

CITY OF CROWNS

PALADINS OF THE WEST KINGDOM

GAME DESIGN – SHEM PHILLIPS & S J MACDONALD

ILLUSTRATION – MIHAJLO DIMITRIEVSKI

GRAPHIC DESIGN & LAYOUTS – SHEM PHILLIPS

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INTRODUCTION

In *Paladins of the West Kingdom: City of Crowns*, noble allies have responded to the recent attacks against our borders. Only through careful negotiation and diplomacy will these dukes, barons, counts and margraves offer the aid we so desperately need. Will you be able to muster enough support to once again defend this great city, or will you crumble beneath the weight of indecision and apathy?

COMPONENTS



1 Diplomat



4 Workshops



4 Attribute
Markers
(Diplomacy)



30 Negotiate
Cards



16 Paladin Cards
(Marked with a)



6 Outsider Cards
(Marked with a)



8 Townsfolk Cards
(Marked with a)



4 Ally Cards



30 Muster
Cards



2 Scheme Cards
(For Solo Play)



2 King's
Order Cards



5 King's Favour
Cards (Marked
with a)

7 Board Extensions
(4 Player / 2 Main / 1 Solo)

Also included: 6 additional cards for
the Tomesaga Co-operative Scenario.

SETUP

Setup Paladins of the West Kingdom as described in the original rulebook, with the following changes:

1. Place the 2 Main Board Extensions at each end of the Main Board, as shown below.



2. Shuffle the new Outsider, Townsfolk, King's Order and King's Favour Cards into their respective piles. When setting up the Townsfolk Cards, there are 2 more spaces available to the left. Place 1 card faceup to the left of the usual 5 Townsfolk, and place the entire Townsfolk Draw Pile faceup to the left of this. Likewise, there is 1 more space available to the right of the Outsider Cards. Place the entire Outsider Draw Pile faceup here. Above the Outsider Draw Pile is now a space to discard Townsfolk, Outsider and Negotiate Cards throughout the game.
3. After setting up the King's Orders on the Main Board, randomly deal 1 of the remaining King's Orders to each player. They are allowed to look at these, but should keep them hidden from other players. These become secret orders, which if fulfilled, will earn players an additional 6 VP.
4. Separate the Muster Cards into their 3 tiers (*indicated by the number on the back of each card*). Shuffle the 6 tier-1 cards and place 1 facedown on each of the 4 spaces of the new left Board Extension. Return the other 2 cards to the box. Shuffle the tier-2 cards, **returning 4 cards back to the box if playing with less than 3 players**. Place an equal amount of tier-2 cards facedown on top of each of the 4 tier-1 cards. Shuffle all tier-3 cards and place an equal facedown amount onto each pile. Finally, turn over all 4 Muster Card Piles (*the tier-1 cards should now be faceup on top of each pile*).
5. Place the Diplomat on top of the right-most Muster Card Pile and place the 4 Ally Cards nearby.

SETUP

6. Separate the Negotiate Cards into their 4 tiers (*indicated by the number on the back of each card*). Shuffle the tier-1 cards and place 1 faceup below each of the 3 bottom spaces of the new Main Board Extension. Place the 4th card facedown above the top-left space, forming the Negotiate Draw Pile. Shuffle the tier-2 cards, **returning 2 cards to the box if playing with less than 3 players**. Place all remaining tier-2 cards facedown on top of the Negotiate Draw Pile. Do the same for the tier-3 cards, **returning 2 cards to the box if playing with less than 4 players**. Shuffle all tier-4 cards and place them facedown on top as well. Finally, turn over the entire Negotiate Draw Pile (*the tier-1 card should now be faceup on top*).
7. Randomly deal each player 1 Player Board Extension. These should sit along the right edge of their Player Boards. Use the side showing the coloured Worker spots. The backside is for Solo Play.
8. Give each player 1 Diplomacy Attribute Marker (*placed on the zero space*), 1 additional Workshop (*kept alongside their Board for now*) and their 4 new Paladin Cards, shuffled into their Paladin Draw Pile.
9. Immediately after selecting their starting Townsfolk Card during Setup, players must also place the extra Workshop they were given onto any 1 of their 8 right-side action spaces (*this may include Muster or Negotiate*).



For example, this player has received the Merchant Player Board Extension. After selecting the Chevalier as their starting Townfolk Card, they decided to place their additional Workshop onto their Convert action space.

SELECTING PALADINS

When selecting Paladins each Round, **players should now draw 4 cards to their hand** (rather than 3). As with the standard game, players will select 1 to play that Round, then place 1 on the top of their Paladin Draw Pile and 1 on the bottom. The 4th card must be removed from the game entirely.

The new Paladins function in a similar way to the originals, but also provide temporary boosts of Diplomacy. Astolfo has no special ability, but does come with 2 additional Workers for the Round. Maugris allows players to avoid all Silver or Provision costs when taking actions, by taking Debts instead.

For example, a player using Maugris may take a Debt instead of paying Silver to attack any available Outsider. Likewise, they could take a Debt instead of paying Provisions to Fortify.



MUSTER CARDS

As an action, players may now place Workers on the top-left Worker space of Muster Cards, in a similar way to how they already do with King's Favour Cards.

When doing so, players should ignore the banner on the right side of each Muster Card. After paying any costs shown on the left side, they then gain the reward shown on the bottom.

For example, a player could place a Fighter (Red) on this Muster Card and pay 1 Provision to immediately Recruit 1 Townsfolk for free.

However, unlike how Workers are cleared off King's Favour Cards at the end of each Round, **Workers on Muster Cards remain there until someone collects the card.**



PLAYER BOARD ACTIONS



Muster

This action requires 3 Workers (1 Cleric, 1 Worker of any type and 1 Scout) and 1-3 Provisions. The Provision cost is calculated by counting the printed Provision icons between each Muster Card that the Diplomat moves over.

When taking this action, players are potentially using [any 1 of their Attributes](#) to collect a specific Muster Card. Each Muster Card has a printed Attribute value below the Muster icon on the right side of the card. Granted they have the required Attribute and Provisions, [players may collect any 1 Muster Card, except for the card where the Diplomat currently stands](#). To collect a Muster Card, move the Diplomat to that card and pay the required Provisions. Collect the card, along with any Worker sitting on it, and resolve the rewards on the bottom. [Note that any Criminals collected from Muster Cards still require players to also gain 1 Suspicion](#). As noted on the right side of each Muster Card, this action always rewards at least 1 Diplomacy. Players should keep their collected Muster Cards facedown above the Muster action on their new Player Board Extensions.

For example, the player below decided to Muster support from their allies in the west. They placed 3 Workers and paid 2 Provisions to the supply, as they plan to collect the left-most Muster Card from the Main Board. As we can see, with the help of their Paladin, they have a total of 2 Influence. They collect the Muster Card, along with the Merchant (Blue), adding it to their supply. This card rewards them with 1 Diplomacy, moving their Diplomacy Marker up the Attribute Track immediately, and also the chance to either flip 1 Debt or remove 2 Suspicion. Note that the Silver cost on the left side of the card has no effect, as that is only a cost when placing a Worker there. After fully resolving this action, the player places the Muster Card facedown above the Muster action on their Player Board. The Diplomat will now be on top of the newly revealed Muster Card on the left-most space.





Negotiate

This action requires 3 Workers (1 Fighter, 1 Worker of any type and 1 Merchant) and 1-3 Silver (or sometimes a Debt). **The Silver/Debt cost is shown along the edge of the card spaces of the Main Board Extension.**

When taking this action, players are focused on using either their **Diplomacy Attribute** to have nobles carry out actions on their behalf (*Entrust*), **or their other 3 Attributes** (*Influence, Faith and Strength*) to recruit them to their cause (*Enlist*).

Entrust

While looking to Entrust nobles, players are only concerned with the top section of each Negotiate Card. To take this action, they require a certain amount of Diplomacy, as shown in the top-left of each card. If targeting the top card of the Negotiate Draw Pile, players must pay 3 Silver or gain 1 Debt. If targeting 1 of the 3 cards along the bottom, players must pay 1-2 Silver, as printed.

After ensuring they have enough Diplomacy and paying any Silver (or taking a Debt), they must then resolve the action printed on the top-right of the chosen Negotiate Card. Resolving these actions works in the same way as regular actions, but players are not required to place Workers on the corresponding action space of their Player Board. They do not pay the usual costs either (nor can Attack be boosted using Silver). **Taking actions this way also triggers any Townsfolk associated with those actions**, just as though the action had been taken the regular way. These cards also provide a temporary Attribute boost while taking that action. **After resolving this action, the Negotiate Card is discarded.**

For example, when Negotiating to Entrust these nobles, this player needed to have 5 Diplomacy and pay 1 Silver. They could then Commission, with an added 4 Faith to boost this action.



PLAYER BOARD ACTIONS

Enlist

When looking to Enlist nobles to their cause, players are only concerned with the bottom section of each Negotiate Card. To take this action, they require a certain amount of **Influence**, **Faith** or **Strength**, as shown in the bottom-left of each card. If targeting the top card of the Negotiate Draw Pile, players must pay 3 Silver or gain 1 Debt. If targeting 1 of the 3 cards along the bottom, players must pay 1-2 Silver, as printed.



After selecting a Negotiate Card they wish to collect, they must first check that they have enough of the required Attribute and pay the required Silver (or optionally take a Debt if targeting the Draw Pile). After doing so, they take the card and tuck it below the Negotiate action on their new Player Board Extension. As noted on the right side of each Negotiate Card, this action always immediately rewards 1 Diplomacy.

For example, when Negotiating to Enlist these nobles, this player needed to have 2 Strength and pay 2 Silver. They immediately gained 1 Diplomacy and tucked the card under their Player Board.

The main purpose of collecting Negotiate Cards is end-game scoring. Players score up to 9 VP for each set of unique icons (as shown down the left side of their Player Board Extensions). Players can also focus on collecting sets of 3 matching icons in order to acquire Ally Cards.



For example, the first player to have a total of 3 Military icons on their collected Negotiate Cards would immediately gain this Ally Card, placing it alongside their Player Board. Not only can they immediately remove 1 Suspicion and gain 2 Tax, but they will also gain 1 Fighter when passing each Round.

All Player Board Extensions have 1 preprinted icon, which counts towards scoring sets and acquiring Ally Cards, but is not considered to be a Negotiate Card for other purposes.



ROUND CLEANUP

Once all players have passed, the Main Board needs to be refreshed. Follow the steps outlined in the original game and also do the following:

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

Nothing needs to be refreshed for the Muster section of the Main Board. All Workers remain where they are, as does the Diplomat.

END-GAME SCORING

The game ends in the same way as the original game. In addition to the original scoring steps, players also score Victory Points for the following:

- Diplomacy Marker on their Attribute Track
- Secret King's Order (6 VP if fulfilled)
- Collected Muster Cards (1 VP for every 2)
- Negotiate Cards (0-9 VP for each set of unique icons)

For example, this player would score 9 VP for a complete set of 4 unique icons, and another 2 VP for a set of 2 (Merchant and Farmer) on their Negotiate Cards. However, they did not fulfill their Secret King's Order of collecting 5 Negotiate Cards, missing out on those extra 6 VP.



SOLO PLAY RULES: SETUP AND OVERVIEW

Setup the Solo Variant for Paladins of the West Kingdom as described in the original rulebook, with the additional steps also outlined on pages 3-4 of this rulebook.

Place the new Solo Board Extension over the original AI Player Board, so that the artwork lines up. Place the AI Resource Marker on the left-most space of the Resource Track. Also give them 1 of the new Player Board Extensions, turning it over to the Solo side and placing it alongside their Player Board. Add the 2 new Scheme Cards into the AI Scheme Deck. Lastly, place their Diplomacy Marker on the 3-space of their Attribute Track, their Strength Marker on the 2-space, Faith on the 1-space and Influence on the 0-space (*these numbers are printed below the Resource Track*).

There are also new difficulties available. When following Step 6 in the original Solo Setup Rules, use these numbers instead:

Easy = 2 King's Order Cards

Standard = 4 King's Order Cards

Hard = 6 King's Order Cards

Insane = 1 Workshop on each action space (8 total)



The AI functions mostly in the same way as the original game, with a few minor changes:

1. The AI can now also place Workers on Muster Cards when playing their King's Favour Scheme Card. But, as noted near the top-right of the new Solo Board Extension, they will only target Muster Cards once all available King's Favours have been filled with Workers. Any Workers the AI places here should match the required colour on each card (*Labourers for transparent spaces*).
2. New card locators have been added to the Resource Track for Townsfolk and Outsiders. Note that they will only ever target cards in the Draw Piles if there are no other cards available.
3. Now when the AI is unable to remove Suspicion or destroy a Debt, not only will they remove 1 Tax from the supply, but they will also advance their Resource Marker 1 space along the Resource Track.
4. Rather than moving their Resource Marker 1 space along the Resource Track when gaining Provisions, Provisions, Silver or Tax, they now move it **2 spaces per resource gained**.

SOLO PLAY RULES: AI ACTIONS

Muster

When taking this action, the AI Player will always attempt to gain the Muster Card with the highest printed Attribute value. If there is a tie for this, they target the tied card for which they have the highest value on their Attribute Track (remembering that Attribute Markers on top always break ties).

As with human players, the AI cannot target the Muster Card where the Diplomat currently stands. They collect any Workers sitting on the collected Muster Cards, along with the cards for end-game scoring. The AI also gains the benefits printed on the bottom of each Muster Card when collecting them. As with all other actions, if the AI cannot collect a Muster Card for any reason, they will instead place a Worker on the next available action space along the top-left of their AI Player Board, resolving that action instead.

For example, the AI has revealed their Muster Scheme Card, placing Workers from their supply onto that action space. Of the available Muster Cards, the highest printed Attribute is 5 Strength. However, they do not have enough Strength to collect this card. The next highest are 4 Influence and 4 Faith. They have enough Influence and Faith for these, but as their Faith Marker is higher on their Attribute Track, they will target the far-right Muster Card. After collecting the card, along with the Criminal (gaining 1 Suspicion), they also gain 1 Diplomacy, moving their Diplomacy Marker up their Attribute Track. As it shows on the bottom this card, they immediately Pray, shuffling their Scheme Deck and clearing all Workers off the right side of their Player Board.



SOLO PLAY RULES: AI ACTIONS

Negotiate

When taking this action, the AI Player will always attempt to Enlist (*collect*) the right-most Negotiate Card along the bottom of the Main Board. If they do not have the required Attribute for this, they will target the card to the left, then to the left again, and finally up to the Negotiate Draw Pile. If they cannot Enlist any of the available cards, they will then try to Entrust (*discard*) a Negotiate Card, following the same method. For both results, they ignore all Silver costs.

When Enlisting nobles, the AI simply collects the Negotiate Card, tucking it under their Player Board and advances their Diplomacy Marker 1 space up their Attribute Track. They are also able to collect Ally Cards, gaining the immediate rewards, and 1 additional Worker each Round, for each Ally Card they hold.

When Entrusting nobles, the AI resolves the indicated action without needing to place Workers on that action space or pay any costs. They also make use of the temporary Attribute boosts provided by Negotiate Cards.

For example, the AI has revealed their Negotiate Scheme Card, placing Workers from their supply onto that action space. They first try to Enlist the right-most card, but they do not have enough Strength. The next card requires 4 Influence to Enlist, which they have. They collect the Negotiate Card, tucking it under their Player Board, and immediately gain 1 Diplomacy.

If they didn't have the required Influence, they would have kept moving through the cards, being unable to Enlist. Instead, they would have used their Diplomacy to Entrust the nobles on the first card to make an Fortify action.



SOLO PLAY RULES: ROUND CLEANUP

In the original game, the AI Player does not carry Workers over between Rounds. That is still true, but they now also gain **1 additional Worker at the start of each Round for each Ally Card they hold.**

In the regular game, if the right-most Negotiate Card is still in play, it is discarded. In the Solo Game, **also discard the second-right-most Negotiate Card.**

SOLO PLAY RULES: END-GAME SCORING

The AI Player scores their Diplomacy Marker, Muster Cards and Negotiate Cards just like human players would. As they do not receive a secret King's Order card during setup, they do not score any additional VP for this category.



OUTSIDERS AND TOWNSFOLK

Players can now interact with the top-most, faceup cards on each of these Draw Piles. After doing so, a new card will be revealed. This means that there will always be at least 1 Townsfolk and 1 Outsider available each Round (*unless the Draw Piles happen to run out*).



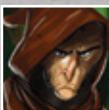
Enforcer

Gain 1 VP per 2 Muster Cards you have collected.



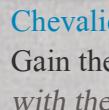
Envoy

Gain 1 VP per 4 Diplomacy you have.



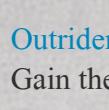
Rogue

Gain 1 VP per 2 Negotiate Cards you have collected (*this does not include dismissed cards from the Entrust action*).



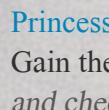
Chevalier

Gain the indicated reward when collecting a Negotiate Card (*this does not include dismissing cards with the Entrust action*).



Outrider

Gain the indicated reward when taking the Muster action.



Princess

Gain the indicated rewards when you pass each Round (*this happens after clearing your Player Board and checking your Worker limit; therefore, players may hold more than 3 Workers at this point*).

NEW ICONOGRAPHY



If followed by an arrow and rewards on the right, this means “when passing, gain this”.
As noted on Page 16, the King’s Favour with this icon forces players (*but not the AI*) to pass.



This allows players to discard a Townsfolk Card from the Main Board at no cost for its immediate rewards.



This allows players to move 1 of their Workshops from any 1 action space to another. In the Solo Mode, the AI will never make use of this. Instead, they will take the second option provided.



This allows players to discard 1 of their hired Townsfolk to immediately gain its dismiss reward (*shown in the top-right of each card*). If the AI gains this reward in the Solo Mode, they will simply use it to target a Townsfolk Card above the Main Board, following the usual rules.

TOMESAGA CO-OP SCENARIO

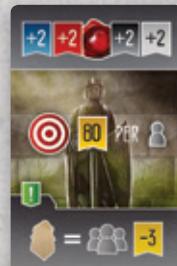
Also included in City of Crowns are 6 additional cards to make it compatible with the Tomesaga Co-op Scenario. During Setup, shuffle the new Overlord Threat Cards and King’s Order Cards with those from the original scenario. Replace the original King’s Threat Card with the new Card.



Punishment:
Lose 1 Honour
or 1 Diplomacy



Punishment:
Lose 1 Honour or
1 Townsfolk Card
(without effect)



KING'S FAVOUR CARDS – BASE GAME AND EXPANSION



Gain 1 Silver and 1 Provision, remove 1 Suspicion and gain 1 Labourer.



Pay no Silver to Hire or Dismiss a Townsfolk Card above the Main Board.



Collect 1 Debt to also gain 1 Scout, 1 Merchant and 1 Fighter.



Discard 1 of your hired Townsfolk to immediately gain its dismiss reward, or gain 2 Silver.



Pay 1 Silver to either flip 1 Debt or remove 2 Suspicion.



Clear all Workers off any 1 action space, returning them to the main supply.



Destroy 1 Debt or gain 1 Diplomacy.



Remove 1 Suspicion and gain 2 Tax. Players may resolve these 2 effects in either order.



Gain 3 Labourers.



Move 1 of your Workshops from any 1 action space to another, or gain 2 Labourers.



Gain 2 Criminals (and 2 Suspicion as normal, resolving 1 card at a time).



Gain 1 Faith, Strength or Influence.



Gain 1 Faith, Strength, Influence or Diplomacy and immediately pass (in Solo, the AI does not pass from this card).



Gain 2 Provisions and 1 Tax.



Pay 1 Provision to develop 1 Workshop, or gain 1 Fighter and 1 Cleric.