Witan – Quick Reference

2+ Player variant

Other variant rules in use:

Tournament Rules - two turns, two Towers.
Medieval Tactics - Banners altering the Battle deck.

2 Witan Cubes - your council of wise advisors

Witan cubes can be used as **any** Political card. They can be used as the following cards whenever needed:

- Treachery
- Intrigue
- Allies
- Banquet
- Banner (yes, for the King card too, or for Medieval Tactics)

Politics work differently in Witan

There are **no Political Struggles**. Vassals have **no** part in Politics.

1) You can attack with multiple Treachery cards, or multiple Intrigue cards.
2) The defender must play an **equal** number of Allies to block that attempt.

You **can** use Witan cubes either on attack or defense. So you could play 4 Treachery cards and 2 Witan cubes… and the defender would need to play either all 6 Allies cards from their Hand or a mix of cards and Witan cubes equal to your 6 Treacheries to block that attempt.

Other Earl Card Changes and Notes

- A **Mercenary** enters play with a **free** Army card draw which is placed in its Garrison slot.

- The **Banquet** card does indeed let you select 2 cards from your tray.

- **Vassal Lords** are now more like Prince Lords, in that their **Fief is no longer lost** when they are Treachery assassinated.

Card Drawing Etiquette Recommendation

When you have drawn a card wholly out of its slot in your oak tray you cannot place it back in the tray. Choose wisely and be sure of your draw, before you pull a card out :)

Optional Multiplayer Victory Condition, using the Winchester Mat

You can **win** by creating 3 special High Councilors in Winchester. You create a High Councilor by "releasing" as an Action, a **Lord** and his **Fief** (including any attached **Properties**). Those cards go into your Discards. This allows you to place a cube of your color into a card slot on the Winchester mat, when you have 3 cubes in Winchester you have won the Kingdom. High Councilors cannot be removed from Winchester.