

# A War of Whispers

<https://tekeli.li/rogers-rules/>

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## Goal

Have the highest score after four rounds.

## Setup

Each player gets a faction board and a set of nine agents.

*Shuffle a set of loyalty tokens and give one, hidden, to each player. This*

*faction must go in their first ( $\times 4$ ) slot. Return all tokens to the centre.*

Each player: take your set of loyalty tokens and allocate them face down to the slots on your player board.

Place cubes as indicated on the map.

*Place coloured tower, city and farm markers according to the map.*

Pick a first player.

# **Round**

## **Deploy Agents**

On rounds 2-4, clockwise from the first player, each player collects one agent from the board.

Clockwise from the first player, each player places an agent in an unoccupied empire spot on the edge track, or in any region (maximum two of your agents within the map). Do this twice. ②: place three agents per player.

## **Empires**

Clockwise round the board, activate each empire spot on the

edge track. If a spot is empty, the faction with the next occupied spot within that empire gets to activate this one too.

Position effects:

A number of banners; or per farm, or per tower, or two per tower.

Place these in any regions controlled by that empire. For two per tower, they must be placed in pairs.

Empire cards: a number, or per two or three towers or farms. Draw that many cards of that empire. Note that cards may be played for empires other than the one that

produced them; one card takes effect, but the second or third items must be paid for by playing another card of the appropriate faction.

Swap agent: swap this agent with any other agent within this empire. Take that position's action. Continue with the next space after this.

Attack: choose one region controlled by your empire, adjacent to a region controlled by another (not across a river or sea) Move banners from one to the other. If the origin region is not natively this

empire's colour, at least one banner must stay behind.

If there is a tower in the destination region, remove one attacking banner.

Remove banners symmetrically until only one side has banners remaining. *If the region has changed hands, replace any cities, towers or farms with pieces of the new colour.*

At the end of resolving an empire's fourth position, reduce banners to a maximum of four per region, six if a farm is present.

## **Cleanup**

Place the next round tracker 1-4 on its spot on the edge of the board.

All players discard down to 5 cards.

If this is round 4, end the game.

## **Swap**

On rounds 1-3, clockwise from the first player, you may swap two discs on your player board. If you do so, they must be revealed, and remain face up for the rest of the game.

## **Rotate**

The first player token moves one place clockwise.

## Scoring

Each unrevealed loyalty token scores one point.

Each empire has a value equal to the number of cities it controls. (An empty region belongs to the empire of the colour printed on the board.) Each agent placed within it counts as an extra city for the owning player only.

Each player scores the sum of each empire's value multiplied by its position value on their loyalty track: e.g. a 3-city empire in position one scores  $3 \times 4 = 12$ .