

TREVOR BENJAMIN | DAVID THOMPSON

WAR™



CHEST

TOURNAMENT KIT

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Warning. Choking Hazard!
Small parts. Not for use by
children under 3 years of age.



AEG8073



WAR CHEST™

TOURNAMENT KIT

CONTENTS

- 4 Royal Coins
(1 for each new faction in silver and gold)
- 1 Double-sided Initiative Marker
- 16 Faction Control Markers
- 6 Proclamation Seals

USING THIS KIT

How you choose to divide prizes is up to you, as the person organizing the tournament.

Our suggestion would be that prizes be awarded between several players. For example:

- First Player gains a gold Royal Coin of their choice, the corresponding Control Markers and the Initiative Marker.
- Second player gains the other gold Royal Coin and the corresponding Control Markers.
- Third and fourth players gain the silver Royal Coins.

But it is entirely your choice!

COMPETITIVE PLAY RULES

The following rules should be used for all War Chest tournament games:

- Players should use the most current version of the Royal Guard printed in the Nobility expansion.
- All games should use the advanced setup drafting system from the base game rules.
- After all cards available in the game (including Units, Royal Decrees and Fortification Map Card) have been randomly dealt out, flip the Initiative Coin. The player (or team) that wins the coin toss may choose:
 - a) Whether they draft first or second, or
 - b) Whether they play first or second
- The player that loses the coin flip then chooses from the option not taken by the player that won the coin flip.

OPTIONAL RULES

Organizers may choose to use any or all of the optional rules listed below:

Elimination draft

When Unit Cards are randomly dealt into the draft pool, deal 2 more cards than are required into the pool. Starting with the player (or team) drafting first, each player (or team) then chooses to eliminate a card from the available units before drafting proper begins.

Known Start

Each player draws 3 coins from their bag, reviews them, and sets them aside facedown. These coins will become each player's second hand of the game. Each player then draws an additional 3 coins that will form their starting hand. After their starting hand has been played out, they will draw the set aside facedown coins as their second hand, rather than drawing from the bag. After this hand has been played the game progresses in exactly the same way as a normal War Chest game, with coins being drawn from the bag normally.

Royal Decrees and Fortifications

The use of Decrees and Fortifications is optional. If you choose to not include them in your tournament, please remove the following units:

- If not playing with Decrees remove Earl and Herald.
- If not playing with Fortifications remove Sapper.



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