. In Rounds 4 to 7, just a single King's Favour Card will be revealed.

   For example, in the first Round, the first King's Order Card has been revealed, with icons depicting 5 Walls.



King's Orders

These offer bonus scoring opportunities to all players. Notice the scoring flags printed below the 3 King's Order Card spaces. The first King's Order will score players an additional 4 VP if they meet its condition *(5 Walls in the above example).* The second will score 6 VP and the third, 8 VP. These bonus Victory Points are awarded to all players who achieved the conditions by the game's end.

King's Favours

These open up new action spaces for players to use each Round. Each King's Favour may only be used once per Round *(they cannot be cleared using the Pray action - explained later).*

3. From the Draw Pile, reveal a number of Tavern Cards faceup, equal to players, plus 1.

For example, in a 4 player game, 5 Tavern Cards would be revealed:



4. From their Paladin Draw Pile, each player must draw the top 3 Paladin Cards to their hand and do the following:

- Choose 1 Paladin to use for the current Round, placing it facedown onto the card space on the left side of their Player Board.
- Place 1 Paladin facedown on top of their Paladin Draw Pile *(they will see this card in the next Round).*
- Place the last Paladin facedown at the bottom of their Paladin Draw Pile.

2 Workers gained this Round

Temporary Attribute boosts for this Round

Paladin Name

Special ability for this Round



Selecting which Paladin to use *(and which ones to place at the top and bottom of the Draw Pile)* is a crucial decision to make at the beginning of each Round.

Each Paladin will immediately reward 2 new Workers for the current Round. They will also give temporary Attribute boosts in 1 or more areas. Lastly, they also come with a special ability for the current Round.

For example, Engelier comes with 1 Fighter (red) and 1 Scout (green). He boosts Strength by 3 and Faith by 1. He also earns 2 Silver each time he attacks an Outsider this Round.

5. Starting with the first player for this Round and moving clockwise around the table, each player reveals their Paladin and collects the 2 Workers printed on the card from the supply. After doing so, they also select 1 of the available Tavern Cards and collect the 4 Workers printed on it.

   Tip: After selecting a Tavern Card, players should rotate it 90 degrees, or flip it to indicate to other players that it is no longer available. Note that there will always be 1 unclaimed Tavern Card each Round.

   Workers collected from Paladin Cards and Tavern Cards should be placed below Player Boards. Once all players have revealed their Paladin for the Round and collected its Workers, plus 4 Workers from an available Tavern Card, play continues.

6. Starting with the first player for this Round and moving clockwise around the table, each player must decide to either take an action or pass. This continues until all players have passed. How each action works will be described in detail on the following pages.

7. Once all players have passed *(see Page 24)*, the Main Board needs to be refreshed. Follow these steps:

   - If there is still a Townsfolk Card in the right-most space, discard it, then slide all remaining Townsfolk Cards *(if any)* to the right, filling empty spaces. Then reveal new Townsfolk Cards from the top of the Townsfolk Draw Pile to fill all remaining empty spaces. If the Townsfolk Draw Pile runs out, do not shuffle the discards. They are intended to be a limited supply.

   - If there is still an Outsider Card in the left-most space, discard it, then slide all remaining Outsider Cards *(if any)* to the left, filling empty spaces. Then reveal new Outsider Cards from the top of the Outsider Draw Pile to fill all remaining empty spaces. If the Outsider Draw Pile runs out, do not shuffle the discards. They are intended to be a limited supply.

   - Remove all Tavern Cards from this round, placing them into a faceup discard pile to the left of the Tavern Card Draw Pile. Should the Draw Pile ever run out, simply shuffle the discards to form a new Draw Pile.

   - Return all Workers placed on King's Favour Cards back to the supply *(from Round 3, onwards).*

For example, the Round has just finished with the Main Board in the current state:



Following the steps outlined on the previous page, the right-most Townsfolk Card (Debt Collector) must be discarded. After doing so, slide the other 2 Townsfolk Cards (Squire and Defender) to the far right, so that the Defender now sits where the Debt Collector was. Now turn over 3 new Townsfolk Cards from the Draw Pile to fill the 3 empty spaces to the left of the Squire.

There is no Outsider Card in the left-most space, so no Outsiders are discarded. Slide the remaining 4 Outsider Cards to the far left and turn over 2 new Outsider Cards from the Draw Pile to fill the empty spaces to the right of the Mercenary.

Lastly, collect up all 5 Tavern Cards and place them into a discard pile to the left of the Tavern Draw Pile.



INTRODUCTION TO TAKING ACTIONS

As explained on the previous pages, once all players have revealed their Paladin for the Round and collected their Workers, players will start taking actions. In turn order, moving clockwise around the table, players will each take a single action on their turn. This continues, each player taking 1 action at a time, until all players have passed.

Players take actions by placing 1 or more Workers from their personal supplies onto either their own Player Boards, or onto any of the revealed King's Favour Cards on the Main Board. The actions on the left side of Player Boards are focused on engine building and resource gathering. The actions on the right side of Player Boards are focused on scoring and increasing Attributes.

All the actions on the right side of Player Boards require a particular Attribute and also reward a different Attribute. Understanding how these work is very important when teaching the game to new players. The required Attribute is indicated on the left side of each action's banner, while the rewarded Attribute is indicated on its right side.



For example, Fortify requires Influence (blue) and rewards Strength (red).

How each specific action functions will be explained in detail on the following pages. For now, it is worthwhile noting this for future reference.

Each action also requires a certain number of Workers and often specific types *(colours)* of Workers.

There are a few rules around placing workers onto coloured and transparent spaces:

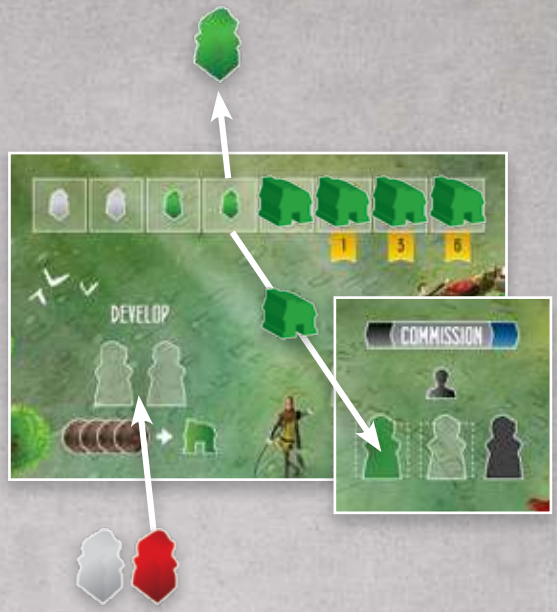
- Any Workers may be placed onto transparent spaces *(regardless of their colour).*
- Workers of the correct colour must be placed onto coloured spaces.
- Criminals *(purple)* act as wilds and may be placed onto both transparent and coloured action spaces.

For example, Fortify requires 1 Merchant (blue), 1 Worker of any type and 1 Scout (green).

Important Rule: Players can only ever do 7 of each Commission, Fortify, Garrison, Absolve and Convert actions. However, there is no restriction to how many times they may Attack.

Develop

This action requires exactly 2 Workers of any type and costs 4 Silver. After placing 2 Workers and paying 4 Silver to the supply, players must then move the left-most Workshop from their Player Board to 1 of the actions spaces on the right side of their Player Board.



Notice the white dotted boxes around the 2 left Worker spaces of each action space. This is where players can place their Workshops when taking the Develop action. Placing Workshops onto action spaces will allow players to use less Workers when taking the associated action in the future. Each of the 6 actions spaces on right side of Player Boards can have at most, 2 Workshops.

In addition to this, players will also immediately gain the Worker indicated from the space where the Workshop was taken.

For example, this player decided to place 1 Labourer (white) and 1 Fighter (red) onto their Develop action space. They paid 4 Silver to the supply and decided to Develop the left Worker space of Commission. From now on, Commissioning Monks will only require 2 Workers to activate. They also immediately gain the pictured Worker (1 Scout) from the supply which they revealed when moving the Workshop.



Note: Players are allowed to place a Workshop onto a space where a Worker already rests *(placed previously that Round).* When doing this, simply return the Worker to the supply before placing the Workshop.

Recruit

This action requires either 1 or 2 Workers and may require Silver to be paid. Any costs are printed below where each Townsfolk Card sits at the top left of the Main Board. Alternatively, the 2 left-most Townsfolk Cards may be Recruited by taking a Debt, rather than paying the Silver cost. When taking a Debt, players should take it from the Debt Draw Pile and place it alongside their Player Board, "Unpaid" side faceup.

Important rule: If players place a single Worker on 1 turn, they cannot place the second Worker on a future turn. They must decide to place either 1 or both Workers as a single action.

When using only 1 Worker, it can be any type, but must be placed on the left Worker space. Placing 1 Worker allows players to discard a Townsfolk Card from above the left side of the Main Board. Think of this as sending them off on a quest. When taking this action, players are only concerned with the top right icons on each Townsfolk Card. This shows an immediate reward they will gain for taking this action.

For example, the Abbot shown below, would cost 2 Silver and immediately reward 1 Cleric and 1 Labourer.

Placing 2 Workers *(1 of which must be a Fighter)* allows players to Recruit a Townsfolk Card into their crew. When taking this action, players are only concerned with the bottom icons on each Townsfolk Card. These show an ongoing ability they will gain for the rest of the game, and potentially some immediate rewards. All Townsfolk Recruited this way should be kept faceup alongside Player Boards.

For example, the Gatekeeper shown below would cost 3 Silver or 1 Debt and immediately reward 1 Silver. Once recruited, she would earn her player 1 additional Silver each time they Fortify for the rest of the game.



Hunt and Trade



These actions both require either 1 or 2 Workers. When placing 1 Worker, it must be in the left worker space and can be any Worker Type. This allows players to gain 1 resource of the pictured type from the supply *(Provisions for Hunt and Silver for Trade)*. When placing 2 Workers, the right Worker must match the required type *(Scout for Hunt and Merchant of Trade)*. This will allow players to gain a total of 3 resources of the pictured type from the supply.

Important rule: If players place a single Worker on 1 turn, they cannot place the second Worker on a future turn. They must decide to place either 1 or both Workers as a single action.

Pray



This action requires 1 Cleric *(Black)* and costs 2 Silver. After placing a Cleric and paying 2 Silver to the supply, players may immediately remove all Workers from 1 action space on their Player Board and return them to the supply. The purpose of this action is to clear another action space of Workers so that players can use it again in the same Round.

For example, this player decided to place 1 Criminal (remembering that they are considered wilds) and paid 2 Silver to Pray. They chose to use this action to remove all the Workers from their Absolve action space, returning them to the supply.



Conspire

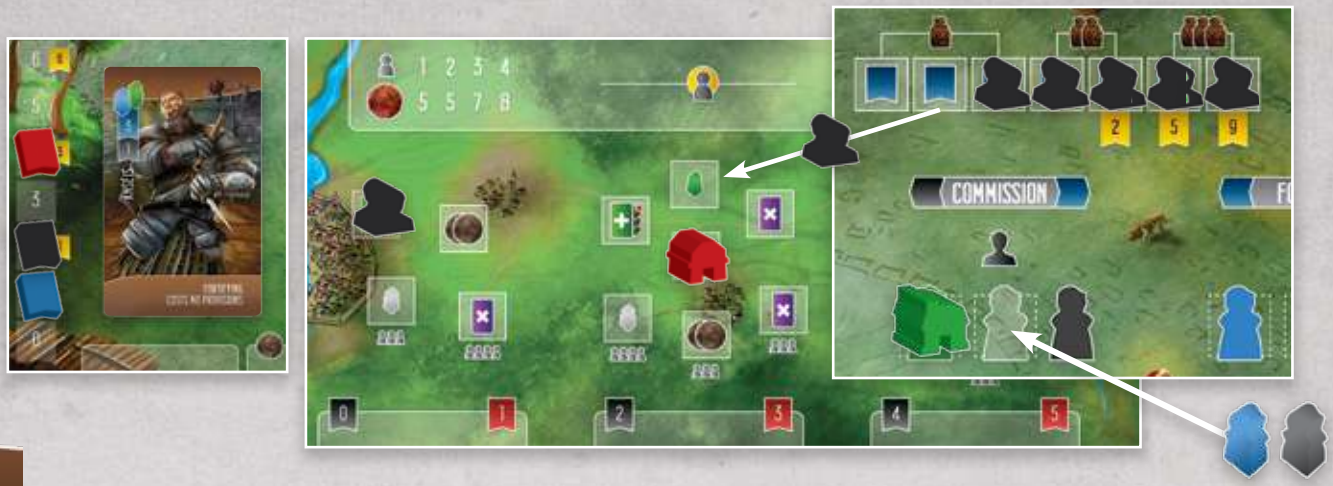
This action requires any 1 Worker and immediately gains players 1 Criminal *(purple)*.
Any time players gain a Criminal, they must also gain 1 Suspicion.
How Suspicion works will be explained in detail on Page 22.

Commission

This action requires 3 Workers *(1 Scout, 1 Worker of any type and 1 Cleric)* and increasing amounts of Provisions. The Provision cost is shown above each Monk on Player Boards. The first 3 Monks require 1 Provision to Commission. The next 2 require 2 Provisions and the last 2 require 3 Provisions. Players must always Commission their left-most available Monk. They cannot place them in any chosen order.

When taking this action, players are using their Faith Attribute to place their Monks onto the Main Board. Each players' Faith determines where they may Commission Monks. This restriction is indicated by the Faith flags shown along the bottom right of the Main Board. From left to right, each region *(the areas directly above where Outsider Cards are placed)* require increasing amounts of Faith *(the first region requires no Faith, the second region requires 2 or more Faith, the third requires 4 or more Faith, etc)*. In order to Commission a Monk to a chosen region, there must also be an available space to place it *(not already containing a Monk or Outpost)*. These are the square spaces on the Main Board with various immediate rewards pictured inside them. Also note that some spaces are only available at higher player-counts.

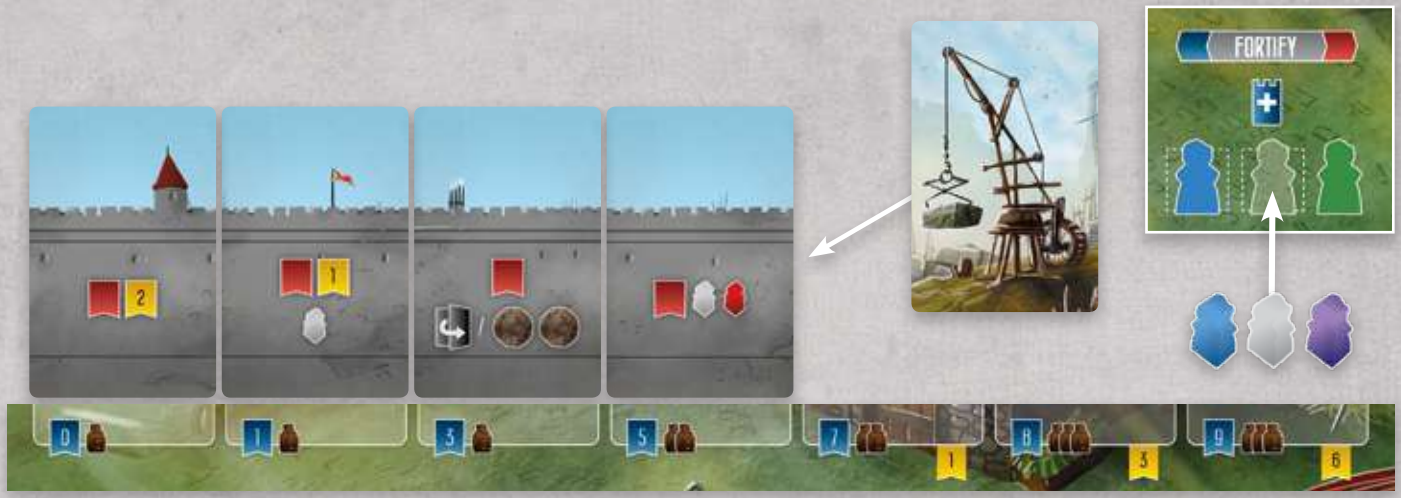
For example, the player below decided to Commission a Monk. As they have previously Developed their Commission action, they only require 2 Workers. They placed 2 Workers and paid 1 Provision to the supply. As they have a total of 3 Faith (2 from their Attribute Track and 1 from their Paladin), they decided to Commission their Monk to a space in the second region of the Main Board, immediately earning 1 Scout (Green) from the supply. Since they revealed an Influence flag under their Commissioned Monk, they also gained 1 Influence, moving their Influence Marker up the Attribute Track immediately.



Fortify

This action requires 3 Workers *(1 Merchant, 1 Worker of any type and 1 Scout)* and increasing amounts of Provisions. The Provision cost is shown below the card spaces along the top of Player Boards. The first 3 Walls require 1 Provision. The next 2 require 2 Provisions and the last 2 require 3 Provisions. Players must always place Walls by filling the left-most empty card space first. They cannot place them in any chosen order.

When taking this action, players are focused on using their Influence Attribute. This restriction is indicated across the top of Player Boards *(the first Wall requires no Influence, the second requires 1 or more Influence, the third requires 3 or more, etc)*. When Fortifying the city with Walls, players draw the top Wall Card from the Draw Pile and place it faceup along the top of their Player Board. Each Wall Card will show a collection of immediate rewards. Note that this will always include at least 1 increase to their Strength Attribute.



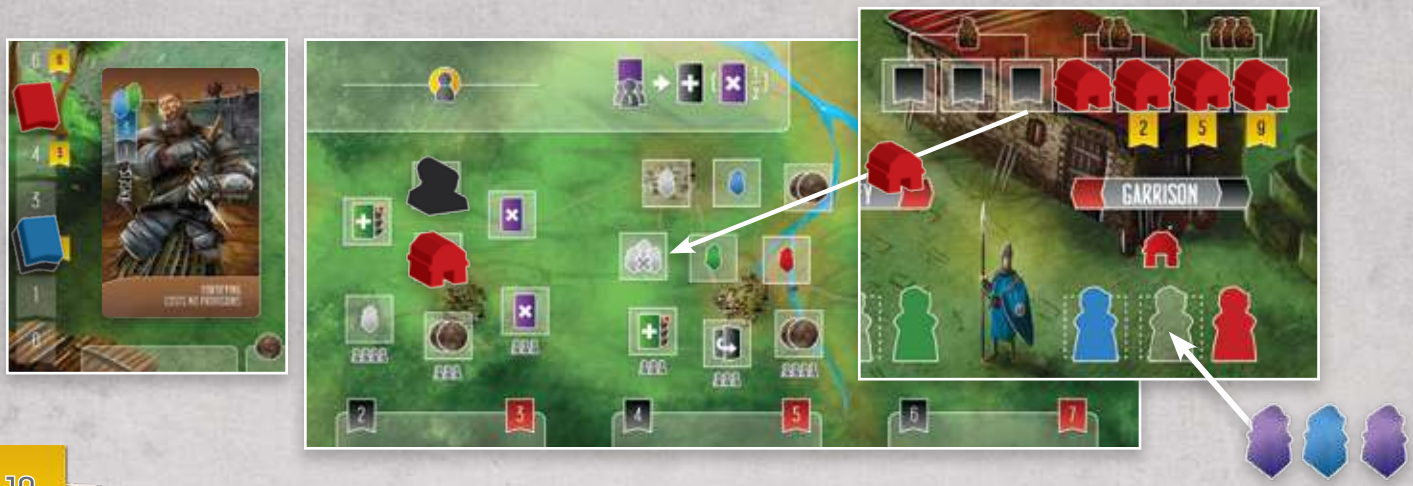
For example, the player above decided to build their fourth Wall. From the example on the previous page, we know they now have 5 Influence (after gaining 1 more from their Commission action and including 3 from their Paladin). They placed the 3 required Workers onto their Fortify action space, but due to their Paladin (Anséis), this action did not cost them any Provisions. They drew the top Wall Card from the Draw Pile and placed it in the left-most empty space along the top of their Player Board. This Wall Card immediately gained them 1 Strength, moving their Strength Marker up the Attribute Track and also 2 Workers from the supply (1 Labourer and 1 Fighter). Their next Fortify action will now require 7 Influence and 2 Provisions.

Garrison

This action requires 3 Workers *(1 Merchant, 1 Worker of any type and 1 Fighter)* and increasing amounts of Provisions. The Provision cost is shown above each Outpost on Player Boards. The first 3 Outposts require 1 Provision to Garrison. The next 2 require 2 Provisions and the last 2 require 3 Provisions. Players must always Garrison their left-most available Outpost. They cannot place them in any chosen order.

When taking this action, players are using their Strength Attribute to place Outposts onto the Main Board. Each players' Strength determines where they may Garrison Outposts. This restriction is indicated by the Strength flags shown along the bottom right of the Main Board. From left to right, each region *(the areas directly above where Outsider Cards are placed)* require increasing amounts of Strength *(the first region requires 1 or more Strength, the second region requires 3 or more Strength, the third requires 5 or more Strength, etc)*. In order to Garrison an Outpost to a chosen region, there must also be an available space to place it *(not already containing a Monk or Outpost)*. These are the square spaces on the Main Board with various immediate rewards pictured inside them. Also note that some spaces are only available at higher player-counts.

For example, the player below decided to Garrison an Outpost. They placed 3 Workers and paid 1 Provision to the supply. As they have 5 Strength, they decided to Garrison their Outpost to a space in the third region of the Main Board, immediately gaining a Pray action (clearing all the Workers from 1 action space on their Player Board). Since they revealed a Faith flag under their Outpost, they also gained 1 Faith, moving their Faith Marker up the Attribute Track immediately.

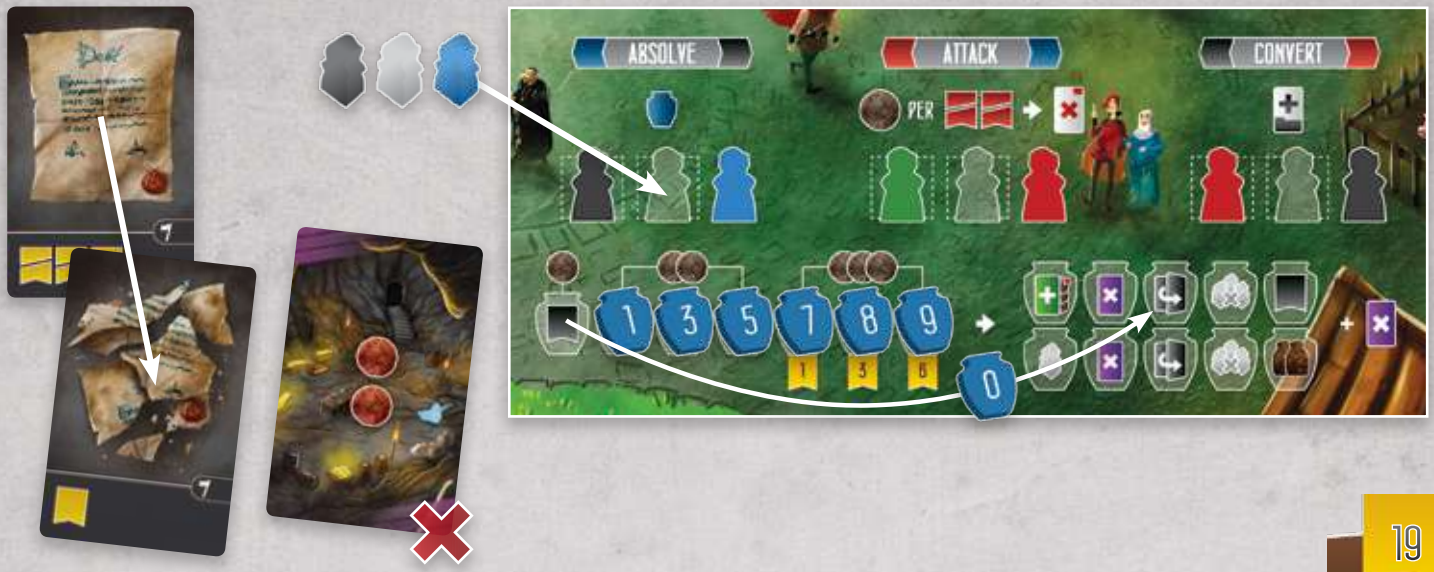


Absolve

This action requires 3 Workers *(1 Cleric, 1 Worker of any type and 1 Merchant)* and increasing amounts of Silver. The Silver cost is shown above the Jars along the bottom of Player Boards. The first Jar requires 1 Silver. The next 3 require 2 Silver and the last 3 require 3 Silver. Players must always Absolve using the left-most *(lowest valued)* Jar first. They cannot use them in any chosen order.

When taking this action, players are focused on using their Influence Attribute. This restriction is indicated by the printed numbers on the Jars along the bottom of Player Boards. When Absolving, players move their left-most Jar to an available space *(not already containing a Jar)* on the bottom right of their Player Board. Each of these spaces show an immediate reward for players to gain. In addition to this reward, each Absolve also increases players' Faith by 1 *(moving their Faith Marker up their Attribute Track)* and allows players to immediately remove 1 Suspicion Card from above their Player Board.

For example, the player below decided to Absolve. They placed 3 Workers and paid 1 Silver to the supply. They do not require any Influence for their first Absolve. They decided to move their first Jar onto 1 of the available "Pay a Debt" spaces, immediately allowing them to flip an unpaid Debt Card. They also remove 1 Suspicion Card from above their Player Board. Since they revealed a Faith flag under their Jar, they also gain 1 Faith, moving their Faith Marker up the Attribute Track immediately.



Attack

This action requires 3 Workers *(1 Scout, 1 Worker of any type and 1 Fighter)*. It may also require Silver, but not as a mandatory cost. This will be explained below.

When taking this action, players are using their Strength Attribute to Attack Outsiders. Which Outsiders they can Attack is restricted by the Strength flags shown along the bottom right of the Main Board *(directly above each specific Outsider Card)*. In order to Attack an Outsider, players must have an equal or greater amount of Strength. However, for every 2 Strength they lack, players may spend 1 Silver to the supply to make an Attack *(in other words, 1 Silver for each card they want to skip past where their current Strength would allow them to Attack)*. Think of this like they are hiring local warriors to help in the fight. When Attacking an Outsider, players are only concerned with the top right icons on each Outsider Card. These show immediate rewards they will gain for taking this action. Note that this will always include at least 1 increase to their Influence Attribute. After Attacking an Outsider and gaining its rewards, players should keep it facedown alongside their Player Board.

For example, the player below has decided to Attack the Mercenary under the "7 Strength" card space. As their current Strength is only 5, they pay 1 Silver to the supply for the 2 Strength they are lacking. They immediately gain 1 Influence, moving their Influence Marker up the Attribute Track. They also gain 2 Labourers from the supply and place the Mercenary Card facedown alongside their Player Board.







Convert

This action requires 3 Workers *(1 Fighter, 1 Worker of any type and 1 Cleric)* and increasing amounts of Silver. The Silver cost is shown above the card spaces along the bottom of Player Boards. The first Convert requires no Silver, the second Convert requires 1 Silver, the next 3 require 2 Silver and the last 2 require 3 Silver. Players must always place Converts below their Player Boards, filling empty spaces from left to right.

When taking this action, players are using their Faith Attribute to Convert Outsiders. Which Outsider they can Convert is restricted by the Faith flags shown along the bottom right of the Main Board *(directly above each specific Outsider Card)*. In order to Convert an Outsider, players must have an equal or greater amount of Faith. When Converting an Outsider, players are only concerned with the bottom icons on each Outsider Card. These show an end-game scoring bonus, as well as an immediate reward of 1 or more Strength. After Converting an Outsider and gaining their rewards, players should keep the Outsider Card faceup along the bottom of their Player Board *(remembering to pay the Silver cost for taking this action)*.

For example, the player below decided to Convert the Assassin under the "2 Faith" card space. This was possible as they had 4 Faith (3 from their Attribute Track and 1 from their Paladin). To Convert the Assassin, they paid 2 Silver to the supply, due to the cost of the next empty card space below their Player Board. Converting the Assassin immediately gained them 2 Strength, moving their Strength Marker up the Attribute Track. At the end of the game, the Assassin will score them 1 VP for each Saracen they have Attacked.



Tax

Any time players gain Tax *(red coin symbol)*, they must take the required amount of Silver from the Tax supply. Taking Tax is a mandatory action, so be careful. There are times where players may take an action that results in Tax being removed at a time that won't be beneficial for them.

Suspicion

Any time players add a Criminal to their supply, they immediately gain 1 Suspicion Card. This should be drawn from the top of the Suspicion Draw Pile and placed faceup above the top right of their Player Board, for all players to see. When players reveal Suspicion Cards they should immediately take the printed amount of Silver *(0, 1 or 2)* from the Tax supply *(above the middle of the Main Board).*

Should the Suspicion Draw Pile ever run out, shuffle the discards to form a new Draw Pile. In the rare case that there are no cards available in the Draw Pile or Discard Pile when players need to draw Suspicion, an Inquisition immediately occurs. Once it has been resolved, there will be more Suspicion Cards available for players to draw from.

In the case where a player needs to take more Silver than there is available in the Tax supply, they should take the rest from the main Silver supply. Taking the last Silver from the Tax Supply will immediately result in an Inquisition. For this reason, when gaining more than 1 Suspicion at the same time, players should resolve each Suspicion Card separately.

For example, this player just collected 2 Criminals. The first Suspicion Card they drew has 2 Tax printed on the Card. As there is only 1 Silver left in the Tax supply, they added it to their own Supply and took the second Silver from the main supply.



Now that the Tax supply has been emptied, an Inquisition takes place. After this has been resolved, they must draw a second Suspicion Card for their second Criminal.

Debts

There are a number of ways that players can gain, pay and destroy Debts.

Gained Debts are placed "Unpaid" side faceup in front of players. If left unpaid, Debts will lose players 3 VP at the game's end.

Paid Debts should be flipped from "Unpaid" to "Paid" and kept in front of players. These earn players 1 VP at the game's end.

Destroyed Debts are returned immediately to the Debt Draw Pile.



"Unpaid"



"Paid"

The Inquisition

Any time the last Silver coin is taken from the Tax supply, an Inquisition occurs. At this point, the player, or players with the most Suspicion immediately gain 1 Debt. If no players have Suspicion, no Debts are collected. Each player that gains a Debt from an Inquisition also returns half their Suspicion *(rounded down)* to the Suspicion Discard Pile above the top right of the Main Board. When discarding Suspicion, players should always return their most recently acquired Suspicion Cards first *(from the top of their Suspicion pile)*.

There are a number of Townsfolk abilities that can trigger during an Inquisition. *For example, the Conspirator allows players to discard 1 Suspicion Card before checking to see who has the most.* Players may resolve their Townsfolk abilities in any order. However, they must all be resolved before any Debts are collected.

Once Debts *(if any)* have been collected and Suspicion discarded, the Tax supply must be refilled with Silver from the main supply. Players are reminded of how much Silver must be added by the icons below the Tax supply.



For example, an Inquisition was just triggered. The first player had 1 Suspicion and the second had none. The last 2 players both had 3 Suspicion. Each of the last 2 players immediately gain 1 Debt and discard 1 Suspicion. 8 Silver should then be added back into the Tax supply, from the main Silver supply.

PASSING

Once a player has no more Workers available to take an action, or when they decide not to take any further actions, they must pass. At this point, they must clear all the Workers from their Player Board and return them to the main supply. If they have any remaining in their supply, players may carry up to 3 Workers into the next Round. If they have more than 3 Workers, they must return any excess to the main supply.

When a player passes, they can no longer take any actions in the current Round. However, they can still be affected by Inquisitions *(potentially gaining Debts and losing Suspicion)*. Also, some Townsfolk abilities can still be triggered, even though a player has passed *(Peddlers, Conspirators, Squires, etc)*.

Once all players have passed, follow the refresh steps outlined on Page 10 *(step 7)*.
If this was the seventh Round, the game is over and scoring takes place.

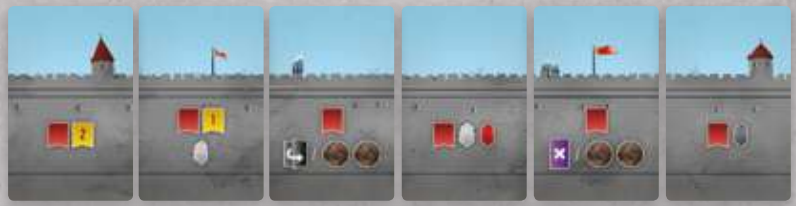
END-GAME AND SCORING

The game ends immediately at the end of Round 7. At this point, players should add up their score for the following areas:

Completed King's Orders
Attribute Tracks
Develops *(if 6 or more completed)*
Debts *(paid and unpaid)*
Silver / Provisions *(1 VP for every set of 3)*
Commissions *(if 5 or more completed)*
Fortifies *(if 5 or more completed, plus VPs on specific Walls)*
Garrisons *(if 5 or more completed)*
Absolves *(if 5 or more completed)*
Converts

The player with the highest total score is declared the winner. In the case of a tie, the tied player who scored the most Victory Points from the King's Orders is the winner. If still tied, the tied player with the least Suspicion is the winner. If still tied, all tied players share the victory.

SCORING EXAMPLE

















For example, this player would score a total of 66 Victory Points for the following:

4 VP for completing the first King's Order (5 or more Walls). 8 VP for completing the third King's Order (5 or more Commissions). 16 VP for their Strength, 13 VP for their Influence and 6 VP for their Faith. 5 VP for Commissioning 6 Monks. 3 VP for building 6 Walls, plus 3 VP as printed on their first 2 Walls. 3 VP for their Converted Adventurer, 1 VP for each Converted Warrior and 3 VP for their Converted Assassin. 2 VP for their paid Debts and -3 VP for their unpaid Debt. Lastly, 1 VP for 1 set of 3 remaining resources.

Setup

The setup for you remains the same. To set up the AI player, follow these steps:

1. Choose 1 of the Player Boards and flip it over to the AI Player Board side.

2. As with the regular Player Board, place the 7 Monks, Outposts and Absolves onto the AI Player Board.

3. Stack the AI's Attribute Markers on the zero space, with Influence on the Bottom, Faith in the middle and Strength on top.

4. Place the Resource Marker on the left-most space of the Resource Track, on the left side of the AI Player Board.

5. First set aside the 5 "King's Favour" Scheme Cards, then shuffle the remaining Scheme Cards and place them facedown on the right card space of the AI Player Board.



6. Decide on what difficulty you wish to play. Based on the table below, shuffle all 6 King's Order Cards and reveal the indicated number. For each card revealed, place 1 of the AI's Workshops onto the specified action space of the AI Player Board.

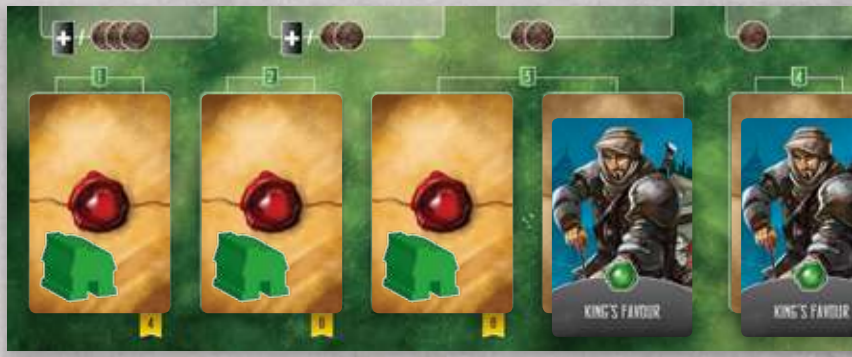
   Easy = 1 King's Order Card Standard = 3 King's Order Cards Hard = 5 King's Order Cards.

   For example, let's assume you decided to try the Standard difficulty and revealed 3 King's Order Cards (Commission, Attack and Absolve). You would place 1 AI Workshop onto each of these action spaces of the AI Player Board.

   After doing this, reshuffle the King's Order Cards and place 3 facedown on the Main Board as per the normal setup rules.

7. After placing both the King's Order and King's Favour Cards onto the Main Board, place 1 AI Workshop on top of each King's Order Cards and 1 "King's Favour" Scheme Card faceup on top of each of the King's Favour Cards on the Main Board.

8. The Start Player Marker is not required as you will always act first.



Round Setup and Tavern Cards

On Rounds 1-3, add the AI Player's Workshop from on top of the King's Order Card onto the action space matching the revealed King's Order. This will help the AI Player focus on completing the King's Orders. On Rounds 3-7, simply add 1 "King's Favour" Scheme Card to the Scheme Discard Pile.

When revealing Tavern Cards, only reveal 2. You choose 1 as normal. The AI Player does not gain Workers from Tavern Cards, but immediately gains 1 Suspicion per Criminal on the unchosen Tavern Card.

Resource Track



The AI does not collect Provisions, Silver or Tax. Instead, any time they would gain resources, move the Resource Marker on the AI Player Board 1 space to the right along the Resource Track. If they were gaining Silver from the Tax supply, return the required number of Silver to the main supply *(as well as moving the Resource Marker)*. When moving the Resource Marker from the right-most space, return it to the left-most space and continue counting from there. Each time this happens, increase the AI's lowest Attribute Marker by 1. If tied, move the top-most Attribute Marker from that space *(for this reason, it is important to keep Attribute Markers stacked as they move up the Attribute Track, rather than placing them side-by-side).*

Not only does the Resource Track slowly boost Attributes from gathering resources, but it also acts as a deciding factor when interacting with certain card types. The layout of the Resource Track reflects the physical layout of Townsfolk Cards *(5 green cards)*, King's Favour Cards *(5 green seals)* and Outsider Cards *(6 red cards)*. When required to interact with 1 of these cards, the AI will always attempt to first interact with the card where the Resource Marker sits. If the targeted card is not available, the AI will attempt to target the next card to the right *(following Resource Track)*. If they are trying to target the right-most card, they will move back to the left-most card. Note that with Outsiders, if failing to target the fifth card from the left, they will first try to target the sixth card from the left before moving on to the left-most card.

For example, the Resource Marker is currently on the middle space. This means the AI will be trying to target the third card from the left. If the third card was not available, it would move onto the fourth card, then the fifth, and so on.



Any time the AI Player is required to remove a Suspicion or Debt Card and does not have 1 to remove, it will instead return 1 Tax from the Tax supply to the Main supply. However, this does not move the Resource Marker along the Resource Track.

Important rule: The AI Player ignores all Provisions and Silver costs.
For example, if it was to use a King's Favour Card that costed 1 Silver, it would take the action without paying the Silver cost.

Workers

The AI Player treats all Worker types *(colours)* as the same. However, any time they gain a Criminal *(purple)*, they still gain a suspicion. Also, they do not gain Workers from Paladin Cards or Tavern Cards. Instead, they always start each Round with a specific number of Workers (Workers = Current Round, plus 3).

For example, in Round 4 it would start the Round with exactly 7 Workers (1 per Round number, plus 3).

Scheme Cards

These are how the AI Player takes actions. You will always take the first action each Round. Once you have taken your action, turn over the top card from the Scheme Card Draw Pile and place it faceup in the space to the left. This will indicate which action the AI Player will attempt to make. If the AI Player does not have enough Workers available to take the action, or if that action is already blocked from a previous turn, it will instead attempt to take the left-most available action, from those available across the top left of the AI Player Board *(Recruit, Pray, Trade, Conspire, Rest)*. Once the AI Player has completed an action, you will take your next action, followed by the AI player, then back to you, and so on.

As in the regular game, you will continue taking actions until you decide to pass. The AI will continue taking actions until they have no Workers left in their supply, or until they take the Rest action on their AI Player Board.

For example, the next AI Scheme Card revealed was "Commission". As the AI already has 1 Workshop on their Commission action space, this only requires 2 Workers. The AI places 2 Workers and completes the Commission action. However, if they only had 1 Worker available in their supply, they would have instead attempted to take the left-most action across the top left of their AI Player Board.



Note: Details on each specific AI action will be outlined on the following pages.



Recruit

When taking this action, the AI Player will always attempt to discard the specified Townsfolk Card, based on the position of the Resource Marker on the Resource Track. If that card is no longer available, it will move on to the next card as described on Page 28. Just like when human players discard Townsfolk Cards, the AI Player will gain 1 or more immediate rewards.

Pray



When taking this action, clear all Workers off the right side of the AI Player Board *(note that this does not include any Workers placed on the left side)*. If there are no Workers on the right side of the AI Player Board, they instead gain 1 Worker from the supply. In either case, all Scheme Cards *(Draw Pile and Discards)* must be shuffled together to form a new Scheme Card Draw Pile.

Trade

When taking this action, the AI Player simply moves the Resource Marker 1 space along the Resource Track.

Conspire

When taking this action, the AI Player gains 1 Suspicion Card and 2 new Workers from the supply. For each Tax icon on the revealed Suspicion Card, return that much Silver from the Tax supply to the main supply and advance the Resource Marker 1 space along the Resource Track.

Rest

When taking this action, advance the Resource Marker 1 space along the Resource Track, plus 1 additional space for each Worker still in their supply. This also causes the AI Player to pass for the remainder of the Round.

Commission and Garrison

When taking either of these actions, the AI Player will always attempt to place their left-most token *(Monk for Commission, Outpost for Garrison)* onto the Main Board. They also immediately gain the indicated Attribute increase when revealing it from under the Monk or Outpost. Just like human players, the AI Player must have the required Attribute to take the action. When placing Monks and Outposts, they will always target available spaces on the Main Board in a particular order. If there are multiple spaces available of the same reward type, they will always target the left-most space on the Main Board.

The AI will first target "Free Recruit" spaces, then "Pay a Debt" *(only if they have an unpaid Debt)*, followed by "Pray", "Gain 2 Workers", "Gain 1 Worker", "Gain 2 Silver" and finally, "Remove 1 Suspicion". Keep in mind that Recruit will always attempt to discard a Townsfolk Card for an immediate reward. Also, the Pray action will cause them to clear the right side of the AI Player Board *(or gain 1 Worker)* and shuffle all Scheme Cards.



Absolve

When taking this action, the AI Player must have enough Influence to target their left-most Jar. If they do, simply flip over the targeted Jar. The AI Player immediately increases their Faith by 1 on their Attribute Track and removes 1 Suspicion. They also either flip an unpaid Debt, or remove 1 additional Suspicion *(in that order).*

Fortify

When taking this action, the AI Player must have enough Influence to build their next Wall. Just like when human players Fortify, the AI Player will place the Wall into the left-most space above their Player Board and gain all printed rewards. Note that if the Wall card offers a choice of rewards, it will always favour the left option first.

Attack

When taking this action, the AI Player will always attempt to target the specified Outsider Card, based on the position of the Resource Marker on the Resource Track. If that card is no longer available, it will move on to the next card as described on Page 28. However, the AI Player must also have enough Strength to make the Attack. Therefore, they will only be able to target Outsider Cards within the limits of their Strength Attribute. Just like when human players Attack Outsiders, the AI Player will gain 1 or more immediate rewards and keep the Outsider Card facedown alongside their Player Board.

Convert

When taking this action, the AI Player will always attempt to target the specified Outsider Card, based on the position of the Resource Marker on the Resource Track. If that card is no longer available, it will move on to the next card as described on Page 28. However, the AI Player must also have enough Faith to successfully Convert the Outsider. Therefore, they will only be able to target Outsider Cards within the limits of their Faith Attribute. Just like when human players Convert Outsiders, the AI Player adds them to the left-most available space below their Player Board. Important Rule: The AI always scores a minimum of 1 VP for each Converted Outsider.

King's Order

When taking this action, the AI Player will always attempt to take the right-most revealed King's Order, of which they have not already completed. However, if they have completed all the revealed King's Orders, they will still try to attempt the right-most 1. As with other actions, if they cannot take actions pertaining to any of the revealed King's Orders, they will then move on to the top row actions of the AI Player Board.



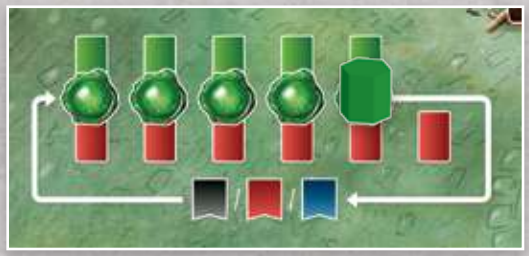
For example, based on these 3 King's Orders, the AI would first attempt to Commission, then Convert, then Fortify.

If they had already done 5 Commissions, they would try to Convert instead. Likewise, if their Commission action space was already filled, they would try to Convert instead.

King's Favour

When taking this action, the AI Player will always attempt to target the specified King's Favour Card, based on the position of the Resource Marker on the Resource Track. If that card is no longer available, it will move on to the next card as described on Page 28. As with other actions, if they cannot action any of the revealed King's Favour Cards, they will instead move on to the top row actions of the AI Player Board.

For example, the AI Player has revealed a "King's Favour" Scheme Card. Based on the position of the Resource Marker, they will attempt to place a Worker on the fifth (right-most) King's Favour Card. However, this has already been blocked by another Worker. Following the flow of the Resource Track, they would then attempt the first (left-most) King's Favour Card. As this is also blocked, they will instead place a Worker onto the second King's Favour Card, removing 1 Suspicion and gaining 2 Tax. As they don't collect resources, they would instead return 2 Silver from the Tax supply to the main supply and move the Resource Marker 2 spaces along the Resource Track. This would cause the Resource Marker to wrap around, landing back on the second space and increasing the AI Player's lowest Attribute by 1.





End of the Round

Note that the AI Player does not carry Workers over between Rounds. They always start each Round with the specified number of Workers. Also, it is important to remember not to shuffle Scheme Cards between Rounds. This only happens when the AI Player takes the Pray action.

In the regular game, if the right-most Townsfolk Card or left-most Outsider Card are still in play, they are discarded. However, in the Solo Game, also discard the second-right-most Townsfolk Card and second-left-most Outsider Card.



For example, this AI player would score a total of 76 Victory Points for the following:

14 VP for completing the second and third King's Orders. 49 VP for their Attribute Markers. 5 VP for Commissioning 6 Monks. 2VP for Garrisoning 5 Outposts. 3 VP for their Armourer, 1 VP for their Lookout, 3 VP for their Guardian, 1 VP for their Protector, 2 VP for their Invader and 1 VP for their Hunter (the AI Player always scores a minimum of 1 VP for Converts). Lastly, 1 VP for their paid Debts and -6 VP for their unpaid Debts.

OUTSIDER SCORING

Adventurer, Archer, Guardian, Hunter, Lookout, Vigilante
Gain 1 VP per 2 of the indicated actions you have taken *(Commission, Garrison, Develop, Recruit, Fortify, Absolve).*

Armourer, Marauder, Warrior
Gain 1 VP per 4 of the indicated Attribute that you have *(Strength, Influence, Faith).*

Assassin, Barbarian, Invader
Gain 1 VP per indicated type of Outsider you have Attacked *(Saracen, Byzantine, Viking).*

Champion
Gain 1 VP, plus 1 additional VP for each King's Order you have completed.

Mercenary 
Gain 1 VP, plus 1 additional VP for each Mercenary you have Converted.
1 Mercenary = 2VP, 2 Mercenaries = 3 VP each, etc

Protector
Gain 1 VP for each Debt you have paid off.

Thief
Gain 1 VP per Suspicion you hold.

Traitor
Lose 1 less VP for each unpaid Debt.

TOWNSFOLK ABILITIES

Abbot, Acolyte, Architect, Defender, Gatekeeper, Missionary, Watchman.
Gain the indicated reward when taking the specific action *(Absolve, Commission, Develop, Attack, Fortify, Convert, Garrison).*

Conspirator
Discard 1 Suspicion at each Inquisition.

Debt Collector
Gain the indicated Worker when paying off Debts.

Peddler
Gain the indicated reward at each Inquisition where you have 2 or more Suspicion.

Squire
Gain the indicated Attribute increase at each Inquisition where you have no Suspicion.

Note: Conspirators, Peddlers and Squires all activate before any Debts are collected during each Inquisition. Also, players may resolve them in any order. For example, imagine that a player had 2 Conspirators, 1 Peddler and 2 Squires. They also had 2 Suspicion during an Inquisition. They decided to activate their Peddler, gaining its resources. They then activated both Conspirators to remove 2 Suspicion. Lastly, they activated their Squires as they no longer held any Suspicion.

QUICK REFERENCE FOR REWARDS

Gain 1 Faith

Gain 1 Strength

Gain 1 Influence

Gain 1 Labourer

Gain 1 Scout

Gain 1 Merchant

Gain 1 Fighter

Gain 1 Cleric

Gain 1 Criminal *(remember to also gain 1 Suspicion)*

Pray *(remove all Workers from 1 action space on your Player Board)*

Gain 1 Provision

Gain 1 Silver *(from the main supply)*

Gain 1 Silver *(from the Tax supply)*

Remove 1 Suspicion

Destroy *(discard)* 1 unpaid Debt

Pay *(flip over)* 1 unpaid Debt

Recruit 1 available Townsfolk for free *(this does not cost Silver when gained as a reward from Commission, Garrison, Absolve or a King's Favour)*

Main Board Restrictions



These spaces can only be used in games with 3 or more players



These spaces can only be used in games with 4 or more players