MEEPLE WAR



A war presented by

Max VALEMBOIS

on a battlefield drawn by

Anne HEIDSIECK

and accurately reconstructed by

Blue Cocker Games

For 2 to 4 clan leaders ages 10 and up.

Play time: 15 min per Player.

Before these elegant little wooden figures served faithfully in Carcassone City and many other playful treasures, did you know that the Meeples were originally battle vehicles for the 4 kingdoms of Lilliput? Play as one of the leaders of those kingdoms and re-enact (in life-size!) those tremendous battles of history. It's Meeple War!

Game components

▶ For each player:

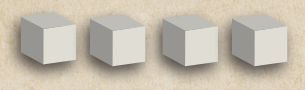
◆ **13 wooden Meeples** of your colour



◆ **10 double-sided Buildings** of your colour (one side Construction and the other one Building)



◆ **4 Workers**



◆ **1 Village enclosure** surrounded by a river



◆ **1 tile Village gates**



◆ **1 Reputation Montain**: Meeples will be placed here to indicate your victory points collected during the game



◆ **1 Tree hiding the forest**



◆ **1 Depot**



▶ For all the players:

◆ **36 double-sided Territories** (one side plain and the other one a Territory)



Note: The 11 Territories used for setup have a different backside illustration.



◆ **5 Territory upgrade tokens**



◆ **1 Bravery point ladder**



◆ **1 Hammer token** that will pass from player to player, indicating the active player





Territories & Buildings descriptions

▶ Territories

Territories are double-sided:
The back has an empty field:



Territory back

Note: To sort them quickly, the 11 Territories that are used during setup have a different backside illustration:



Backside of a setup Territory

And there are 3 types of fronts:

- **The Blank Territories**: They are empty Territories. Some of them are partly surrounded by forest.



- **The structures**: These Territories can give you a bonus. To get the bonus, you must have at least 2 Meeples on a structure at the beginning of your turn.



Note: The bonus is temporary and to benefit from it you will have to take possession of the Territory (to have at least two Meeples on it at the beginning of your turn)... and defend your position! The bonus effects are presented page 13 and a "Quick reference" is placed on the last page.



Shields forge (1)



Weapons forge (1)



Wooden tower (5)



Stone tower (1)



Workshop (4)



Village (3)



Druid hut (2)

- **the Special places**: there are three types:



  - the two **Caverns**, will allow your Meeples to move further through underground passages.



  - The two **Ancient God Altars**, will allow you to bring down one opponent Meeple... by making a sacrifice!

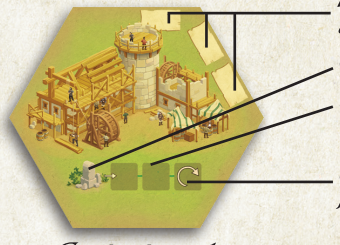


  - And the three endings of the **Mine Tunnel**, that will allow the Meeples to quickly move from one Tunnel end to the other...

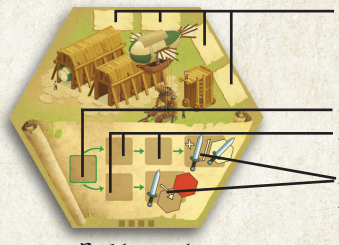


Note: All effects of the Special places are explained on pages 8 and 13.

▶ Buildings



Construction side



Building side

Note: All Building actions are explained on pages 11 & 12 and a "Quick reference" is placed on the last page.



Village square



Looters guild



Military academy



Airship company



Pilot school



Spooks brotherhood



University



Abbey



Factory



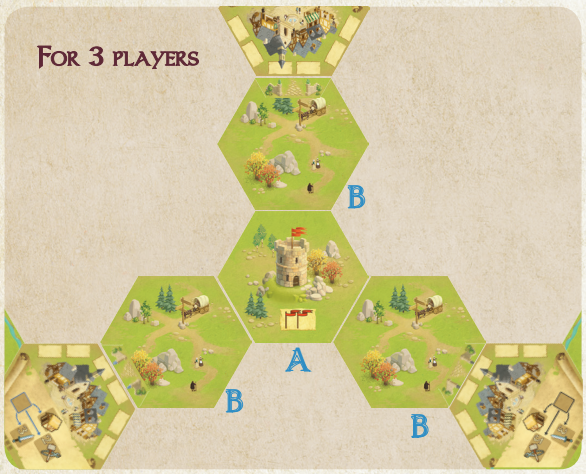
Catapult

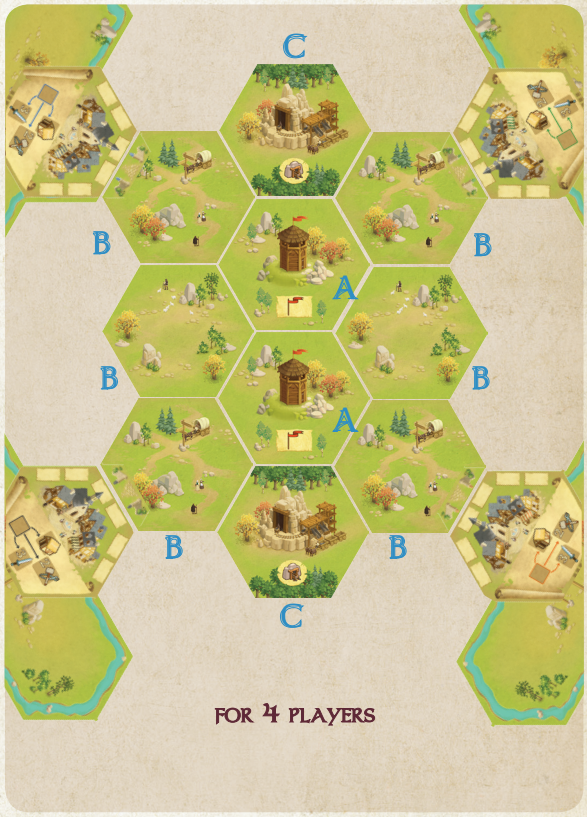
SET UP

Sort out the 11 Startup Territories using their special backside, then place the Towers tiles (A), the Plains tiles (B) and the Mine tiles (C) at the center of the table depending of the amount of players:









Each player chooses a colour and takes the matching pieces:

- the 13 Meeples
- the 10 Buildings
- 4 Workers
- the Village enclosure
- the Village gates,
- One Reputation Mountain
- The Depot
- One Tree hiding the forest

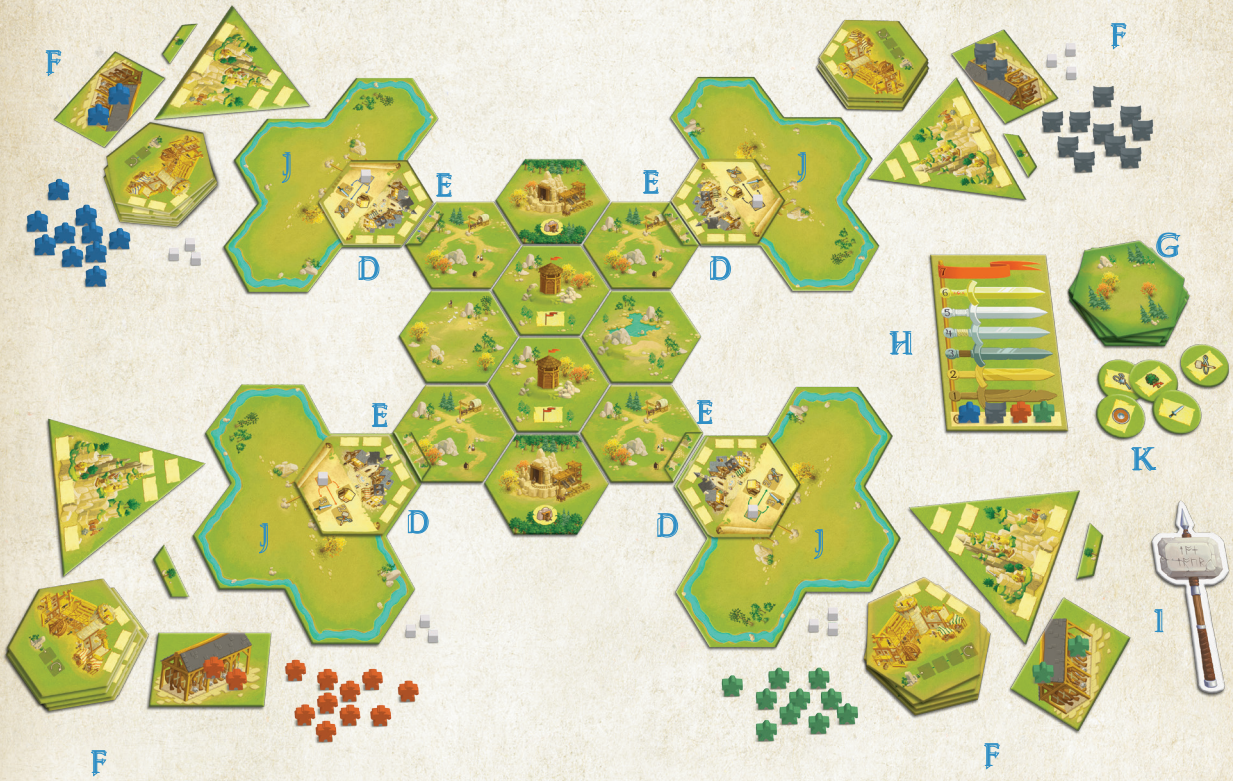
◆ Shuffle the Territories and place them in a face down pile (backside visible) next to the board (G).

Note: Shuffle the unused setup Territories in this pile together with the other Territories.

◆ Place the 5 Territory upgrade tokens (K) and the Bravery points ladder (H) next to the board.

◆ Place one Meeple of each colour on the 0 space of the Bravery points ladder.

▶4 PLAYERS SETUP EXAMPLE:



Note: For a quickstart game setup, see page 6.

Around the "setup" Territories, each player places their **Village enclosure (J)** and places on top their **Village square (D)** and their **Gate (E)**:



◆ Each player places, close to their village, their **Depot**, their **Reputation Mountain**, their **Meeples** stock, their 4 **Workers**, their **Tree hiding the forest** and their 9 remaining **Buildings (F)**.

◆ Each player places 2 of their **Meeples** on their **Depot**, and 1 of their **Workers** on the starting space of the action path of their **Village sqare**.

The first player (a role which does not influence the game) is the one who, from a common agreement, proclaims the most impactful provocation sentence.
He takes the **Hammer token (I)** indicating the active player.

Note: To identify the Village square, it has a slightly different backside (with trees). It is also the only Building with 6 Defense points.



Quickstart game

For a quickstart game, each player starts with 3 of their Buildings already built.

Note: the rest of the set up remains the same.

The players start with the following Buildings:

1st player:

- The Buildings Village square, Pilot school and Factory:



2d Player:

- The Buildings Village square, Catapult and Spooks brotherhood:



3rd player (if needed):

- The Buildings Village square, Militairy academy and Abbey:



4th player (if needed):

- The Buildings Village square, Looter guild and University:





Aim of the game

The game ends as soon as a player gets at least 6 Victory points during their turn. The player with the most Points wins.

There are 3 ways to collect victory points:

- By collecting Bravery Points for the **destruction of opponent Meeples** (7 Bravery points for 1 victory point)
- By **destroying ennemy Buildings** (1 Victory point for each defense point)
- By **controlling tower Territories** (1 or 2 Victory point depending of the tower).

Game Turn

Each player carries out, respecting their order, all the game phases. Then, they give the **Hammer token** (indicating the active player) to the next player clockwise.



▶ Game turn's Phases

1 Territory bonus
2 Workers movement
3 Carrying out Buildings' actions
4 Meeple movement on the battlefield
5 Resolution



Territory bonus

At the beginning of your turn, if you have 2 or more Meeples on a structure, you receive the structure bonus.

Warning! Some bonuses stay active for the duration of the full turn, but the 2 Meeples presence on the structure is only checked at the beginning of the turn. If the Meeples move later on during the turn, the bonus is still active until the end of the turn.

Note: The bonus effects are explained on page 13 and a "Quick reference" is present on the last page.

Workers movement

Each **Worker** standing on a construction path or an action path is moved forward one space.



Buildings will enter the game face "construction site" up, with a Worker on the starting space of the construction path  (see page 11).

There can only be **one Worker on a Building.**

When a **Worker** reaches the "Construction's end" space  of a **Building** construction path, flip over the **Building**, and place the **Worker** on the action path starting position.

When a **Worker** is on the last space of an action path, his movement is to be placed back at the starting space of this path.

Each **Worker** **has to** be moved each turn. They **cannot stay on the same place or move backward.**

Warning! *You need to move your* **Workers** **before** *doing the Building actions. Experience shows that otherwise, it is easy to forget which one you have already moved or not!*

Buildings' Actions

For each **Worker** reaching an "action space" at the end of a **Building's action path**, the player carries out the icon's matching action.
If a player needs to carry multiple actions in the same turn, they carry them out in the **order of their own choice.**

Note: All buildings actions are listed on page 11 and there is a "Quick reference" on the last page.

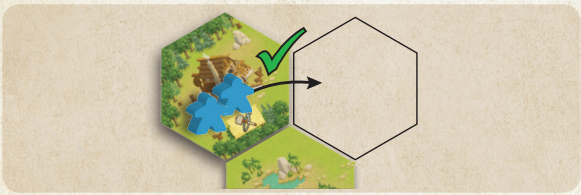
Meeples movement on the battlefield

Each Meeple standing on a Territory may move:

- **On an adjacent Territory** (adjacent with a side and not a corner).
  Meeples cannot cross the forest that surrounds a Territory.



- **On an empty adjacent space** (from a side), to explore (see exploration on page 9).



- On an **adjacent opponent Building** (from the side). The Meeple is then placed on one of the empty Defense spaces of the Building attacked this way.



A player **can never** move his own Meeples on his own Buildings (except if a Conversion occurs, see on page 12).
A meeple placed on a Defense space cannot be destroyed or moved: they are immobilized until the Building is destroyed or until a Conversion occurs (see Building destruction on page 9 and Conversion on page 12).

A player may have multiple Meeples on the same **Territory**, on the same empty space, or on the same enemy Building.

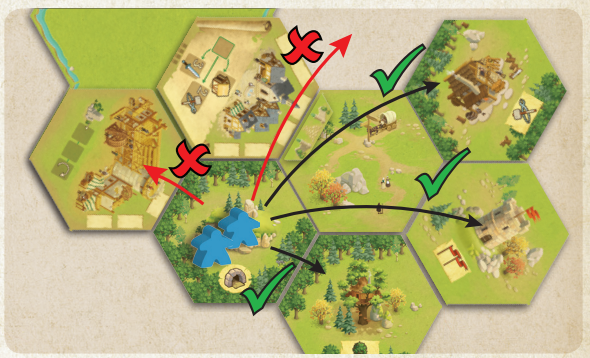
If a player moves his Meeples to a Territory occupied by opponent Meeples, a battle will occur (see aside, page 9).

Warning! It is not allowed to move on an empty space inside a village.



Exceptions:

- **Caverns**: Meeples leaving a Cavern Territory can, instead of their usual 1 space movement, move onto **another Territory within 2 space range**.
  Forests do not affect Cavern movement. On the other hand it is not possible to reach a Building or an empty space with a Cavern move.



◆ **Ancient God Altars**: If, after a movement, a player brings a Meeple or a Meeple group on an Altar, they **have to** sacrifice one of those Meeples to an ancient god.
They can then destroy an opponent's Meeple on an adjacent Territory or a Territory within 2 spaces of the Altar.
If they destroy a Meeple that way, the player wins a Bravery point (Their Meeple moves up one step on the Bravery points ladder).
The Sacrificed Meeple and the destroyed Meeple both go back to their owners' stocks.
This can only happen once a turn for each Altar.
If there is no opponent Meeple within two spaces, there is no destruction, but a Meeple still has to be sacrificed.

◆ **The Mine Tunnel:** As soon as Meeples enter on a Mine Tunnel Territory with no opponent Meeples on it, they can immediately be placed on another exit of the Tunnel.
Meeples already standing on a Mine Tunnel Territory can, **instead of their normal movement,** be placed on another exit of the Tunnel.

Warning! If some Meeples move on an Altar or a Mine Tunnel Territory occupied by opponent Meeples, the **Battle resolution** *will be done first (See aside, page 9),* **Before** *the Tunnel or the Altar effect.*

Resolution

The possible Explorations, Battles, and Building destruction will be carried out in that order:

▶ Exploration

If, after their move, a player placed one or more Meeples on an empty space, there is an exploration.
The player draws the **Territory** from the top of the pile and places it on this explored space **face up under their Meeple(s). If the drawn Territory** is surround by forest, the player has to place it in a way that makes it accessible from the adjacent **Territory** from where the exploring Meeples came.
If a player has to do more than one exploration, they resolve them one by one, pointing each time which space they are exploring.
If the drawn **Territory** is an Ancient God Altar, the player must apply the effect immediately (see aside, page 8).

▶ Battles

If, after a movement, Meeples from different players stand in the same Territory, there is a battle. Players each remove their own Meeples one at a time, at the same time, until there are only Meeples from one player left on the Territory.
Removed Meeples are destroyed and go back to their owners stock.
The active player who engages the battle gains one Bravery Point for each opponent Meeple destroyed.



The defensive player gains one Bravery point for each two opponent Meeples destroyed. They do not gain any points if they destroyed only one Meeple, they gain one point if they destroyed two or three opponent Meeples, etc.

For each Bravery point earned, the player's Meeples move up one step on the Bravery ladder.

Exceptions:

◆ If the defending player controls the **Shields forge** Structure Territory, **they do not suffer their first loss.**



◆ If the attacking player controls the **Weapons forge** Structure Territory, **they destroy one opponent Meeple before the battle.**



◆ If one of the players has a worker on a **recycling action,** this player's removed Meeples don't go back to their stock but **go directly to their Depot instead.**

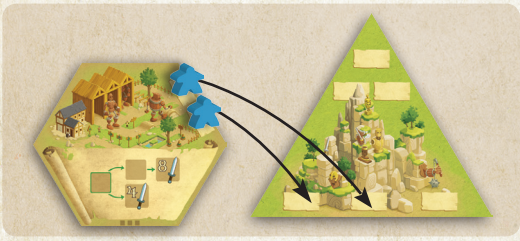


▶ Building's destruction

If, at any time, **the last defense space of a Building is filled, the Building is destroyed**. Players owning Meeples that were on those Defense spaces take them back and place them on an empty space of their Reputation Montain: Each of those Meeples will then count as a Victory Point (it is not possible to play them again).

The destroyed Building **is permanently removed from the game** and placed back in the box.

The Worker that was on the destroyed Building goes back into the player's stock.



Territory Upgrades

At any time during the game (during their turn or an opponent's turn), a player can use their tokens to modify a Territory tile.



The Territory upgrade tokens (which you have previously earned with one of the University building actions) can only be placed on **a Blank Territory** (neither a structure nor a special place) that has not already been upgraded.

After the upgrade the Territory is considered a **Structure Territory,** giving to any player controlling it, the matching bonus.



The Tree hiding the forest token can be placed on the side of any Territory. After the token is placed, the territory is **considered as if it does not have forest on that side anymore.**

Those tokens cannot be moved or removed after their first use.

Bravery

During their turn, a player gains one Bravery point for **each** opponent Meeple destroyed.

Outside of their turn (while being defender on a battle), a player gains one Bravery point for **each two** opponent Meeples destroyed.

For each Bravery point gained, the player moves their Meeple up one step on the Bravery points ladder.

As soon as the player reaches exactly **7** Bravery points, the player places their Meeple back on the 0 space of the Bravery points ladder, and gains one Victory Point: they then take a Meeple from their own stock and place it on their Reputation Montain.

If there are no more Meeples in the player stock, the player can take it from their Depot or from the battlefield.

If there are still some Bravery points left, the Meeple starts again from the 0 space of the ladder.

End of the Game

The game ends as soon as a player reaches at least **6 Victoiry points** during their turn.

A player earns:

- one Victory point for each Meeple standing on their Reputation Mountain.
- one Victory point for each symbol on a Tower Territory they control (2 of their Meeples are standing on the Territory at the beginning of the turn)

Reminder: These points are not lost for the turn if the Meeples move.

The player with the most Victory Point wins the Meeple War!

In case of a tie, it is the player with the most **Bravery points** who wins. In case of a second tie, it is the player with the most of **their Meeples standing on the battleflield or a Building** who wins. If there is a tie again, the involved players need to play a new game of Meeple War to decide who wins!

Buildings Actions List



Building construction

Choose a **Building** from the ones you have left. Place it face "under construction" up on one of the four possible spaces within your village. Place a **Worker** from your stock on the starting position of the building path. If the chosen space is occupied, the new **Building** takes the place of the old one. The old **Building** goes back on the available buildings pile, and it will be possible to rebuild it later on. If the old **Building** had Defense spaces occupied by opponent Meeples, those are immediately transformed into Victory points by being placed in the matching players Reputation Mountain.





End of construction

As soon as a **Worker** reaches the space "End of construction" this **Building** is flipped the "finished Building" side up. Then the **Worker** is placed on the starting space of the Action path.



If there were any opponent Meeples standing on the Defense spaces of the under construction Building, they go back to the stock of the matching players. These Meeples are not transformed into Victory points.



Meeples assembly

Place X Meeples, taken from your stock, onto your **Depot**.



Deploy Troops

Place up to X Meeples from your **Depot**, on the **Territory** in front of your Village gates.



Reinforcement

Place up to X Meeples from your **Depot**, on one **Territory** already occupied by at least one of your Meeples, or on the Territory in front of your Village Gates.



Flying troops

Place one Meeple from your **Depot**, on each **Territories** occupied by at least one of your Meeples.

Note: If you do not have enough Meeples in your Depot to carry out a Deploy troops, a Reinforcement or a Flying troops action, place all the available ones (the rest of the action effect is lost).



Stealth flying troops

Place one Meeple from your Depot, on a **Territory** adjacent to a **Territory** occupied by at least one opponent Meeple.



Frightened opponent troops

Move X opponent Meeples from one or more **Territories** to adjacent **Territories**. This action can lead to a sacrifice on an **Altar** or a battle which are resolved immediately. The Bravery points created by that sacrifice or that battle are gained by the players that own the frightened Meeples.



Burn an opponent army

Destroy all the opponent **Meeples** standing in one single Territory and gain the same amount of Bravery points. The destroyed **Meeples** go back to the matching player's stock.



Bomb a Building

Place a Meeple, from your stock (or if your stock is empty, from your Depot or from a Territory), on an empty **Defense** space of an opponent **Building**.



Recycling

As long as one of your **Worker** is placed on the Recycling action space (which means during your turn and also during the opponent's turn), all your destroyed Meeples go directly back to your **Depot**, and not in your stock as usual. This happens no matter which way the Meeples are destroyed (Battles, God Altars, Burn, etc.)



Conversion

Switch one of the Meeples standing in a Defense space of a **Building** with one of your **Meeples** from your stock or, if your stock is empty, from your Depot or a Territory. This can happen on one of your Buildings or on an opponent Building.



Productivity

Move one of your **Workers** one extra step forward this turn.



Territory upgrade

Chose a **Territory upgrade** token from the available ones and place it in your stock. You can use this token at any point in the game (during your turn or an opponent's turn) to upgrade a Blank Territory (see Territory Upgrades page 10).

Warning!

It is only possible to send to the Territories assembled Meeples. So, for each action that places Meeples on a territory, if there are not enough Meeples in the player's Depot, the rest of the action effect is lost.

if Meeples are deployed in a Territory **occupied** by opponents, **movements stop** there for this turn and **a battle occurs** at the end of the movement phase.



Structure Territory Bonus List

Reminder: To get the bonus, a player needs to have, **at the beginning of their turn, at least 2 of their Meeples** on the Structure, or Blank Territory with an upgrade token on it. If, later on, the player moves those Meeples, they do not lose the bonus benefit for the turn.



Meeple Assembly

Place one Meeple from your stock onto your Depot.



Deploy one meeple

Place one meeple from your Depot, on the Territory in front of your Village gates or on the Village Territory (The one giving you that Bonus).

Note: If you do not have enough Meeples for this deployment, place all the available ones (but the rest of the bonus is lost)



Nature control

For this turn, all your Meeples can go through forests.



Weapons Forge

When beeing the attacking player, destroy one opponent Meeple before each battle..



Shields Forge

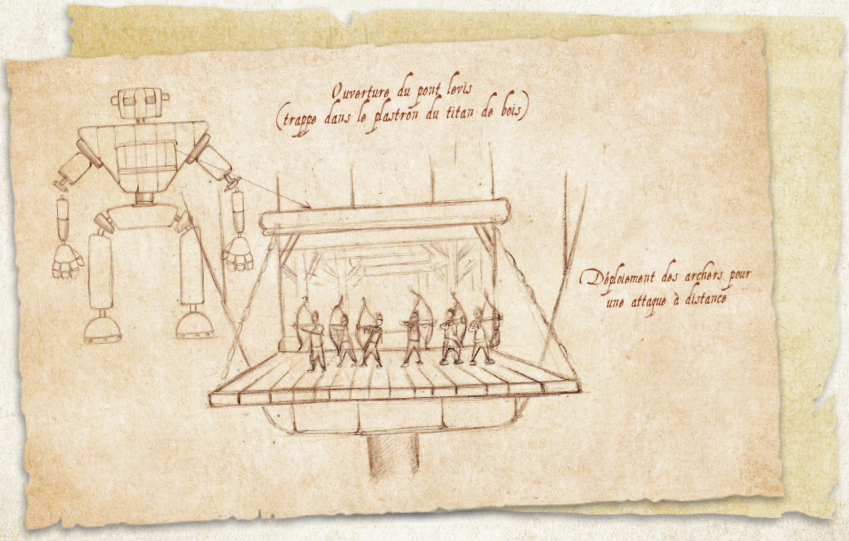
When beeing the defender player, destroy one opponent Meeple before each battle.



Towers

You gain one Victory point for each symbol on the Tower Territory you control at the beginning of your turn.

Warning: These points are temporary. They are then not marked on the Reputation Montain. These points are not lost for this turn if you loose control of the tower.



Special places territories



Cavern

The Meeples already on a **Cavern Territory** can, instead of their normal one space movement, move onto **another Territory** with no limit, within **2 space range**. Forests do not block Cavern movement. But, on the other hand, Caverns movement cannot be used to reach an empty space or an opponent Building.



Mine

As soon as Meeples enter a **Mine Tunnel Territory** with no opponent Meeples on it, they can **immediately** be placed on another exit of the Tunnel.

Meeples already standing on a Mine Tunnel Territory can, **instead of their normal movement,** be placed on another exit of the Tunnel.

If Meeples land on a Mine Tunnel Territory after using a Cavern, they can immediately be placed on another end of the Tunnel.



Ancien God Altar

If, after a movement, a player brings a Meeple or a Meeple group to an **Altar**, they **have to** sacrifice one of those Meeples to an ancient god.

They can then destroy an opponent Meeple on a Territory within **two Territories around the Altar**.

The Sacrificed Meeple and the destroyed Meeple both go back to their owner's stock.

Players wins a Bravery point for the opponent Meeple destroyed.

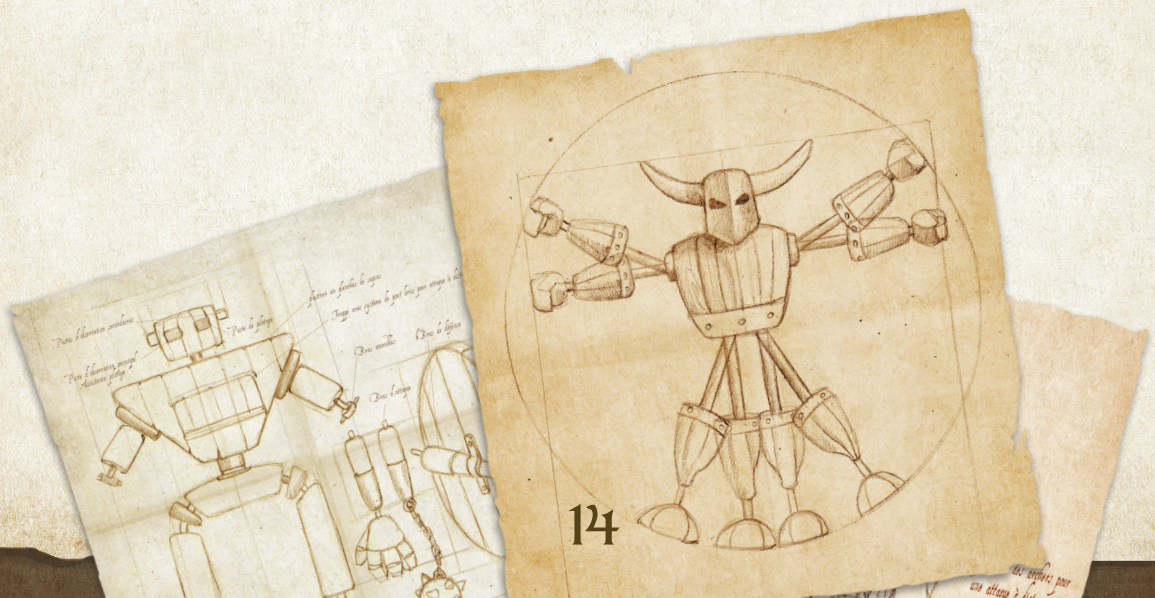
Each Altar can only be used once a turn, allowing one sacrifice and one opponent Meeple's destruction.

A Meeple **always has to** be sacrificed as soon as Meeples enter that Territory, even if there is no opponent Meeple destruction (if there is no opponent within range).

A player can choose not to destroy an opponent Meeple.

It is not possible to destroy a Meeple on a Building Defense place.

Tunnels and Cavern do not affect the range between the altar and the destroyed Meeple.



Credits

Game designer: **Max VALEMBOIS**
Illustrator: **Anne HEIDSIECK**
Rules writing: **Dominique BODIN**
3D film: **Max VALEMBOIS**

Development: **Blue Cocker Team**
Graphic design: **Anne HEIDSIECK**
Translation: **Max VALEMBOIS**

Meet our illustrator **www.anneheidsieck.blogspot.fr**

Testers: the BuenaPartistes, the player-visitor of the Toulouse game festival "l'Alchimie du jeu", Jesper and of course "les toiletteurs": Guillaume, Cédric, Renaud, Lola, Simon & Romaric.

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The Game designer thanks Jesper and Guillaume for the gameplay, Carl and Neik for the rules and Lorraine for the daily support.



Meeple War is a game by **BLUE COCKER GAMES**.
Tel.+33 (0) 534 280 501
209, avenue de Castres 31500 Toulouse - France
www.bluecocker.com

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Quick reference

▶ Structure territories bonus


Place 1 Meeple from your stock onto your Depot.


Place 1 Meeple, from your Depot onto the Territory in front of your Village gates.


All your Meeples can, for this turn, go through forests.


When beeing the attacking player, destroy one opponent Meeple before each battle.


When beeing the defender player, destroy one opponent Meeple before each battle

▶ Special places territories


Allow the Meeples already standing on it to move freely onto another Territory within two space range.


Destroy one opponent Meeple (and gain 1 bravery point) within two space range, sacrifice one of your Meeple from that Territory.


You can place the Meeples that enter or the Meeples that are already on it on any end of the Tunnel.

▶ Building actions


Choose 1 Building and place it face "under-construction" up on the Village. Place one Worker on the starting space of the construction path.


Flip the Building to the "constructed" side. The Worker is placed on the action path starting space.


Place X Meeples from your stock onto your Depot.


Place X Meeples from your Depot onto the Territory in front of your Village gates.


Place X Meeples from your Depot onto one Territory occupied by one or more of your Meeples.


Place 1 Meeple from your Depot onto a Territory adjacent to a Territory where at least 1 opponent Meeple stands.


Move X opponent Meeples to adjacent Territories.


Destroy all the Meeples standing in one Territory. Gain as many Bravery points.


Place one Meeple from your stock onto a Building's empty Defense space.


Exchange one of your Meeples with a Meeple standing on any Building's Defense space.


All the destroyed Meeples from the player directly go back to their Depot.


Move one of your Workers forward one extra step this turn.


Chose a Territory bonus token within the available ones.


Place one Meeple from your Depot into each Territory occupied by at least one of your Meeples.