

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 14 and up.

Play time: 15 min. per Player.

On a game board, Meeples may seem small and unassuming, but don't be fooled.

They were originally constructs of war for the 4 kingdoms of Lilliput!

Play as one of the leaders of those kingdoms and re-enact (in actual size) those tremendous, historical battles in Meeple War!

GAME COMPONENTS

▶ FOR EACH PLAYER:

- ◆ **13 Wooden Meeples** of your color



- ◆ **10 Double-Sided Buildings** in your color (Construction on one side, the Building on the other)



- ◆ **4 Workers**



- ◆ **1 Village Enclosure** surrounded by a river



- ◆ **1 Village Gate**



- ◆ **1 Reputation Mountain:** Meeples placed here will show the victory points you've scored during the game.



- ◆ **1 Tree Hiding the Forest**



- ◆ **1 Depot**



▶ FOR ALL THE PLAYERS:

- ◆ **36 Double-Sided Territories** (A Plain on one side, a Territory on the other)



Note: The 11 Territories used for setup have a different illustration on the back



- ◆ **5 Territory Upgrade Tokens**



- ◆ **1 Bravery Point Ladder**



- ◆ **1 Hammer Token:** Indicates the Active Player



TERRITORIES & BUILDINGS DESCRIPTION

► 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 illustration on the back.



Back of a setup Territory

And there are 3 types of Territories:

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



◆ **Structures:** These Territories can give you a bonus. To get the bonus, you must have at least 2 Meeple on a structure at the beginning of your turn.



Note: Bonuses from Territories are temporary. To benefit from it, you must take possession of the Territory by having at least two Meeple on it at the beginning of your turn. The bonus effects are listed on page 13, with a Quick Reference located on the back cover.



Shields Forge (1)



Weapons Forge (1)



Wooden Tower (5)



Stone Tower (1)



Workshop (4)



Village (3)



Druid Hut (2)

◆ **Special Territories:** there are 3 types:

◆ The 2 **Caverns** will allow your Meeple to move through the underground passages.



◆ The 2 **Ancient God Altars** will allow you to bring down one of your opponent's Meeple by making a sacrifice!



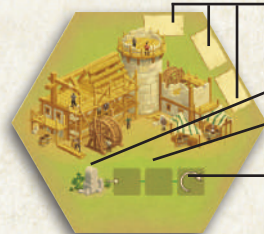
◆ The 3 **Mine Tunnels** will allow Meeple to move quickly from one tunnel to another.



Note: Rules for the Special Territories are explained on pages 8 and 14.

► BUILDINGS

Under construction side



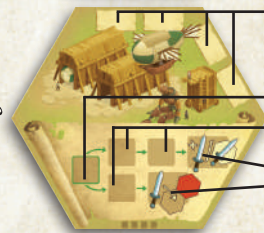
Defenses of the building during construction

Worker starting position

Construction path

'Construction's end' space (flip the Territory to the Building side)

Building side



Building defenses

Starting space

Action path

Action spaces

Note: All Building actions are explained on pages 11 & 12. There's also a Quick Reference on the back cover.



Village Square



Looters Guild



Military Academy



Airship Company



Pilot School



Entrepreneurs Guild



University



Abbey



Factory

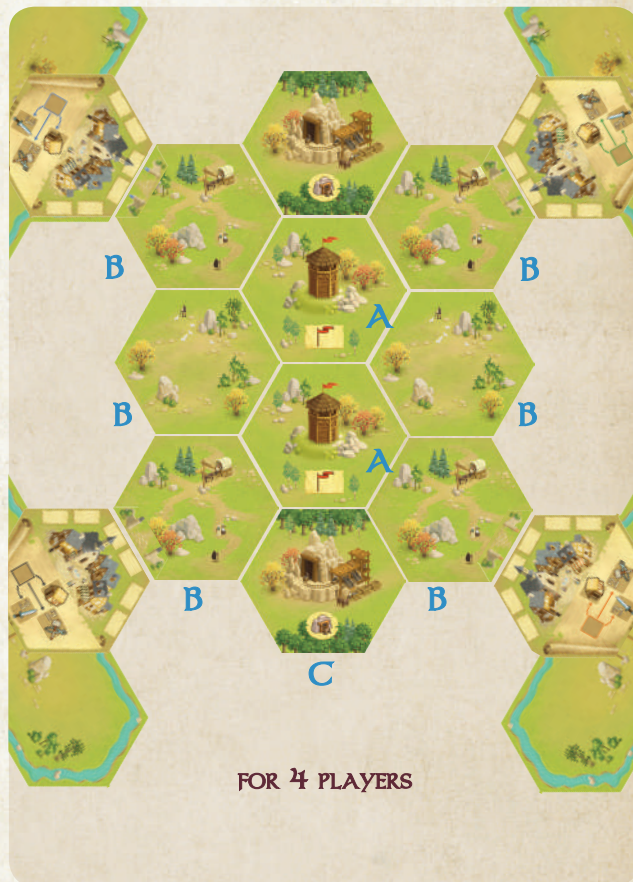


Catapult

SETUP



Sort out the 11 Setup Territories. Then, place the **Towers** tiles (A), the **Plains** tiles (B), and the **Mine** tiles (C) in the center of the table, using a layout determined by the number of players.



Each player chooses a color and takes the matching pieces:

- ◆ 13 **Meeples**
- ◆ 10 **Buildings**
- ◆ 4 **Workers**
- ◆ 1 **Village Enclosure**
- ◆ 1 **Village Gate**
- ◆ 1 **Reputation Mountain**
- ◆ 1 **Depot**
- ◆ 1 **Tree Hiding the Forest**

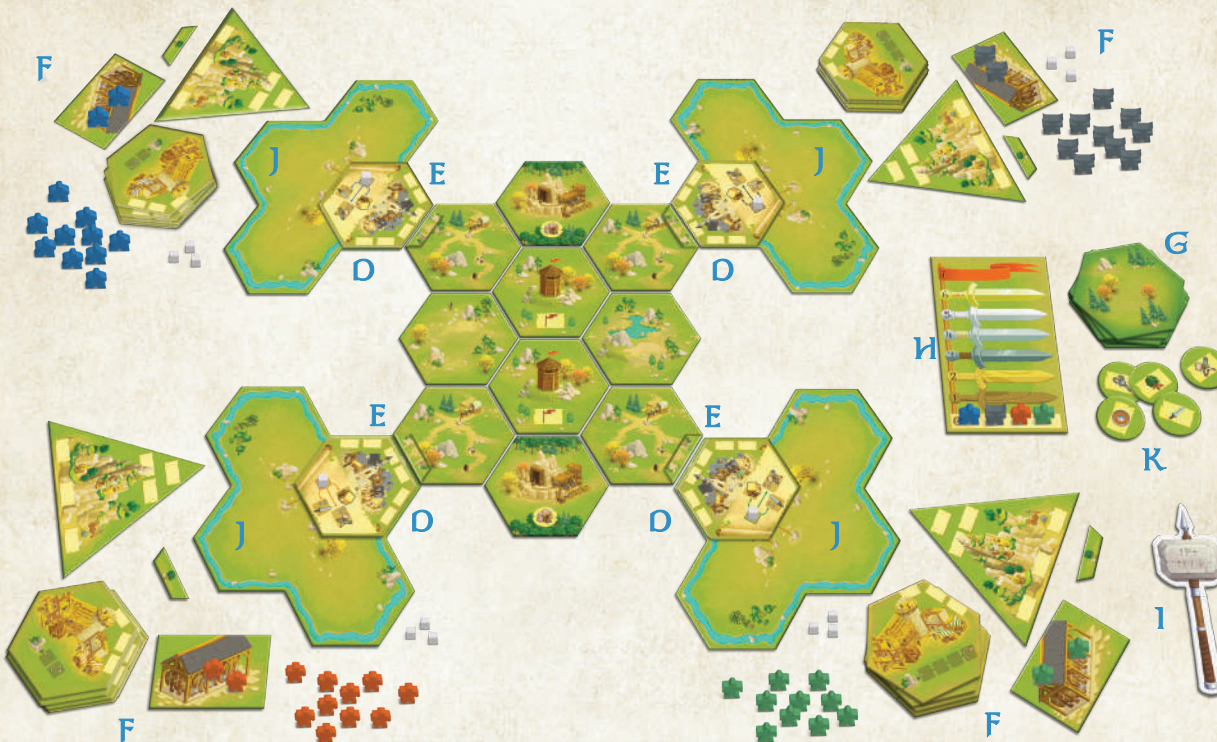
◆ Shuffle the Territories and place them in a face down pile next to the board (G).

Note: Shuffle any unused Setup Territories into this pile, along with the other Territories.

◆ Place the 5 **Territory Upgrade Tokens (K)** and the **Bravery Points Ladder (H)** next to the board.

◆ Place 1 Meeple of each color 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)** with their **Village Square (D)** and their **Gate (E)** on top, as shown.



- ◆ Each player places their **Depot**, **Reputation Mountain**, **Meeples**, **Workers**, their **Tree Hiding the Forest**, and their 9 remaining **Buildings** close to their village (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 Square**.

To determine the first player, each player proclaims their greatest insult to their opponents. The one whose insult is best is given the **Hammer token (I)**, showing them as the Active Player. They will take the first turn in the game.

Note: The Village Square Territory has a unique reverse side so it can be easily found. 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.

3rd player (if needed):

- ◆ The **Village Square**, **Military Academy**, and **Abbey**:

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

The players start with the following Buildings:

1st player:

- ◆ The **Village Square**, **Pilot School**, and **Factory**:



4th player (if needed):

- ◆ The **Village Square**, **Looters Guild**, and **University**:

2nd Player:

- ◆ The **Village Square**, **Catapult**, and **Entrepreneurs Guild**:



OBJECT 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 Victory Points wins. There are 3 ways to collect Victory Points:



- ◆ By collecting Bravery Points for **destroying an opponent's Meeple** (7 Bravery Points equals 1 Victory Point);
- ◆ By **destroying enemy Buildings** (1 Victory Point for each Defense Point);
- ◆ By **controlling Tower Territories** (1 or 2 Victory Points, depending on the Tower).

GAME TURN

Each player completes all of the turn Phases, in order, during their turn. Then, they give the **Hammer token** to the next player, moving clockwise. That player then becomes the Active Player.



► PHASES IN A TURN

- 1 Territory Bonus
- 2 Workers Movement
- 3 Complete Actions on Buildings
- 4 Meeple Movement on the Battlefield
- 5 Resolution




1. TERRITORY BONUS


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

Note: Some Structure Bonuses remain in effect for the full round. You only need to check once to see if 2 Meeples are on the Structure to gain the bonus. If the Meeples move off of the Structure during the turn, the bonus is still active until the end of the Round.


Note: Structure Bonuses are explained on page 13 and a Quick Reference is on the back cover.

2. WORKERS MOVEMENT

In this Phase, each Worker on a Construction or Action Path is moved forward one space. 

Aside from the Village Square, Buildings will enter the game with their Construction Site faceup and with a Worker on the starting space of the Construction Path  (see page 11).

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

When a Worker reaches the Construction's End space  of a Building's Construction Path, flip the Building over and place the Worker on the Action Path in the starting position. Most Action Paths offer branching options at different points. When a Worker reaches one of these points, the player must choose one the paths for the Worker to follow. When a Worker is on the last space of an Action Path, their next move will place them back at the starting space of the Action Path. Each Worker **has to be moved each turn. They cannot stay in the same place or move backward.**

Note: You need to move your **Workers** before doing the Building Actions. Otherwise, it is easy to forget which Workers have already moved or not.

3. BUILDINGS ACTIONS

For each Worker reaching the Building Action at the end of a **Building's Action Path**, the player performs the Action matching the Icon.

If a player needs to perform multiple Building Actions on the same turn, they can do them **in any order they wish**.

Note: All Building Actions are listed on page 11 and there is a Quick Reference on the last page.

4. MEEPLE MOVEMENT ON THE BATTLEFIELD

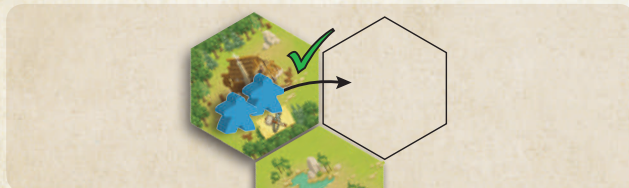
Each Meeple standing on a Territory may move:

- ◆ **To an adjacent Territory** (adjacent with a side and not a corner).

Meeples cannot move through forests at the edge of a Territory.



- ◆ **To an empty adjacent space** (from a side), to Explore (See Exploration on page 9.)



- ◆ **To an adjacent opponent Building** (from the side). The Meeple is placed in one of the empty Defense spaces of the Building being attacked.



A player **can never** move their own Meeples to their own Buildings (except if a Conversion occurs, see page 12).

A Meeple placed on a Defense space cannot be destroyed or moved. They remain in that space 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 in the same Territory, on the same empty space, or Attacking the same enemy Building.

If a player moves their Meeples to a Territory occupied by an opponent's Meeples, a Battle will occur (See page 9).

Note: Meeples are not allowed to move to an empty space inside a village.



Exceptions:

- ◆ **Caverns:** Instead of their usual 1 movement, Meeples leaving a Cavern Territory can move into **any other Territory within 2 spaces with no limitations**.

Forests do not affect Cavern movement. However, a Meeple cannot move to a Building space or an empty space when moving from a Cavern.



◆ **Ancient God Altars:** After moving, if a player places 1 or more Meeple(s) onto an Ancient God Altar, they **must** sacrifice 1 of those Meeple(s) to an ancient god.

After sacrificing a Meeple, the player can destroy an opponent's Meeple in a Territory up to 2 spaces away from the Altar.

If they destroy an enemy Meeple, they win a Bravery Point. (Move their Meeple one step up the Bravery Point Ladder.)

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

This can only happen once a turn for each Ancient God Altar.

If there are no enemy Meeple(s) within 2 spaces, no enemies are destroyed, but a Meeple must still be sacrificed.

◆ **The Mine Tunnel:** When a Meeple enters a Mine Tunnel Territory, if there are no enemy Meeple(s) present, they can immediately be placed on another exit to the Tunnel.

Meeple(s) already in a Mine Tunnel Territory can be placed on another exit of the tunnel, **instead of their normal movement**.

Note: If a Meeple moves onto an Altar or a Mine Tunnel Territory occupied by an opponent's Meeple, a **Battle** (see below) will be done first **before** the Tunnel or Altar effect happens.

5. RESOLUTION

Explorations, Battles, and Building Destruction are resolved in the following order:

► EXPLORATION

After moving, if a player placed 1 or more Meeple(s) into an empty space, they will Explore that location. The player draws the Territory from the top of the pile and places it in the space they explored face up under their Meeple(s). If the new Territory has forests on some of its sides, the player must place it such that it is accessible from the adjacent Territory from where the exploring Meeple(s) came from.

If a player Explored more than one location, resolve each one individually, in an order chosen by the player.

If the drawn Territory is an Ancient God Altar, the player must apply the effect immediately. (See previous section).

► BATTLES

After moving, if there are Meeple(s) from different players in the same Territory, there is a Battle. To resolve a Battle, both players simultaneously remove their own Meeple(s), 1 at a time, from the Territory until only one player has any Meeple(s) left.

Removed Meeple(s) are destroyed and go back to their owner's stock.

The Active Player gains 1 Bravery Point for each opponent Meeple destroyed.

The defending player gains 1 Bravery Point for every 2 of their opponent's Meeple(s) destroyed.

They do not gain any points if they only destroyed 1 Meeple. They only gain points for each full count of 2 Meeple(s) destroyed.

For each Bravery Point earned, move the player's Meeple up 1 step on the Bravery Ladder.



Exceptions:

◆ If the defending player controls the **Shields Forge** Structure Territory, **before the Battle starts, destroy 1 of the opponent's Meeple(s).**



◆ If the attacking player controls the **Weapons Forge** Structure Territory, **before the Battle starts, destroy 1 of the opponent's Meeple(s).**



◆ If a player has a worker on the **Recycling Action** space, that player's Meeple(s) don't go back to their stock, **but instead go directly to their Depot.**

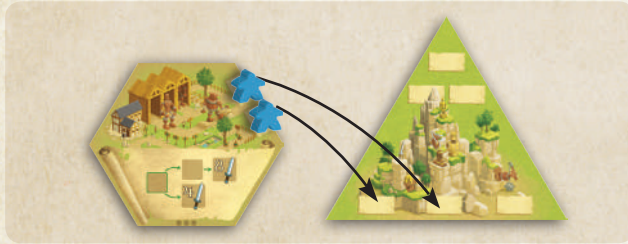


► DESTROYING BUILDING

At any point, if the last Defense Space on a Building is filled, the Building is destroyed. Players whose Meeples were on those spaces will place those Meeples onto their **Reputation Mountain**. Each Meeple placed there counts as a Victory Point. Those Meeples stay out of play for the rest of the game.

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 1 of his tokens to modify a Territory tile.

The **Territory Upgrade Tokens** (which you may have previously earned with one of the **University** building actions) can only be placed on a **Blank Territory** (neither a Structure nor a special Territory) 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 1 Bravery Point for each of their opponent's Meeples that they destroy.

Players can earn Bravery when defending in battle, gaining 1 Bravery Point for every 2 of their opponent's Meeples they destroy.

For each Bravery Point gained, the player moves their Meeple up 1 step on the Bravery Points Ladder.


When a player reaches the top of the Ladder (by gaining 7 Bravery Points), they gain 1 Victory Point, taking a Meeple from their Stock (or from their **Depot** or the game board if they have no more in their Stock). Then, they move their Meeple back down to the 0 space on the Bravery Points Ladder.

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 Victory Points** during their turn.

A player has:

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

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

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

In case of a tie, the player with the most **Bravery Points** wins. In case of a second tie, the player with the most **Meeples standing on the battlefield or a Building** wins.

If there is a tie again, the tied 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 with its Under Construction side up on 1 of the 4 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 opponents' Meeple, those are immediately transformed into Victory Points by being placed on the matching players' **Reputation Mountain**.



Deploy Troops

Place up to X Meeple from your **Depot** onto the **Territory** in front of your Village Gate.



Reinforcement

Place up to X Meeple from your **Depot** onto 1 **Territory** where you already have at least 1 Meeple, or onto the **Territory** in front of your Village Gate.



Flying Troops

Place 1 Meeple from your **Depot** onto each **Territory** occupied by at least 1 of your Meeple.



End of Construction

As soon as a **Worker** reaches the End of Construction space, this **Building** is flipped to its Finished Building side. Then, the **Worker** is placed on the starting space of the **Action Path**.



If there were any opposing Meeple on the **Defense** spaces on the building when it is finished being constructed, they go back to the player's stock. Those Meeple are not turned into Victory Points.

*Note: If you do not have enough Meeple to carry out a **Deploy Troops**, **Reinforcement**, or **Flying Troops** Action, place all of the available troops from your **Depot** that you can. You do not gain extra Meeple to finish the action.*



Stealth Flying Troops

Place 1 Meeple from your **Depot** onto a **Territory** adjacent to a **Territory** occupied by at least 1 opponent Meeple.



Frightened Opponent Troops

Move X opponent Meeple from 1 or more **Territories** to adjacent **Territories**. This action can lead to a sacrifice on an **Altar** or a battle, which is resolved immediately. The **Bravery Points** created by that sacrifice or that battle are gained by the players that own the frightened Meeple.



Meeple Assembly

Place X Meeple from your stock onto your **Depot**.



Burn an Opponent's Army

Destroy all the opponent's Meeples standing in 1 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's **Building**.



Recycling

As long as 1 of your **Workers** is placed on the **Recycling Action Space** (whether on your turn or an opponent's turn), all your destroyed Meeples go directly back to your **Depot**, instead of your stock like usual. This happens no matter which way the Meeples are destroyed (Battles, Ancient God Altar, Burn, etc.)



Conversion

Switch 1 of the Meeples standing in a **Defense** space of a **Building** with 1 of your Meeples from your stock or, if your stock is empty, from your **Depot** or a **Territory**. This can happen on 1 of your **Buildings** or on an opponent's **Building**.



Productivity

Move 1 of your **Workers** 1 extra step forward this turn.



Territory Upgrade

Choose a **Territory Upgrade** token from those available 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).

Note:

It is only possible to send assembled Meeples to the Territories. So, for each action that places Meeples on a **Territory**, if there are not enough Meeples in the player **Depot**, the rest of the action effect is lost. If Meeples are deployed in a **Territory** occupied by opponents, their movement stops there for this turn and a **Battle** will occur at the end of the Meeple movement phase.



STRUCTURE TERRITORY BONUS LIST

Reminder: To get the Structure Territory 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 a Territory Upgrade token on it. If, during that turn, the player moves those Meeples, they do not lose the Bonus benefit for the turn.



Meeple Assembly

Place 1 Meeple from your stock onto your **Depot**.



Weapon Forge

For this turn, in each battle, destroy 1 opponent's Meeples before the **Battle**.



Deploy One Meeple

Place 1 Meeple from your **Depot** onto the **Territory** in front of your Village Gate 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).



Shields Forge

As the defender player, destroy 1 opponent's Meeple before each **Battle**.



Towers

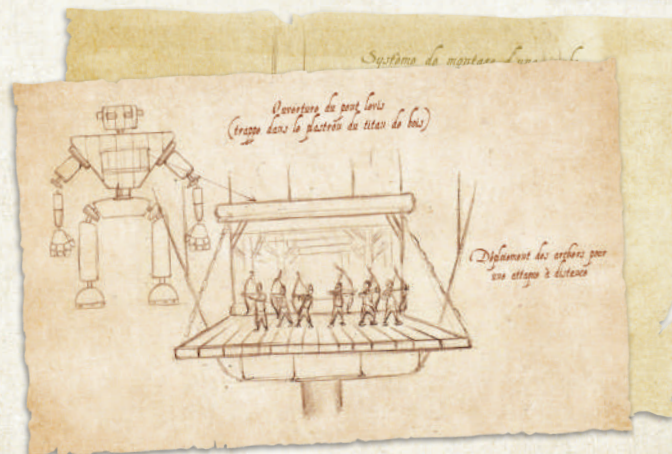
You gain 1 Victory Point for each symbol on the **Tower Territory** you control at the beginning of your turn.

Note: These points are temporary. They are NOT marked on the **Reputation Mountain**. These points are not lost FOR THIS TURN if you lose control of the Tower.



Nature Control

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



SPECIAL TERRITORIES



Cavern

Instead of their normal movement, Meeples starting on a **Cavern Territory** can move to another **Territory** within 2 spaces. Forests do not block **Cavern Movement**. However, **Cavern Movement** cannot be used to reach an empty space or an opponent's Building.



Mine

When a Meeple enters a **Mine Tunnel Territory** that has no opposing Meeples on it, it may **immediately** be placed onto 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**.



Ancient God Altar

After movement, if a player has 1 or more Meeples on an **Ancient God Altar**, they must sacrifice 1 Meeple to an ancient god.

They can then destroy 1 opponent's Meeple on a **Territory** within 2 **Territories** around the **Ancient God Altar**.

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

The active player gains a **Bravery Point** for destroying the opponent's Meeple.

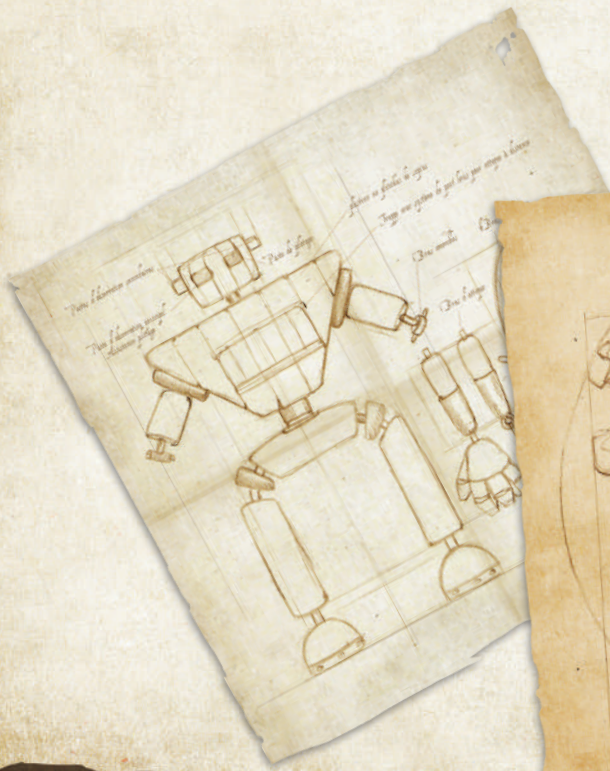
Each **Ancient God Altar** can only be used once a turn, allowing 1 sacrifice and 1 opponent Meeple destruction.

A Meeple **must always** be sacrificed as soon as Meeples enter that **Territory**, even if there are no opposing Meeples within range to be destroyed.

A player can choose not to destroy an opponent's Meeple.

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

Tunnels and **Caverns** do not affect the range between the **Ancient God Altar** and the destroyed Meeple.



CREDITS

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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 Gate.



All your Meeples can move through forests this turn.



For this turn, in each battle, destroy 1 opponent's Meeples before the battle.



As the defender player, destroy 1 opponent's Meeple before each Battle.

► SPECIAL TERRITORIES



Allows the Meeples already standing on it to move freely onto another Territory within a range of 2 spaces.



Sacrifice 1 of your Meeples from this Territory to destroy 1 opponent's Meeple (and gain 1 Bravery Point) within a range of 2 spaces.



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 with its Under Construction side faceup in the village. Place 1 Worker on the starting space of the construction path.



Flip the Building to its 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 Gate.



Place X Meeples from your Depot onto 1 Territory occupied by 1 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 opponent's Meeples in 1 Territory. Gain an equal amount of Bravery Points.



Place 1 Meeple from your stock onto a Building's empty Defense space.



Exchange 1 of your Meeples with a Meeple standing on any Building's Defense space.



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



Move 1 of your Workers forward 1 extra step this turn.



Choose a Territory Bonus token from those available.



Place 1 Meeple from your Depot into each Territory occupied by at least 1 of your Meeples.