

MEDIEVAL

The XIIIth Century in Europe

by Richard H. Berg



By Rodger B. MacGowan ©2003

TABLE OF CONTENTS

Introduction	2	7.0 Knights of Christ	9
1.0 Game Components	2	8.0 Additional Action Cards	9
2.0 Prepare to Play	3	9.0 Attack	11
3.0 General Course of Play	4	10.0 Naval Rules	12
4.0 Powers And Control	5	11.0 Mercenaries	12
5.0 The Mongols	7	12.0 Victory Conditions	13
6.0 Pope Cards	7	Example of Play	15



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INTRODUCTION

Medieval: The XIIIth Century in Europe is a card game for 3 to 5 players, covering, very loosely, the events, situations and rivalries of the 13th century. *Medieval* uses the “Enigma” system, in which the playing “map” is represented by cards, not all of which are present at the start.

The 13th century saw the Papacy at the peak of its power, the Holy Roman Empire struggling to remain cohesive, England under the turmoil of baronial revolts, the emergence of monarchical France, the Teutonic Knights looking to extend their powers, Venice controlling the seas of the Mediterranean, Spain continuing the *Reconquista*, while Islam started its rejuvenation process under the Mameluks. And then there were the Mongols...

Each player takes the role of several medieval powers and tries to gain control over as many Powers and their provinces as possible.

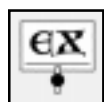
AVERAGE PLAYING TIME: 2 hours

1. GAME COMPONENTS

Each copy of *Medieval: The XIIIth Century in Europe* includes:

- 110 cards; divided into 19 Map Cards, 27 Power Cards (which double as Action Cards) and 64 (additional) Action Cards
- 140 die-cut counters
- “Play money” in 1 Fl, 5 Fl and 10 Fl denominations
- One Rules Booklet
- One Player Aid Card
- Two six-sided dice (one red, one white)

If any of these parts are missing or damaged, we apologize for the



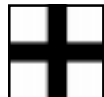
Excommunicated
Marker



Civil War
Marker



Disaster
Marker



Knights of Christ
Marker



Good
Ruler



Normal
Ruler



Bad
Ruler



Marriage
Marker



Control
Markers

10 Florins

5 Florins

1 Florin



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1.1 The Rules

Each major section of the rules is assigned a whole number (1.0, 2.0,...). Subordinate rules are assigned a corresponding number to the right of the decimal place. For example: 2.1, 2.2,... under rule 2.0. This system allows quick and easy cross referencing of rules.

1.2 The Map

The Map Cards, when they are all laid out, show Europe, the Middle East and North Africa as it appeared in the first half of the 13th century. When all map cards are in play, they are displayed thusly:

1A	1B	1C	1D	1E	1F
2A	2B	2C	2D	2F	
3A	3B	3C	3D	3F	
	4B	4C	4D		

Cards 1B, 1D, 2A, 2B, 2C, 3A, 3D, and 4D (shaded), start the game displayed; the rest of the Map Cards are set aside for drawing during the game. Note there are no 2E, 3E, 4A or 4E cards.

Some Powers (“countries”) are all on one card (e.g., Hungary, on card 2C); many cover two or more cards (e.g., The Holy Roman Empire). Powers that are on more than one card are considered to have that many “provinces.” Each sea or ocean on a card is considered a separate Naval Area.

1.3 The Cardboard Counters

CONTROL MARKERS: Each player gets these markers in his chosen color—it matters little who gets what color. They are used, when needed, to indicate who controls a Power or province within that Power. There are also *Knights of Christ* control markers (see 7.1–7.3).

INFORMATIONAL MARKERS: These are used to denote certain statuses, such as *Excommunicated*, *Marriage*, etc. Use these as needed and described below.

1.4 The Cards

Medieval includes 110 cards, divided into two types: *Map* and *Action*.

MAP CARDS: They represent the “playing surface”, which becomes displayed gradually, during play. The Map Cards contain an Identity Code (e.g., 2C, 3B etc.), a single number indicating Income (in Florins) for each province on that card, and a Mongol Defense Rating (see 5.0).

Map cards that are displayed at the start of the game are identified by the bird symbol in their lower left corner.

Provinces on a Map Card with horizontal stripes are eligible to be Knights of Christ provinces (see 7.2).

ACTION CARDS: These cards provide the players with things they must/may use and/or do during their turn. Depending on the number of players, from 8 to 10 of the Powers Action Cards are part of the initial set-up and do not become part of the Deck, see 2.2.

1.5 Game Tables

Medieval uses the **Powers Table** and the **Leader Table** for various functions during the game; see the Player Aid Card.

1.6 The Dice

The game uses one or two six-sided dice. If only one die is rolled, that is listed as 1d6. If both dice are used, they are either read consecutively, red die first (2d11-66), or totalled (2d12). The initials *DRM* are used often; they stand for “Die Roll Modifier”, a number applied to the actual die roll to get the final figure used to resolve whatever the die roll was for.

1.7 The Game's Currency

Medieval uses the “Golden Florin” (abbreviated Fl) as its currency. Players get Income in one of three ways:

- When they undertake Income Collection (see 3.4).
- When they gain initial control of a Power (see 4.4). In this case they receive, immediately, the Start Fls as per the card.
- When a *Pope* card is played all *Knights of Christ* controlled provinces receive the province's income (see 7.2).

Players may keep their available Income secret from other players and “hide” their play money.

HISTORICAL NOTE: *The Florin (Latin: florenus) was introduced in 1252. It was first coined in Florence but became universally used in Europe. In Germany it was known as the “Gulden” or “Goldgulden”.*

2. PREPARE FOR PLAY

2.1 Prepare the Map and Map Deck

Map Cards 1B, 1D, 2A, 2B, 2C, 3A, 3D and 4D are removed from the Map card deck and displayed on the table (as described in 1.2). Take the remaining Map Cards, shuffle them, and set them facedown. This will be the *Map Deck*.

2.2 Select Starting Powers

Remove the 27 Power Cards from the *Action Deck* and place them face up in front of all players. Each player will start the game with either:

- two Powers (in a 4 or 5 player game), or
- three Powers (in a 3 player game) of his choice.

DETERMINE SELECTION ORDER: Each player places one of his control markers in a cup. One marker is drawn at random to determine who selects first. After that, selection goes around the table, clockwise, one Power at a time, in “Reverse Draft” format. (That means, in a 4-player game, choices will be made in the following player order: 1-2-3-4 - 4-3-2-1; in a 3-player game it would be 1-2-3 - 3-2-1 - 1-2-3.)

SELECTION RESTRICTIONS: Players may select whichever Powers they wish, with the following restrictions:

- May *not* select a Power with a border mutual with the Power they have previously selected, unless no other Power is available. *For example, a player may not select both Spain and the Almoravids (who control Spain 3A).*
- May not select one of the following six Powers—their map card is not yet in play. Place these six cards to the side until the powers selection process is complete.

Sweden	Prussia
Polovtsy	The Cumans
Georgia	The Bulgars

DISPLAY POWERS: The players take the Power Cards for each of the Powers they have selected, displaying them, face up in front of them.

PLAY NOTE: Obviously, some Powers are “better” than others. The first time you play the game who is “better” will not be that clear. In addition, some of the Powers have no, or partial, map sections at the start. E.g., the Holy Roman Empire (HRE) starts without its “provinces” in 3B, 3C, 4B, and 1C.

2.3 Place Control Markers

Players place their control markers in each of the provinces they control. They control all provinces of the Powers for which they have cards and that have map sections in play.

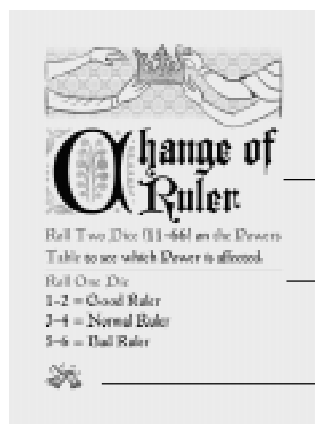
EXAMPLE: If a player picked France he would place a control marker on map card 2A and 2B. England controls the French province on 1B (see below) and map card 1A is not yet in play.

AT START SITUATION: England controls the 1B province of France at the start of the game. The Almoravids control Spain's 3A province. (France and Spain, as Powers, are still controlled by the player who chooses them initially and has the Power Card. If they are not so chosen, the Control rules [4.3] apply.)

2.4 Distribute At Start Income

The players now get money equal to the “Start” worth of each Power for which they have a card, as stated on the Power card.

Action Card



— Name of Event

— Instructions

— Mandatory Card Symbol

2.5 Prepare the Action Deck

The remaining Power cards are placed into the *Action Deck*, which is now shuffled thoroughly and placed facedown on the table.

2.6 Deal Action Cards

Each player is now dealt four (4) Action Cards, which he holds in his hand (unrevealed for now).

2.7 Determine Player Order

Each player places one of his control markers in a cup. One marker is drawn at random to determine who goes first. Play continues clockwise around the table, with each player undertaking a Player Turn. This player order is in effect until the end of the game.

3.0 General Course Of Play

3.1 Sequence of Play (The Player Turn)

A. Draw Action Cards. The player draws enough Action Cards so that he has four cards in his hand to start his Player Turn. If he already has four, he may not draw any.

CLARIFICATION: The basic maximum number of cards a player may have in their hand is '4' at any time. The only exception to this is that, as part of a deal, a player may acquire 1 card above the maximum (no more). However, that card must be played before that player's next turn, otherwise he must discard (and he cannot discard a Power card, etc) to meet the 4 Max for 3.1/A.

B. Map Card Selection. The player may, if he wishes, draw the top card from the Map Deck. He *must* immediately place it into its proper position on the Map Display. A player does not have to draw a card from the Map Deck. If he does, his Actions are restricted in Phase D (Action Phase).

C. Mandatory Card Phase. The player *must* play all Mandatory Cards he has drawn in "A", see 3.2.

D. Action Phase. The player may undertake the following actions in any order he wishes, subject to the limitations as written. Some of the actions require payment of money. The player first decides whether or not they are collecting income. If they decide to collect income, they may not perform any other actions in the Action Phase. If they do not decide to collect income, they may perform the other actions in any order they wish.

- **Collect Income:** Collect income from his provinces, as per 3.4. The player also removes any *Disaster* markers from his Powers. If he Collects Income he may do nothing else; collecting Income *is* his Action Phase.
- **Play Action Cards:** Play, and resolve, as many Action Cards as he wishes (and has). He may also discard as many cards as he wishes, except for Power cards, which he can play or hold. If he has undertaken Phase B, he may *not* play a Pope Card (3.3).
- **Launch Attacks:** Launch one or two Attacks (**) against an enemy Power/Province. If he has undertaken Phase B, he may launch only *one* Attack.

When the player is finished, the turn passes to the player to his left, and that player undertakes a Player Turn. This continues until the game is over, see 3.5.

** = The term *Attack* includes attacking with your Powers, any Knights of Christ Attack (7.1), or any attempt to end a Civil War (8.3) or Heresy (8.5). Crusades do not count as an attack (6.2).

PLAY NOTE: A player can always pass for his Action Phase, doing nothing.

3.2 Action Cards



MANDATORY CARDS: Certain cards (*Change of Ruler, Mongols, and Disaster*) must be played in the player turn in which they were drawn—in the Mandatory Card Phase.

Play of a Mandatory Card in Phase C has no effect on what the player may do in Phase D. If a player draws more than one of these at the start of his Player Turn, the order in which he plays them is up to him. Unfortunately, he does not get to replenish his hand until his next turn.

NON-MANDATORY CARDS: Cards not marked as Mandatory may be held in hand and played ~~whenever the player feels like it~~ **at any time during the Action Phase of their turn, with these exceptions.** This usually occurs during his turn. However, the *Deus ex Machina* Card may be played at *any* time, the *Assassin* Card may be played to **stop/cancel** a *Spies* Card, **a Spies card may be played to look at the next Map Card prior to the decision to draw a Map Card**, and a player may commit a *Knights of Christ* Card against a Mongol attack.

Any cards that influence a die roll (such as cards that add to the combat die roll) must be played prior to the die roll.

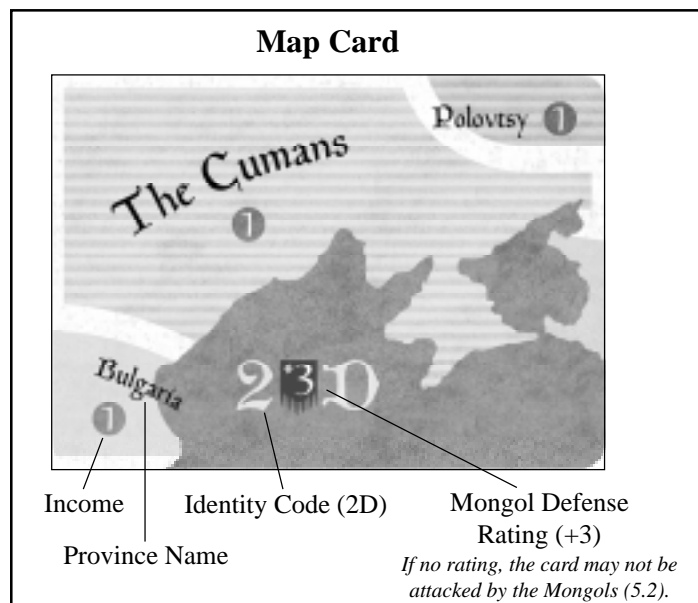
DISCARDING: Non-Mandatory Cards may be *discarded* without playing them, but only as part of a player's Action Phase. However, a Power Card may *never* be so discarded; it *must* be played or kept in hand. As discarding cards is part of the Action Phase, players that Collect Income may not so discard.

USED ACTION CARDS: Discarded and played Action Cards are out of the game and are placed in a separate pile.

3.3 Map Cards

As part of his Action Phase, **During the Map Card Selection Phase** a player may draw the top card from the face-down Map Deck. If he draws a card from the Map Deck, he *must* put that map section into play immediately afterwards. A player who chooses to draw and play a Map Card:

- may *not* play a Pope Card during his Player Turn,
- may launch only *one* Attack during his Player Turn.



3.4 Collect Income

Players Collect Income for each province they control; they do *not* have to control the Power to collect Fls from the province. Each Province of each Power provides a set Income. This is listed on the Power Card and the Map Card. Thus, the player who controls France 1A gets 2 Fls, 2A brings in 4 Fls, etc.

PLAY NOTE: As per 7.2, provinces controlled by Knights of Christ get Fls only when a Pope card is played.

DISASTER: Collecting Income as an action removes Disaster markers (see 8.7) for all Powers controlled by that Player.

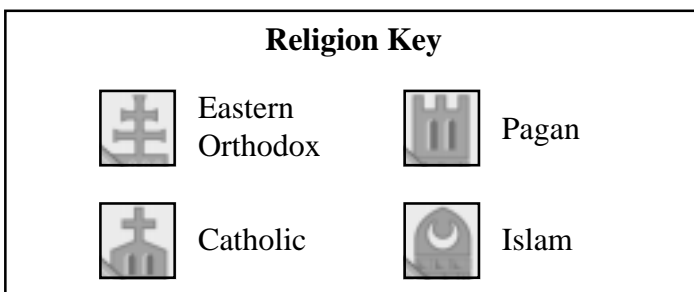
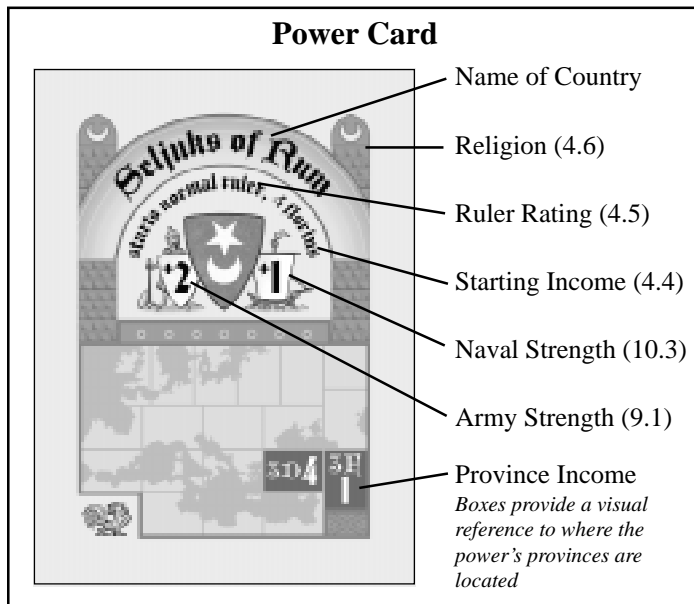
PROVINCE STATUS: Provinces with Civil War or Heresy provide no income (see 8.3 & 8.5).

3.5 Length Of Game

The length of the game is determined by the Mongols.

- If the last Mongol Card has been played but there are still Action Cards remaining for draw, when the *next* Power Card is drawn, the game ends immediately upon drawing that card (which must be revealed when drawn). There is no further “action”. If there are no Power Cards left, play will continue until the last card is drawn and that player’s turn completed.
- If the *last* Mongol Card (there are 7 Mongol Cards) is played, and there are no Action Cards left to draw, after resolving that final Mongol Card, the game is immediately over. There are no further actions undertaken.

PLAY NOTE: In most (but not all) games, the end of the game will be sudden and not easily determined.



4. POWERS AND CONTROL

4.1 Powers

There are 27 Powers in *Medieval*, each represented by a Power (Action) Card and a place on the map. Each Power Card indicates:

- the amount of Fls the Player gets who **first** gains Control of that Power, see 4.3,
- the Income each of its Provinces provides,
- the Power’s Religious status: Catholic, Eastern Orthodox (both Greek and Russian), Islam, or Pagan,
- the Army Strength,
- the Naval Capability (Navy); a “No” means it may never use Naval Transport,
- the Ruler at the start of the game, see 4.5.

PLAYING POWER CARDS: Power cards that are drawn as Action cards may be held in hand for play as part of any subsequent Action Phase. When a Power card is played it is placed in front of a player, face up. Who it goes to is covered in 4.3.

PROVINCES: Some Powers contain one province (e.g., Hungary); some powers are made up of more than one province (e.g., France). A “province” is that part of a Power that is on a single Map Card. Thus France’s presence on Card 1A is a province of France.

Exception: The Latin Kingdom has two, separate provinces on 3D: Thrace and Armenia.

PLAY NOTE: Due to printing fluctuations, a province border may creep onto a card. For game purposes, a power only has a province on a card if the name of the power is on the card.

CLARIFICATIONS:

1. **FRANCE:** The northeastern French province that starts under English control is treated as an English home province for all game purposes until it comes under the control of the player who owns the France power card, and the France power card is in play. At that point it is treated as a French home province for the remainder of the game.

2. **SPAIN:** The southern Spanish province that starts under Almavolid control is treated as an Almavolid home province for all game purposes until it comes under the control of the player who owns the Spain power card, and the Spain power card is in play. At that point it is treated as a Spanish home province for the remainder of the game.

4.2 Provincial Control

Control of a province gives the player who is in Control:

- the Income (in Fls) from that province, as per 3.4, regardless of which Power originally controlled it,
- possible Power control, as per 4.3.

Provincial control does *not* allow a player to Attack; only Power control does that. A player who controls a province, but not its Power, may still Defend; see 9.0.

GAINING CONTROL: A player may gain control of a Province by:

- **starting the game in Control** of that province. At the start of the game a player controls all provinces of the Power he has chosen for which there is a Map Card in play.

EXAMPLE: A player starting the game controlling Russia would start with control of Russian provinces 1D and 2C. However, as the cards for 1E and 1F are not yet in play, that player does not control those provinces, even though he controls Russia as a Power.

- **placement of a new Map Card.** If a new Map Card is brought into play, and a player controls a Power (see 4.3) on that Map Card, he immediately gains control of any newly revealed provinces of that Power on the new Map Card.

EXAMPLE: Player “A” controls Russia, and another player draws and plays Map Card 1E. Player “A” places his control marker in the Russian 1E province, as he now controls that province.

- **attacking** that province and winning the “battle”, see 9.6.

Use the Control Markers to indicate Control of individual provinces. Provinces without a Control Marker are not controlled by anyone. Different players may control different provinces on the same card.

EXAMPLE: There are five provinces on card 1B. Each could be controlled by a different player.

SARDINIA AND CORSICA: The islands of *Sardinia* and *Corsica* are considered a single, independent province. They are not a Power, and they have no Card. They do provide **1 FI** Income to whoever controls them, but they have no “base” Army or Naval capability, nor may they raise Militia if attacked.

DESIGN NOTE: At the time the game chooses to start, they were not “controlled” by any power other than themselves. They are not included as a separate Power for a variety of reasons known only to the designer’s analyst...

4.3 Power Control

Control of a Power entitles the controlling player to use that Power’s Army and Navy strength/capability.

PLAY NOTE: Control of a Power provides military capability; control of an individual province provides Fls. The two are sometimes separate, in that Player A may control France as a Power, while Player B controls France’s 1B province.

Control of a Power is *always* indicated by who has the Power Card. If no one has the card for the Power, no one controls that Power, even if all of its individual provinces are controlled.

When a Power Card is played, Control of that Power immediately goes to:

A. The player who drew the card, providing there is at least one of that Power’s *uncontrolled* province in play. The drawing player places the Power Card in front of him, to indicate his Control, and places Control Markers in all of that Power’s uncontrolled provinces.

EXAMPLE: Player “A” draws and plays the Power card for Serbia. Player “B” controls the Serbian 3C province, but Serbia 2C is not controlled by anyone. Player “A”, therefore, gains Control of Serbia, places a control marker in its 2C province, and collects the “Start Fls” for Serbia (as per 4.4).

B. The player who controls *all* of that Power’s provinces that are in play. The Power Card is given to that player, who places the Power Card in front of him to indicate his Control.

EXAMPLE: Player “A” plays the Latin Kingdom Power Card. Map Cards 3D and 4D are in play, and player “A” controls the Latin provinces on those cards. Map Card 3C is not in play, so the lack of control of the Latin province on 3C is not an issue in determining who gets the Power card, which goes to player “A”... who now collects the “Start Fls” for the Latin Kingdom.

C. If *all* provinces in play are controlled by different players, the

Power Card is placed on the table as uncontrolled. It goes to whoever satisfies “B” first.

When a player who has a Power card in front of him ends up controlling none of the provinces of that Power, he returns that card to the table as uncontrolled. It likewise goes to whoever satisfies “B” first.

CLARIFICATIONS:

1. A power card that is either played by a player or acquired through conquest by a player may be used by that player to attack in that turn, providing the player still has an unused attack available.

2. Once played, a power card may never be traded or given to another player.

4.4 Starting Income

Whenever a player gains control of a Power, that player also immediately receives the Start Income (in Fls) listed on the card, even if he has collected income from its provinces before gaining Control of the Power. This happens *only* when the card is first played.

PLAY NOTE: A player may keep a Power Card in his hand to stop another player from controlling that Power, even as the latter controls all of that power’s provinces.

4.5 Ruler Ratings

Ruler ratings are applied when conducting land battles (9.3), Crusades (6.2), and fighting Civil Wars (8.3). Powers have (or get) a Ruler who is either Normal (no DRM Effect), exceptionally Good (+1 “value”), or dismally Bad (–1 “value”). The Ruler with whom a Power starts the game is listed on the Power Card.

RULER MARKERS: Rulers may be changed by losing a *Civil War* (8.3), by play of an *Assassin* (8.2) or a *Change of Ruler* event (8.8). When a ruler changes from the type stated on the Power Card, use a Ruler marker to indicate its new rating.

RULER CHANGE: If a ruler change is required, roll one die and consult the Leader Table. The result is the ruler’s new rating.

Leader Table

(one die)

DR Result

1-2 Good Ruler

3-4 Normal Ruler

5-6 Bad Ruler

4.6 Religion

Each card list the Power’s religion. Below is a summary of the Religion rules found in the game:

- Only a *Catholic Power* may use a Knights of Christ card (7.0).
- Knights of Christ may only attack *Pagan* provinces unless attacking ~~from~~ the Kingdom of Jerusalem, Cyprus, Rhodes, or Malta (7.1).
- Only a *Catholic Power* may go on a Crusade (6.2).
- Only a *Catholic Power* may be excommunicated (6.3).
- Only a *Catholic Power* may be married by the Pope (6.4).
- Only a *Catholic Power* may move through or into the Papal States via play of a Pope Card (6.5).
- Only a *Catholic Power* may suffer Heresy (8.5).
- Only an *Islamic Power* may use the Jihad card (8.4).
- Only *Catholic* and *Eastern Orthodox* provinces may be the target of a Jihad (8.4).

CLARIFICATION: The religion of a province is always defined by its power card for all game purposes. The sole exception here is that a Knights of Christ power is always Catholic, regardless of the religion of the power card for the Knights of Christ province.

5. THE MONGOLS



5.1 The Mongols Arrive

There is *no* Mongol player; the Mongols arrive as mandatory Action Cards. The first three Mongol Cards that are played are treated as *No Event*. They are simply set aside. However, when the third Mongol Card is played, all three, previously played Mongol Cards are now shuffled back into the Action Deck. From this moment on, any played Mongol Card is resolved per 5.2.

5.2 The Mongols Destroy

The Mongols are played by the player who drew the card. He *must* use them to attack any one Map Card on the *easternmost* edge of (what remains of) the map, his choice. That attack is resolved immediately, before undertaking anything else that turn. Using the Mongols is not an “Attack”.

The term *easternmost* refers to any *in play* Map Card that makes up the eastern edge of the visible map, and whose *entire* eastern side of the card is exposed.

EXAMPLE: When all map cards are in play, 4D is not an easternmost edge card, because 3F covers part of its eastern edge. If 3F were to be destroyed/removed by the Mongols, or was not in play, 4D (and 3D) would both be easternmost edge cards.

ATTACK PROCEDURE: To resolve a Mongol attack against a Map Card, the player who played the Mongol Card rolls one die for the Mongols; the player to his left rolls one die for the defending “Map Card” (see Mongol Defense Rating below), and the battle is resolved as per 9.6. The only possible DRM—other than the Mongol Attack Strength and Mongol Defense Rating—is use of a Knights of Christ Card (see 7.3). Militia or Rulers are *not* used.

MONGOL ATTACK STRENGTH: The Mongol Attack Strength is always a plus five (+5) DRM.

MONGOL DEFENSE RATING: The Mongol Defensive Strength of each Map Card (that could possibly be a defender) is noted on the Map Card. If a Map Card does not have a Mongol Defense Rating, the card may not be attacked by the Mongols.

DESIGN AND HISTORICAL NOTE: The Mongols had no naval capabilities, and it is our opinion that the heavily forested areas of Central Europe would have been a considerable barrier to Mongol expansion. We have rated 1C, 2C and 3C accordingly. Map cards with an A or B are “Mongol-proof”.

5.3 Map Card Destruction

Mongol attacks are resolved as per 9.6. If the Mongols *lose*, there is no effect other than Nothing Happens. If the Mongols *win*, the Map Card is *destroyed*. Remove it from the map (or cover it with a Mongol Card, whichever visual effect you prefer); it is no longer in play. All Power Cards affected by such Destruction are also set aside, no longer in play.

A tie result is treated as a Mongol victory!

EXAMPLE: A Mongol victory on 2F would remove that card. However, all three Powers with a presence on that card—The Bulgars, Polovtsy, and Georgia, have provinces remaining in play, so their Power cards would not be affected.

Important: Once a Map Card is destroyed, no unplayed Map Card that would be displayed east of that card may be used; that Map Card is, de facto, also out of play.

EXAMPLE: If 1F has not yet been played, and 1E is destroyed, 1F is also out of the game.

No Player gets any credit of any sort for Mongol victories.

PLAY NOTE: The three “F” Map Cards act as buffers to the Mongols. Players thinking about drawing a Map Card Play during their turn should take this into consideration.

5.4 Length of Game

Mongols determine the length of the game as described in 3.5

6. POPE CARDS



6.1 Pope Cards in General

There are 12 Action Cards in *Medieval* that say “Pope”. A player holds Pope Cards in his hand and plays them during his Action Phase. A player may play as many Pope cards per turn as he has and wishes.

HISTORICAL NOTE: Each Pope Card carries the name (but not the “number”) of one of the Popes of the 13th century.

EFFECTS: The play of a Pope Card allows the player to do *one* (1) of the following:

- Call for a *Crusade* once per turn, see 6.2,
- *Excommunicate* any one Catholic Power, see 6.3,
- *Remove Excommunication*, at a cost of 3 Fls, see 6.3,
- Arrange a *Marriage*, see 6.4,
- Allow *Passage* through the Papal States, see 6.5.

Important: Playing a Pope Card causes Knights of Christ provinces to get income, see 7.2.

Note: a player who chooses to Collect Income, or to draw a Map Card, as (part of) his Player Turn may *not* play a Pope Card that turn.

6.2 The Call To Crusade

HISTORICAL NOTE: The period covered by the game saw lots of Crusades, not all truly religious in basis. These included the Spanish Reconquista, all sorts of Crusades in the Baltic (mostly of a Teutonic expansion mind set), the Albigensian Crusade (southern France), Italy (mostly in southern Italy, mostly political), Byzantium, Egypt, Tunisia, and several other minor events. Crusading was a fairly popular pastime. Our game version is far too generic and abstract to represent the complexities of this fascinating era.

CRUSADE DECLARATION: When playing a Pope Card, a player may declare a *Crusade*, *one per turn*, regardless of the number of Pope Cards played in that player’s turn. There is no specific target. Regardless of whether or not they join the Crusade, each player who controls at least one province of a *Catholic* Power must pay the player who played the Pope card (the Pope player) 1 Fl (in a 4 or 5 player game), or 2 Fls (in a 3 player game) when a Crusade is declared. If he cannot pay; he cannot go on Crusade and—in addition—the player

playing the Pope card may *immediately Excommunicate* any one Catholic Power of that player.

PLAY NOTE: Essentially, calling for a Crusade is a way for the player so doing to get money, which is not that far from the historical reality...

CRUSADE FORMATION: Each player, including the player playing the Pope card, may now commit *one* (1) of his controlled *Catholic* Powers to the Crusade. Committed Powers with Rulers must use their Ruler Capability Rating (Good, Normal, or Bad). The total of the committed Powers' Army strength (with possible Ruler adjustments) is the "Attack Strength" for that Crusade.

Knights of Christ (see 7.0) may be included in one of two forms:

- Any Knights of Christ that control a province may be treated by the owning player as a "Catholic Power" (see above),
- A player may play a Knights of Christ card in *support* of his Committed Power, see 7.1.

An excommunicated Power that is committed to a Crusade has the excommunication immediately removed. However, a Power under Civil War or Disaster may *not* go on Crusade.

The "Defense Strength" of the (abstract) targeted infidel or heretic is determined *after* players have committed Powers. It is the sum of two dice. Thus a dice roll of '4' and '2' would give the Infidel/Heretics a Defensive Army Strength of '6'.

CRUSADE RESOLUTION: The Crusader Attack is resolved by comparing the Crusader's Attack Strength to the Infidel's (dice roll produced) Defense Strength. If the Crusaders' total is higher than that of the infidel/heretic, each *player* who committed at least one Power receives Fls equal to the difference. If the Crusaders' total is the *same as or lower* than that of the infidel/heretic, no one gets anything (except for the Pope player, who got the Start Up Fee; see above).

PLAY NOTE: The Crusaders do not roll any dice; the only dice roll is for determining the infidel's Defense Strength.

EXAMPLE OF A CRUSADE: Player A declares a Crusade. Players B, C, and D each control at least one Catholic Power, so they each give Player A 1 Fl. Player A commits an Excommunicated France (Army Strength +2, with a Good Ruler, +1); Player B commits The Latin Kingdom (Army Strength +1); Player C commits Hungary (Army Strength +1); Player D commits Sweden, which has an Army Strength of '0', but, by committing Sweden, he is eligible for the "winner's payoff". The Crusader Attack strength is 5.

One player rolls for the Infidel's Defense Strength, getting a '6' (a '4' and a '2').

The Infidel dice roll is higher than the Crusaders' Attack Strength, so no one gets any more Fls. The Crusade is over. (Do not feel bad; most of the Crusades were a losing affair... as we said, the only real winner was the Papal coffers...)

In addition, France is no longer excommunicated.

Once the Crusade is resolved, the player whose turn it is may continue his Player Turn. The Crusade is *not* considered an *Attack* for purposes of 3.1 [D]. However, a Power that has gone on Crusade that Player Turn may *not* be used to Attack. Using the above example, player A could not use France to Attack that Player-Turn, as she has already been on Crusade.

6.3 Excommunication



A player may use a Pope Card to *Excommunicate* any *Catholic* Power. No reason is needed. In addition, if a player cannot go on Crusade because he cannot pay, the player playing the Pope card may *immediately* Excommunicate any one Catholic Power of that player, see 6.2. When Excommunicated, place an *Excommunicated Marker* atop that Power's Card.

EFFECTS:

- An Excommunicated Power may not trace movement passage through any province of any other Catholic Power—even one he controls! This does not apply to Naval Areas, and he may always trace movement passage "into" (as opposed to "through").
- Excommunicated Powers are subject to possible play of a Civil War Card in a later Player Turn, see 8.3.

REMOVAL: Excommunication may be *removed* by the affected Power/player by:

- Going On Crusade, when that opportunity is available. If an Excommunicated Power joins a Crusade, it is immediately no longer excommunicated.
- Playing a Pope Card and paying 3 Fls to remove the Excommunication from any **one Catholic** player of your choice (including ~~yourself~~ **one of your own**).
- At the instant he is declared Excommunicate, the Player may immediately strike a deal with the player playing the Pope card—for whatever terms they agree upon that are not strictly forbidden—to cancel the Excommunication. Once the Pope's turn is over, that opportunity has passed.

6.4 Marriage

By playing a Pope Card a player may gain uninterrupted passage (see 9.5) for any one of his Catholic Powers through the provinces of any one other Catholic Power... and vice versa! Such passage has been granted as part of a marriage between the ruling houses of both Powers. The Marriage—and the uninterrupted passage—last until either Power has a Change of Rulers, at which point the marriage no longer exists and the passage capability is removed. Use the *Marriage/Passage Markers* to indicate who gets the passage.

A Catholic power may attack a home province of another Catholic power with which it has a Marriage. Such an attack cancels the Marriage after it is resolved.

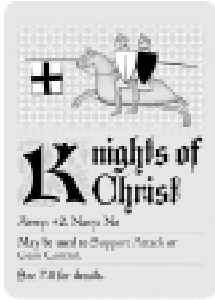
6.5 The Papal States

The Patrimony of the Pope—the Papal States in central Italy—lies athwart passage by land from northern Europe into southern Italy, the Kingdom of the Two Sicilies (Holy Roman Empire territory).

No player may ever control the Papal States.

No Power may move through or into the Papal States, unless that Power is Catholic and the player plays a Pope Card, allowing passage through the Papal States for that Player Turn.

7. KNIGHTS OF CHRIST



7.1 Uses of Knights of Christ Action Cards

The *Knights of Christ* Cards represent the Military Orders of the era, such as the Templars, the Hospitallers and the Teutonic Knights.

AS SUPPORT: A Knights of Christ Card (or Cards) may be used as *Support*. After such use, the card is discarded. To support:

- it may be played by a Catholic Power that is On Crusade to add to the Crusaders' Army Strength;
- it may be played by a Catholic Power who is being attacked by a Pagan Power, an Islamic Power, or the Mongols. The Knights of Christ Army rating is added to the Defensive Strength of the Catholic Power for that combat.

AS A POWER: A Knights of Christ Card (or Cards) may be used as if it were a Power, to gain Control:

- It may be played in an attempt to gain control of any one Pagan province on map. **The Pagan provinces are: Prussia, Latvia, Livonia, the Bulgars, Polovtsy, and The Cumans.**
- It may be played by a player in an attempt to gain control of any one province from the Kingdom of Jerusalem, Cyprus, Rhodes, or Malta.
- As a Power on Crusade, as per 6.2.

MILITIA: Militia may never be purchased to support Knights of Christ.

When played to gain Control, no *Passage* is traced. The Knights simply attack the targeted province. When attacking solely with Knights of Christ, there is *no* 1 FI cost to Attack.

If the Knights win, the player gains control of that province, and just that province. Place a Knights of Christ Control Marker in that province, *along with the player's own color control marker*.

7.2 Knights of Christ Provinces

A Knights of Christ controlled province is a separate mini-Power (Catholic), and no longer part of the Power it originally belonged to. It may only defend; it may never attack. It is eligible to go On Crusade, though, as a Power. It uses the Army rating of the Knights of Christ card. **A Knights of Christ province is considered Catholic for all game purposes unless and until it is conquered again, in which case it reverts to its normal status.**

INCOME: The owning player gets the province's FIs whenever a Pope Card is played, regardless who plays it! It does *not* provide income during an Income Collection Action.

If the Knights of Christ controlled province is a "Power" (e.g., Lithuania), and that Power card appears, the player who jointly controls that Knights of Christ province gets the card, as per 4.3.

RULERS: ~~Knights of Christ do not have Rulers.~~ A Knights of Christ province has no ruler, and is not subject to Disaster, Change of Ruler, Heresy or Civil War. If a roll on the Powers Table indicates a Knights of Christ power, roll again.

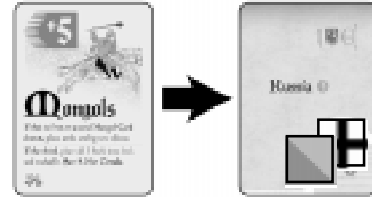
RESTRICTION: One Knights of Christ *cannot* attack another Knights of Christ, under any circumstances.

7.3 Knights of Christ and the Mongols

Knights of Christ Cards are useful against the Mongols:

A. If any Power on the target map card is *Catholic*, and the player controlling that Power has a Knights of Christ Card, he may play that card as a +2 DRM for the Defense Strength of the Map Card.

B. If there is a Knights of Christ-controlled province on a Mongol-attacked Map Card, increase the Mongol Defensive Strength by one (+1), regardless of the number of Knights of Christ provinces on that card.



EXAMPLE: The Mongols attack Map Card 1E which has a Knights of Christ province (Polovtsy). The Mongol's Attack Strength is 5, the card's Defensive strength, 3+1=4. The Mongols roll a 3 (+5 = 8), a 4 is rolled for the Map Card (+4 = 8). The Mongols win.

8. ADDITIONAL ACTION CARDS

8.1 Spies

Play of a *Spies* Card allows a player to do *one* of the following (but see 8.2):

- Look at the in-hand cards of any one player (without revealing them to the other players); or
- Look at the next Map Card eligible to be drawn (without revealing same to the other players). **CLARIFICATION: When Spies is played to view the next Map Card, it is played in phase B prior to the decision to draw a Map Card. This play of Spies DOES NOT affect the ability of the player to take income, as it does not occur in the Action Phase.**
- Look at the next two Action cards available for draw (without revealing same to the other players and returning them to the draw pile in the same order), or
- When played prior to resolving an Attack, the player against whom it is played must reveal how much *Militia* he has raised (see 9.2 and 9.6). The player who played the Spies Card may now change his Militia allotment.



CLARIFICATION: When played for the purpose of revealing the purchased Militia for a battle, Spies cards are handled in the following order:

- Both players secretly allocate florins for Militia per battle rules.
- Defender plays Spies card or declines to do so.
- If defender plays Spies card, both sides reveal Militia florins and defender may then change their florin allocation.
- If defender DOES NOT play a Spies card, attacker may play a Spies card.
- If attacker plays Spies card, both sides reveal Militia florins and attacker may then change their florin allocation.

8.2 Assassins

A player may play an *Assassin Card* out of turn—during another player's turn—to negate the latter's use of a Spies Card, see 8.1. Such play costs nothing and negates the effect of the Spies Card.

A player, in his Action Phase, may play an *Assassin Card* to attempt to force a Ruler Change for any Power with a Ruler, even his own!

To attempt a Ruler Assassination, roll one die:

- If the die roll is a 5-6, you have succeeded; that Ruler is dead and his Player must roll for a Ruler Change, see 4.5.
- If the die roll is a 1-4, the assassin has failed in his attempt. There is no further penalty.

8.3 Civil War

A Player may play a *Civil War Card* against any Power that *started* his turn either Excommunicated or with a Disaster Marker. Place a *Civil War Marker* on that Power's Card.

PLAY NOTE: The “Started his turn” means you cannot play a Disaster Card, followed by a Civil War Card against the same Power in the same Player Turn.

EFFECTS: A Power with Civil War may:

- not Attack any other province,
- not Collect Income,
- not Go On Crusade,
- lose its Ruler (see below).

REMOVAL: A Civil War Marker may be removed by a player “attacking” his own Power. This is considered an “Attack” for purposes of 3.1 [D]. The “Civil War” is the defender; it has an Army DRM of ‘0’. The Power is the attacker, and attacks using the standard attack rules, as if it were attacking another power, see 9.6.

If the Power wins, remove the Civil War Marker. If the Power loses (or ties), the Civil War remains in effect, but the Power must undergo a Ruler Change, see 4.5. Either way, that Power may *not* Attack again that turn.

A Power that has Civil War retains that status until it is removed, as above, regardless of who gains Control of it.

8.4 Jihad

A player may use this card when *attacking* with an *Islamic Power*, against a Catholic or Eastern Orthodox Power/province. It reduces the cost of adding Militia (see 9.2) to the Attacker's Army Strength—never to a Defender's—from 3 Fls per DRM, to 2 Fls per DRM. Each Jihad card may only be used for one attack.

8.5 Heresy

When this card is played, *Heresy* may have risen its head. The player targets a *Catholic province* that is controlled by a Catholic Power and rolls one die:

- If the die roll is higher than the province's



Income, that province has *Heresy*. The player places a Heresy Marker in the province.

- If the die roll is the same as or lower than the province's Income (in Fl), nothing has happened.

EFFECTS: Provinces with Heresy provide No Income.

REMOVAL: Heresy may be removed by the player controlling that province declaring an Attack on the Heretics as one of his allowed Attacks (see 3.1 [D]) in his Player Turn. The declaration of such an Attack does not result in any combat; it *automatically* removes the Heresy without any die rolling. However, it counts as one of his Attacks for his Player Turn.

8.6 Deus Ex Machina

This card may be played at any time during the game. It cancels the play of any other card, other than the ones listed below, if played before that card's action is resolved. Cards it does not affect:

- Pope Card
- Mongol Card
- Knights of Christ Card



8.7 Disaster

When a *Disaster Events Card* is played, that player consults the *Powers Table* and rolls two dice to determine which Power Disaster has struck. If a rolled for Power is not yet controlled by anyone, roll until you get one that is. If that Power already has a Disaster Marker, roll again. Place a Disaster Marker on top of the Power Card.

EFFECTS: Disaster has the following effects:

- The Power is now susceptible to Civil War, see 8.3.
- The player controlling the affected Power loses Fls. Roll one die, the result is the amount of Fls he loses. If the die roll is greater than the amount of Fls he has left, he pays what he has—and the Power goes into Civil War! (The dangers of deficit spending...)

REMOVAL: Remove all Disaster markers as part of Income Collection, see 3.4.

DESIGN NOTE: The generic term “Disaster” covers Drought, Famine, Plague, and general serf-level civilian unhappiness, of which there was much in this era.

8.8 Change Ruler

Whenever a *Change Ruler Events Card* is played, roll two dice, reading them consecutively, red die first. (E.g., a red ‘5’ and a white ‘3’ is a ‘53’). Consult the *Powers Table* to see which Power has a *Ruler Change*. If that Power is not controlled by any player—no one has the card—roll again until you get one that is. Once the Power has been determined, that Power's player rolls one die, consulting the *Leader Table*, to see what level of new Ruler that Power now has, placing the appropriate Ruler Marker atop that Power Card.

EXAMPLE: A player plays a Ruler Change Event. He rolls a 56 on the *Powers Table*, which means France, who at the time has a Good Ruler. France gets a new Ruler. He now rolls a ‘4’, which means France now has a Normal Ruler.



9. ATTACK

Attack is an action undertaken during a Player's Turn. The object is to gain Control of a province, remove a Civil War, or drive out Heresy. There are no combat pieces, and there is no actual movement.

9.1 Base Army Strength

Every Power has a Base Army Strength—think of it as the Power's standing army. The Base Army Strength is used as a DRM for resolving battles. Thus, a +1, means that that Power has a Base Army Strength DRM of +1, regardless of whether it is attacking or defending. The Defender may only use his Base Army Strength if he controls the Power Card associated with the province under attack.

EXAMPLE: Player "A" uses Russia to attack a province of Poland. Poland belongs to Player "B" but that player has only recently conquered that province and does not possess the Power Card for it. So the Base Army Strength of the Polish province is 0.

EXCEPTIONS: England and the Almoravids can use their Base Army Strength to defend the foreign provinces they control at the start of the game (the 1B province of France and the 3A province of Spain, respectively).

UNCONTROLLED PROVINCES: If the target province is uncontrolled, treat it as having a Base Army Strength of "0".

9.2 Militia

A player may, when needed, increase his Power's Army Strength by raising Militia. For each 3 Fls spent that power receives an additional +1 DRM (for use in that land battle). Thus, spending 9 Fls will bring a +3 DRM. Powers with a '0' base Army Strength may raise Militia. Militia are used only for the land battle for which they are raised.

NOTE: Knights of Christ may not raise Militia (7.1).

9.3 Rulers In Battle

A Power's Ruler's capability modifier must be applied to every land battle that Power is involved in during that Ruler's reign. Rulers are not used in Mongol Attacks (5.2) or Sea Battles (10.3).

RULERS IN DEFENSE: The Defender may only use a Ruler in defense if he controls the Power Card associated with the province under attack. *For example, even though Player A used Russia to conquer a Polish province, Player A cannot use Russia's Leader when defending the Polish province. Only the Polish Ruler can defend a Polish province and a player would need to control Poland's Power Card to use the Polish Ruler.*

NO POWER CARD IN PLAY: If an uncontrolled province is attacked (the Power Card is not yet in play) the Leader Rating of the defending province is considered Normal.

9.4 Attacking

Attacking another player's—or an uncontrolled—province is an action during a Player's Action Phase by the player on behalf of *one* of his Powers to gain control of the target province. It may be attempted any time during that phase, but an Attack must be declared—and announced—against a specific Province. *It costs a player 1 Fl each time he Attacks* (except for an attack that uses only the Knights of Christ; see 7.0). The province to be attacked must be announced prior to resolving the Attack. If, for any reason (usually lack of Passage; see 9.5), the targeted province cannot be reached the Attack does not take place, although it is counted as one of that player's allowed Attacks for that turn and the 1 Fl attack cost is forfeited.

NOTE: You may also attack your own Power during a Civil War (8.3)

or your own province suffering Heresy (8.5). Both of these Attacks cost 1 Fl and count against the Attack Limit (see below).

ATTACK LIMIT: A player may launch one or two Attacks per Player Turn, as per 3.1 [D]. However, no Power may launch more than one Attack per turn.

EXAMPLE: France cannot attack twice in one turn.

9.5 Passage

To "reach" a target province the player must be able to (theoretically) move through all intervening provinces/seas until he reaches the target. There is no actual movement of pieces (as there are no pieces to move). The player traces a path of movement from any one province of his attacking Power through all provinces/Naval Areas between him and the target.

EXAMPLE: For France to attack Russia's 2C province, it can "move" through Holy Roman Empire 2B, into and through Holy Roman Empire 2C, into and through Poland 2C, thence into Russia 2C for the attack. That is not the only path; just one possibility. (And see below for the naval possibilities.)

PLAY NOTE: A player may never trace movement through a map card not in play.

A Power may pass, without obstruction:

- through any provinces its player controls,
- through any uncontrolled provinces,
- through the provinces of any Power with which it has a Marriage, see 6.4,
- through the Papal States by play of a Pope Card, see 6.5,
- through any province by Permission, see below.

PLAY NOTE: See 10.0 for using Naval Areas to move.

PERMISSION: To pass through a province that another player Controls, without playing a Marriage Card, etc., the "moving" player must get Permission from the controlling Player. He does that in one of two ways:

- the player controlling the pass-through province simply says, Okay;
- the player controlling the pass-through province makes a deal. Usually the deal involves payment of Fls, but it may involve anything not strictly forbidden by the rules. (E.g., you may transfer control of a Power, a Province, Cards, etc.).

Players may not renege once they give their Permission to pass through a province.

9.6 Battle Resolution

STEP 1: The attacking and the defending players secretly determine how much Militia each is going to raise by placing the Florins needed in a closed fist.

STEP 2: The attacking and the defending players each roll 1 die.

STEP 3: To that die roll each adds (or subtracts), cumulatively, the following:

- His Base Army Strength (9.1)
- Any Militia raised (9.2), reveal Florins at this time,
- Any Ruler Capability Rating (9.3)
- A Knights of Christ card (defender only); see 7.1.
- Mercenaries (attacker only); see 11.0.

STEP 4: High total wins. Winner gains (or retains) control of the province. If the total is even (tie), the *Defender* retains control.

RESTRICTIONS:

- Only one Power may Attack, and only one province may be targeted.
- Each Power may attack only once per turn (9.4).
- Players may not combine Powers.

10. NAVAL RULES

10.1 Naval Transport Capability (NTC)

Many (but not all) Powers have *Naval Transport Capability* (and the War Galley Fleet power to back it up). A Power Card that says “Navy = No” does not have this capability. (A “Navy = 0” means it does, but has no base Navy DRM.)

EXAMPLE: France has a base Naval capability of +1; the Kingdom of Jerusalem has Naval Capability, but a rating of “0”; Poland has No Naval Capability, at all.

Naval capability is what a player uses to escort his Armies at sea (using Naval Areas for passage), or to intercept/stop another player’s naval passage. A Power with NTC can use that capability to trace Movement Passage (as per 9.5) through the Naval Area on a given Map Card until it reaches a province chosen by the moving player, at which point it may not use NTC any more. All subsequent movement tracing must be on land from there.

CLARIFICATIONS:

1. Naval Transport Capacity may only be used once in tracing Movement Passage for a given attack. This one use may occur at any point in the tracing of Movement Passage.

2. A single use of Naval Transport Capability may pass through Naval Areas on more than one Map Card, so long as those Naval Areas are all connected by sea.

EXAMPLE: The Seljuks of Rum may use NTC to trace from their home province on 3D to the Bulgaria province on 2D, and could then trace Movement Passage by land to attack the Polish province on 2C. However, they could not use NTC as described above, then trace by land to Prussia followed by NTC to Sweden as only one use of NTC is allowed when tracing for any given attack.

PLAY NOTE: Movement may be traced from 2A into 3A (around the western edge of Spain).

EXAMPLE: England wishes to Attack and seize Sardinia/Corsica. As it has NTC, it may trace movement from Naval Area 1A, through Naval Area 2A, into 3A (as per the note, above), and thence into 3B, at which point her army may land and attack Sardinia (or simply enter and gain Control). That is, if no one stops her.

PLAY NOTE: You will notice that Powers with NTC can avoid the blockage problems of Passage by Land...if unopposed.

10.2 Naval Interception

Naval Transport may be intercepted and stopped by any Power with NTC whose controlled province borders the Naval Area in question. Any such attempt to stop Naval Movement results in a *Naval Battle*. An attempt to Intercept costs the intercepting player 1 FI, in addition to any additional DRM he wishes to buy, as per 10.3. That cost applies to any one Power’s attempted Naval Transport through any one Sea Area (card). If there is a possibility of interception on more than one card, the cost to intercept must be paid anew.

EXAMPLE: England is transporting troops to Spain. France may attempt interception in both/either 1A or 2A. If it does so in both,

France pays the above costs each time.

Most Naval Areas have more than one Power with coastal provinces that could, if they wished, intercept another Power’s passage by sea. When determining who gets to intercept passage first, the rule is:

- Island provinces (e.g., Crete, Cyprus) get first shot, regardless of rating.
- Coastal provinces’ opportunity arises based on their Navy Rating. Highest Rating gets first choice. In case of ties, roll one die to resolve, high roller may intercept passage first.

EXAMPLE: Byzantium seeks to attack and seize the Mameluke province in 4D. The Byzantine player decides to use his Naval capability to transport his army, as his land passage would be blocked. On his 3D card, the first opportunity to intercept and stop passage goes to the Venetians, who control Rhodes. After that, opportunity would go to either the Seljuks or the Latins (both +1, so a die roll decides), with the Kingdom of Jerusalem getting last shot, if any. If the fleet is still moving, entering 4D, first opportunity goes to the Latins, for Cyprus. After that, the Mamelukes (with a +1) come next, with the Jerusalemites getting last shot.

10.3 Naval Battles

Naval Battles are resolved using the same method as for land (see 9.6), except that Rulers have no effect, Mercenaries may not be used, and additional Naval DRM cost 4 FIs per +1. The “moving” player must determine his added (purchased) DRM before starting to move, and it applies throughout the entire voyage.

If the “moving” Power wins, it continues to move. If he loses, passage is denied. Any FIs spent on Army or Naval DRM are lost.

Ties go to the player with the *higher base Navy Strength* (on the card). If those ratings are equal, the moving player wins. (That is the opposite of Land Combat).

NTC may not be used to gain control. It is used solely to “transport” armies that are attempting to gain control.

10.4 Naval Areas

A “Naval Area” is a contiguous sea section of a map card. If a given map card contains two or more sea areas that are totally separated from each other on that card by land provinces, each is a “Naval Area” (for example, on card 2B there are two naval areas. One is off the southern coast of France, and the other is off of the coast of Venice).

11. MERCENARIES

Two Pagan Powers—the Cumans and the Polovtsians—if controlled by the moving player may be used to provide *Mercenaries*, as support for the main Attacking army, in a land attack on any province in an adjoining Map Card that is *not* separated by a Naval Area. The Prussian and Livonian pagans may *not* be so used.

EFFECTS: When used, Mercenaries use their Army rating as a die roll modifier. There is no cost to use Mercenaries, but they may only be used in an attack; never in defense. The Mercenaries do not have to trace movement, they just have to be from a province/power in the same or adjacent Map Card that is not separated by a Naval Area.



EXAMPLE: The Cumans may be used in an Attack on any province in 1D, 1E, 2F, 2C, or the province of Thrace in 3D. They could not be used against Byzantium or Trebizond, as they are separated by a Naval Area. They could not be used against 3C or 3F, which are not adjacent (they are caddy-corner).

Mercenaries may be used in only *one* Attack per Player Turn.

12. VICTORY CONDITIONS

When the game is over (see 3.5), the winner is determined. The winner is the player with the most Victory Points (VPs). VPs are determined solely by control of provinces/powers at the end of the game. They do not accumulate from turn to turn.

A player earns VPs equal to the *Income Value* of each Province he controls, including those controlled jointly by the Knights of Christ.

If he controls all provinces of a multi-province Power (e.g., France, but not Hungary), he adds 1 VP to his total.

MARKERS: Civil War, Heresy, Excommunication, Disaster—have no effect on Victory.

TOURNAMENT RULES

13. TRADING AND GIVING

13.1 Trading and Giving

A. Players may trade or give the following items to each other: florins, un-played non-mandatory cards, access through their territory and provinces they control but do not have the corresponding power card in play for.

B. Provinces belonging to a player who owns the corresponding in play power card may never be traded or given, nor may power cards that are in play.

C. A player may only trade, give or receive a total of one card during their turn. To keep track of this card, keep it to the side with a control marker of the player it was acquired from until it is played/traded/given. That card may not be traded/given back to that player until the receiving player's next turn.

D. Trading/giving may be discussed freely by players, providing the active player is not prevented in any way from performing their turn.

E. At least one of the players in a trading/giving situation **MUST** be the active player. The active player **MUST** refill their hand to 4 cards before any trading/giving occurs.

F. In addition to deals involving permission to pass through territory, players may not renege on trades involving tradable items once agreed to. Trades involving promises to take actions are not enforceable.

*EXAMPLE: Player A offers Player B 5 FL for a Spies card. If Player B agrees, the trade **MUST** be done. However, if Player A had offered Player B 5 FL for his promise to play a Pope card for Crusade, Player B is not bound (by anything but honor) to play the card as agreed.*

Notes on Powers

The Almoravids: Muslim Power that controls all of western Africa (that is in the game) and what is left of the Islamic presence in Europe, now limited to her control of southern Spain (3A, which includes the Balearic Islands). She has provinces on 3A, 3B, and 4B.

The Ayyubids/Mamelukes: The game covers the end of the Ayyubid dynasty in Egypt (which is why they start with a “Bad” Ruler), and the birth of the powerful Mamelukes. She has provinces on 4C, 4D and 3F, as we have treated Baghdad as part of this Power. (This is not truly accurate, but it works for game purposes.)

Bulgaria: A country rich in promise, controlling, as it does, the approaches to the Middle East from Central Europe, but low in ability at this point. Thus, divided thrice, into 2C, 2D and 3C.

The Bulgars: “Nowhere Men in a Nowhere Land”, they have two provinces: 1F and 2F, and not much else going for them. Buffer zone against the Mongols, for the most part.

Byzantium: Pushed out of Europe, and Constantinople, by the Fourth Crusade in 1204, Byzantium was in major disarray, her power fractionized between her main base in Nicea (3D) and her precarious toehold in the Balkans (Epirus; 3C). Like a cat, though, it has many lives left to live.

The Cumans: The Mercenaries of choice in Eastern Europe. Less a country than a restless tribe. One province, on 2D.

Denmark: Two provinces, 1B and 1C, the latter including Malmo and the island between Malmo and mainland Denmark.

England: England has provinces on 1A and 1B. She also starts the game in control of the French province on 1B, last remnants of the Plantagenet empire. (To be more accurate, England still controlled Aquitaine (2A), but for game purposes that proved a bit too much for the poor French player.) The “Bad Ruler” represents King John.

France: A really interesting Power to play. Four connected provinces - 1A, 1B, 2A and 2B - of which one (1B) is held by England at the start of the game. However, she starts off with a Good Ruler (Philip II). A strong, rich, but difficult Power to play, as she stands between at least two other major Powers.

Georgia: Two provinces, Caucasia on 2F and Azerdjibain on 3F. Despite what you see on the map cards, Georgia has no game presence on 2D in terms of Control or income. However, she may Land Passage Move directly into the Cuman territory from 2F without going through The Bulgars.

Holy Roman Empire (HRE): Potentially, the strongest Power in the game, but split all over the place, with many of its provinces not available at the start of the game. (This reflects, albeit generically, the internal troubles the HRE was having, as well as problems over who was Top Gun in Euroland *vis a vis* The Pope.) Her provinces include 1B, 1C, 2B and 2C, which represent the Germanic portion of the empire, plus 3B, 3C and 4B, which represent the Kingdom of the Two Sicilies, of which the island of Malta is a separate province.

Hungary: Finally emerging as a strong Balkan power after the destruction of the Magyars in 955, she has one province (2C). Her singularity, income, and position makes her an interesting “secondary” Power to play.

Kingdom of Jerusalem: Or what is left of the old Crusaders. Two, separate provinces, 3D (Antioch) and 4D (Jerusalem).

Latin Kingdom: Far-spread, and organizationally weak, alliance of several “duchies” in the eastern Mediterranean, a recent outgrowth of their capture of Constantinople. Much internal dissension, power grabs, and change of borders during this era. They have four separate provinces on three maps: Macedonia/Greece (3C), Cyprus (4D), and Thrace and Armenia on 3D. The two latter provinces are treated separately in terms of providing income and control of the entire Power.

Lithuania: A not inconsequential pagan province (1D) with territorial ambitions in the Baltic, subject of much attention from both Russia (Novgorod) and the Teutonic Knights.

Livonia: Pagan Baltic wilderness, one of the homes of the Teutonic Knights burgeoning “empire” of this era. And subject of much effort by Alexander Nevsky to expand from Novgorod.

Norway: Two Provinces, on 1B and 1C. Spent much of her game-era efforts launching Crusades into the Baltic and annoying Denmark.

Poland: Much like it was historically, split and fractionized in the game into three separate provinces: 1C, 1D and 2C. Destined for better things, but not in the era covered by this game.

Polovtsy: Pagans, and historical enemies of the Russians. (And made permanently famous by Borodin and his Polovtsian Dances...). This is one of the areas of the map that is a victim of the *Enigma* system. It has three provinces: 1E, 2D and 2F. Not the best Power in the game.

Prussia: Pagan Baltic wilderness, one of the homes of the Teutonic Knights burgeoning “empire” of this era.

Russia: Not really an intact country at this time - more a loose collection of power bases - with Novgorod and Moscow vying for being Top Bear, Kiev falling into disrepair. She has provinces in 1D, 1E, 1F and 2C. Lots of income, but her “position”, in game terms, is not the greatest.

Sardinia/Corsica: Not a Power, but an independent Province. Thus, no Card. But worth 1 FI Income to He Who Controls.

The Seljuks of Rum: The Turkish branch of Islam these days, they have one large province on 3D and a smaller on 3F. The Seljuks will, eventually, morph into the Ottomans.

Serbia: A two province (2C and 3C) Balkan upstart, and a not-so-minor player in the endless Balkan 13th century game of Musical Chairs.

Spain: The *Reconquista* is in full swing. The Almoravids have been pushed out of most of Central Spain (2A), and the drive to retake southern Spain (3A) is in full gear. The Aragonese are on the brink of their expansion eastward into the Mediterranean (as far as Athens!).

Sweden: One Province, on 1C, and eastward ambitions.

Trebizond: More a financial entity than anything else, a very rich trading province with almost no military capability. She relied on the kindness of non-strangers to exist.

Venice: “Serenissima”, the great naval power of the era, has 5 wide-spread provinces: Venice (2B), Istria (2C) (these two are separated by the HRE), Crete (4C), Rhodes (3D) and the Aegean Islands of 3C (mostly the Euboea-Andros-Naxos islands and Lemnos, which are all treated as one province).

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Answering Rules Questions

Should any questions concerning play arise, we will gladly answer them. Please follow the guidelines printed below to expedite the process and assure a response:

- Please refer to the numbered rules section(s) applicable to each question.
- Mail your questions and a self-addressed stamped envelope to GMT Games at the address listed on page 2.

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We can also be found, along with most of the rest of the GMT designers/developers, on Consimworld's discussion boards, at www.consimworld.com. We heartily recommend this site to anyone interested in wargaming.

Example of Play (3-Player Game)

Prepare to Play

POWER SELECTION. Each of the three players will select three Power Cards, one in each selection round. The number in parenthesis below is the starting income for the Power.

ROUND 1: Player A picks The Holy Roman Empire (6), Player B takes France (6), Player C takes England (9).

ROUND 2: Player C takes Spain (4), Player B takes Russia (7), and Player A takes Ayyubids/Mamluks (4).

ROUND 3: Player A takes the Almoravids (6), Player B takes Byzantium (3), and Player C takes Hungary (5).

Note that all players were careful not to select a Power that was adjacent to a power they had already selected. Note that the Almoravids are not considered adjacent to the Ayyubids/Mamluks since Map Cards 4B and 4C are not yet in play.

PLACE CONTROL MARKERS: Each player now places his three Power Cards in front of him and places control markers in each province he controls (see diagram below). *Note that The Almoravids control Southern Spain at start and England controls the French province on card 1B at start.*

STARTING INCOME: Player A with The Holy Roman Empire, The Almoravids, and The Ayyubids/Mamlukes starts with 16 florins. Player B with France, Russia and Byzantium starts with 16 florins. Player C with England, Spain and Hungary starts with 18 florins.

STARTING RULERS: Each Power's ruler is stated on the card and so Ruler markers are not necessary at this time.

Deal Action Cards

The remaining Power cards are shuffled back into the deck—this combination of unused Power cards and Action cards is called the Action Deck. Each player is dealt 4 cards from this deck and these cards are kept secret, in hand, until played. See diagram on the next page to view each player's hand. The eleven unused map cards are set face down and comprise the Map Deck.

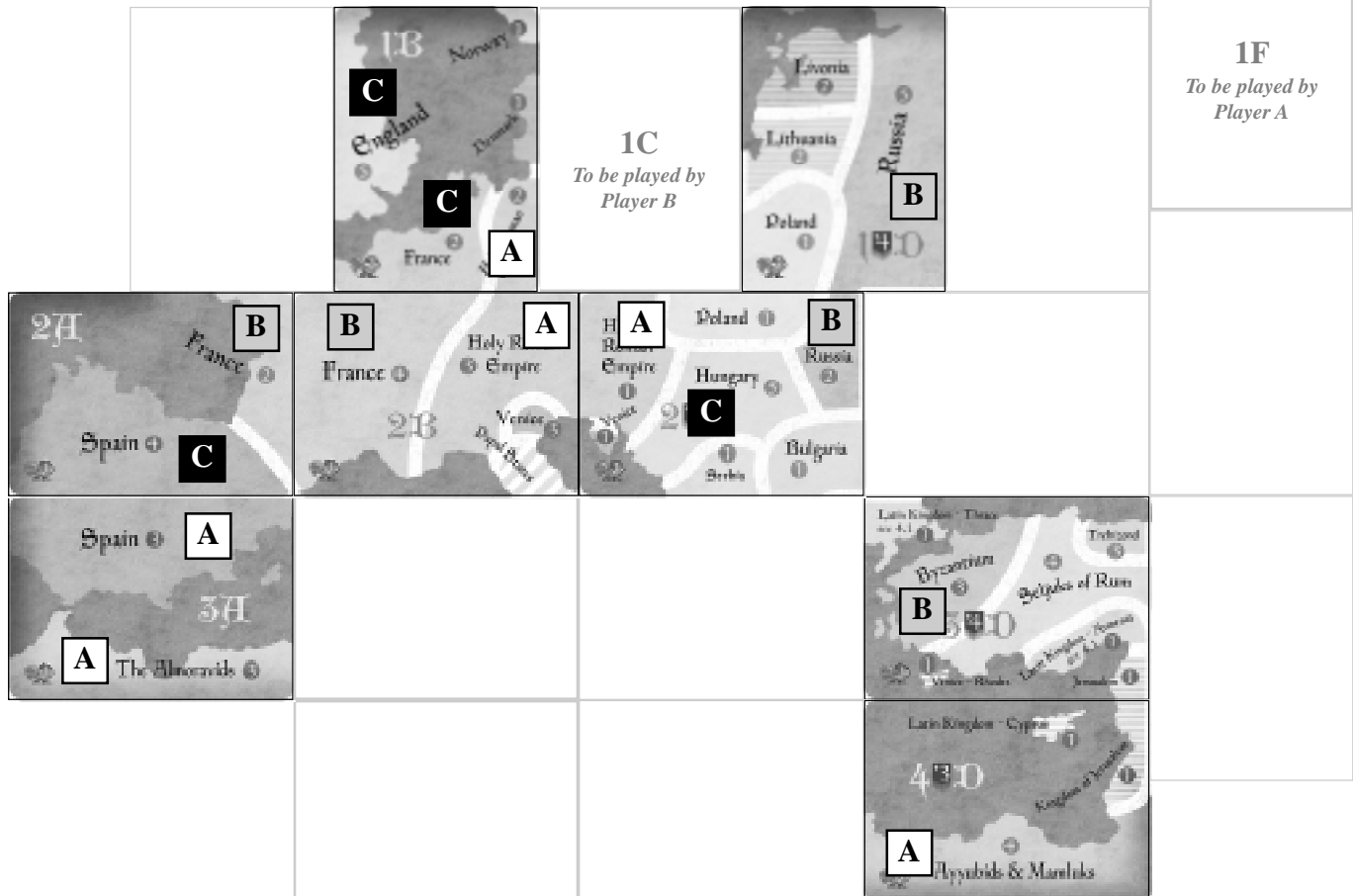
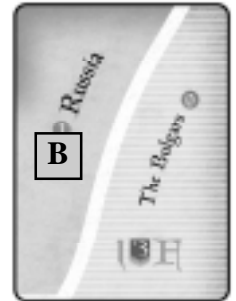
Turn 1

DRAW ACTION CARDS: Player A wins the draw and so goes first. He has 4 Action cards in his hand (the maximum allowed) so skips this segment.

DRAW MAP CARD: Player A draws a map card. It is 1F which is at the far right of the play field. Map cards must be played immediately, so it is placed on the table. Player B places one of his control markers in the Russian province (he controls Russia). Drawing a map card will limit Player A to one attack in his Action Phase but this will not be a problem as we shall soon see.

MANDATORY CARD PHASE: Player A has only one Mandatory card (*Change of Ruler*) and plays it first. He consults The Powers Table and rolls two dice. A result of 25 is Prussia, but that power is not in play yet, so he rolls again. A result of 46 is Hungary which is in play. He rolls one die on the Leader Table and gets a 4—Normal Ruler. Hungary is currently a Bad Ruler so Player C gladly upgrades his ruler.

ACTION PHASE: Player A has the Cumans Power card in his hand but their map card is not yet in play. He's got a Pope card but a Crusade,





Marriage or Excommunication at this time would have little value. He also has a Jihad card which his two Islamic Powers (The Almoravids and Ayyubids/Mamluks) can use. Player A decides to conserve his florins and Action Cards and Collects Income as his only action this turn (3.4). He gets another 16 florins, putting him in great shape to defend against any possible attacks by the other two players.

Player B

MAP CARD: Player B does not plan to attack more than once so draws a card from the top of the Map Deck, it is 1C. The card is placed on the table and Player A places one of his control markers in his Holy Roman Empire province. No other Powers on that card are in play.

MANDATORY CARD PHASE: Player B has two Mandatory cards so plays them first. The first card is a Mongol card which has no effect—the first three Mongol cards are treated as No Event (5.1). The second mandatory card is a Disaster. He rolls two dice and consults The Powers Table. A result of 51 results in a Disaster in Spain. Player A places a Disaster marker on his Spanish Power Card. The Disaster requires Player A to immediately roll one die and lose that many florins (8.7). He rolls a 2 and removes two florins. The Disaster marker also makes Spain susceptible to Civil War (8.3).

ACTION PHASE: Player B cannot play his Civil War card because no Power in play *started* the turn with a Disaster marker.

Player B now launches an Attack from France on the English controlled French province on card 1B. Player B pays 1 florin to do so. Player B (France) secretly gathers 12 florins for the battle and Player C (England) gathers 9 florins. Every 3 florins spent generates a +1 Militia modifier. Player B then plays his Spies card against C and ask to reveal the amount of florins committed to Militia. Instead of revealing his florins, Player C counters with his Assassin card which cancels the Spies card. Both players now reveal their florins at the same time. France's total DRMs for the battle is 7 (+4 Militia, + 2 Base Army Strength, +1 Good Ruler). England's total DRM is 3 (+3 Militia, +1 Base Army Strength, -1 Ruler). Both players roll a die. France's modified die roll is higher than England's so France wins the battle and conquers the province. Player B places his control marker in the French province.

Player B is now finished with his turn (because he drew a map card he is allowed only one attack).

Player C

MAP CARD: Player C would like to get map card 1A into play but declines to draw a map card because he is planning to make two attacks in this turn.

DRAW ACTION CARDS: Since Player C used his Assassin card in Player B's turn he may draw one additional card from the Action Deck to bring his hand back up to 4 cards. He Draws a Jihad card.

MANDATORY CARD PHASE: Player C has no Mandatory cards so this phase is skipped.

ACTION PHASE: Player C performs the following Actions:

- Plays his Poland Power card and places control markers in the three Polish provinces (cards 1C, 1D and 2C). He also receives Poland's 2 starting florins.
- Plays Heresy against the French province on card 1B (payback time). He rolls a 3 which is higher than the provinces' income value so a Heresy marker is placed in the province. That province will provide no income until the marker is removed (8.5).
- Still fuming from his defeat with the French army he plays his Assassin card against the ruler of France. He rolls a 6 which allows a change of ruler die roll. He then rolls another 6 for a Bad Ruler.
- He now conducts his two attacks. The first is against Serbia from Hungary. He spends 1 florin for the attack and 3 florins to give the Hungarian army a +1 Militia DRM. Hungary's ruler is Bad for a -1 DRM. Since nobody controls the Serbian province and the Serbia Power card is not yet in play, it is considered to have a Base Army Strength of 0 and a Normal Ruler. Either Player A or B can roll for Serbia. Both countries roll a 3 which results in the defender retaining control of Serbia. That attack is over with.
- Player C next considers using Spain to attack the Almoravids in southern Spain. The Spanish Army is a +2 and has a Good Ruler (+1) but player A has 30 florins to pour into Militia DRMs. Since a failed attack only would cost a single florin he decides to attack in hopes of making Player A overspend in florins. Sure enough, Player A commits 12 florins for Militia while Player C commits none. Player C (Spain) rolls a 4 which becomes a 7 due to his army (+2) and leader (+1) DRMs. Player A (Almoravids) rolls a 2 which becomes a 6 due to his army (+1), leader (-1) and Militia (+4) DRMs. He loses the battle and Player C now controls southern Spain.
- Player C holds on to his Knights of Christ card which will provide a +2 DRM in defense if the Almoravids decide to counterattack in Spain.
- Player C has no Islamic powers so discards his Jihad card.

SUMMARY: Turn 1 ends with Player A with 18 florins, Player B with 3 florins and Player C with 6 florins. The Action is heating up, no Mongols are in sight, and all players still have an equal chance at winning.



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