



# MEDIEVAL

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GAMES

# MEDIEVAL

## FOREWORD

This new version of Medieval began with the dream of the members who formed HGN Games, and your support made it a reality. We are forever grateful for and humbled by your support.

Sincerely,

The HGN Games Team

## Community and Support

If you want to chat about this game, are looking for other Medieval gamers, or simply want to join the conversation find us online. We encourage you to post your game session pictures and reviews at BoardGameGeek or Facebook.

<https://www.boardgamegeek.com/boardgame/227502/medieval/forums/0>

<https://www.facebook.com/HGNGames/>

If you have any questions, you'll get a quick reply by posting them on BoardGameGeek:

<https://www.boardgamegeek.com/boardgame/227502/medieval/forums/66>

If any parts of this game are damaged or missing, please contact us at [support@hgngames.com](mailto:support@hgngames.com).

## INTRODUCTION

Medieval is a game for 2 to 6 players, very loosely covering events, situations, and rivalries of the 13th Century.

The 13th Century saw the Papacy at the peak of its power, 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, and Spain continuing the Reconquista, while Islam started its rejuvenation process under the Mamluks. And then there were the Mongols!

Each player takes the role of a cabal that controls several medieval powers and tries to gain control over as many Powers and their Provinces as possible.

AVERAGE PLAYING TIME: 25 Minutes per player

Do not let the length of this rulebook intimidate you. It is our intent that after one or two games of Medieval, players will only need their Player Aid Tile and Player Aid Card to handle 90% of the game's mechanisms, with this rulebook serving merely as a reference. In addition, be sure to check the game folder on BGG for additional 'how to play' game aides.

## 1.0 GAME COMPONENTS

Each copy of Medieval includes:

- 2 six-sided dice (1 colored, 1 white)
- 120 wooden playing pieces (20 for each player)
- 6 wooden ship pieces
- 108 cards (91 Action / Power Cards, 11 Map Cards, 6 Special Investment Cards)
- 66 die-cut counters
- 79 die-cut coins in 1 Florin, 5 Florin and 10 Florin denominations
- 6 Double-Sided Player Aid Tiles
- 1 Rules Booklet
- 1 Double-Sided Player Aid Card
- 11 double-sided Map Tiles
- 4 Mongol Tiles
- 1 hard-mounted board
- 6 felt coin pouches

# MEDIEVAL

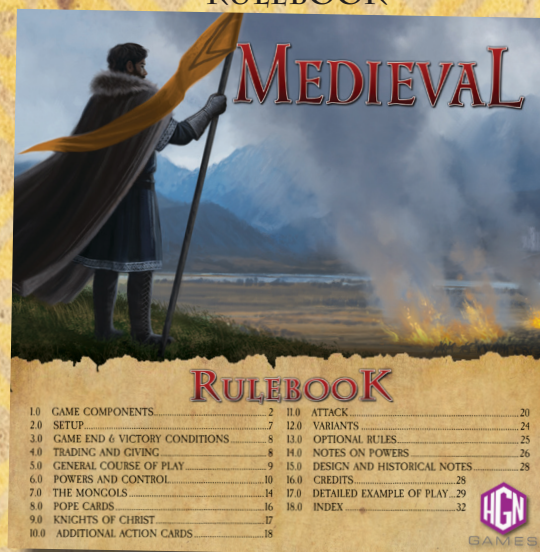
MAP BOARD



DOUBLE-SIDED PLAYER AID



RULEBOOK



MAP TILE



SHIPS



COUNTERS



DICE



FLORINS



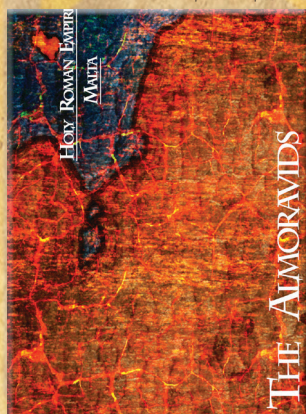
POUCHES



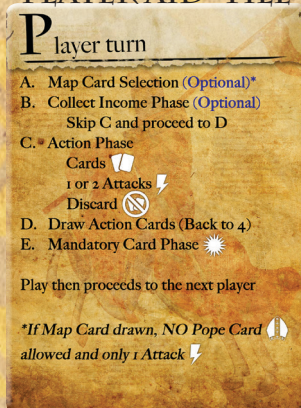
PLAYING PIECES



MONGOL TILE



PLAYER AID TILE



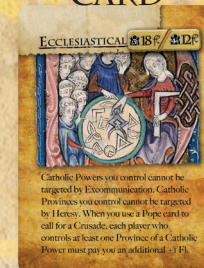
MAP CARD



ACTION CARD



INVESTMENT CARD



POWER CARD



# MEDIEVAL

## 1.1. The Map

Medieval uses a system in which not all the map is in play during the game. The map shows Europe, the Middle East, and North Africa as it appeared in the first half of the 13th Century.



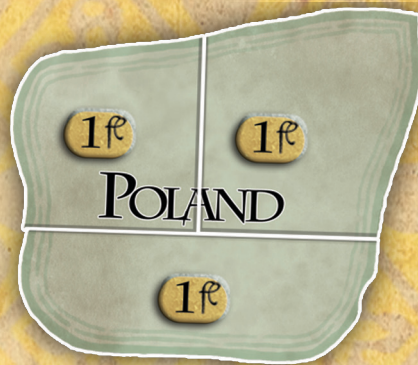
1. **Map Areas** – The map is divided into Map Areas by the light grey grid lines.



2. **Map Tiles** – Map Areas can be covered by Map Tiles. These Map Tiles hide Map Areas that begin the game out of play or when they are destroyed by the Mongols.



- 3. Powers** – Powers are single-colored areas of the map representing a nation-state. A power may cover several Map Areas. Some Powers contain only one Province (e.g., Hungary); many have two or more Provinces (e.g., Holy Roman Empire).



- 4. Provinces** – The grid lines separating Map Areas divide many Powers into Provinces. Each Province has an income value (in Florins) that the controlling player uses when collecting income. The income value is also the number of Victory Points the Province is worth.



- 5. Naval Areas** – The seas are divided into Naval Areas by the grid that defines the Map Areas. Naval Areas are used for tracing routes for attacks (see 11.2.2).



### 1.1.1. CORSICA & SARDINIA

The islands of Corsica & Sardinia are a single, independent Province. They are not a Power, and they have no Power Card. They do provide income to whomever controls them<sup>15.1</sup>.

### 1.1.2. THE PAPAL STATES

No player may ever control the Papal States. Passage for an attack may never be traced through or into the Papal States (see Optional Rule 13.2).

## 1.2. The Wooden Pieces

Each player gets a set of wooden pieces in their chosen color and shape. They are used to indicate who controls a Province on the map.

### 1.3. The Cardboard Counters

These are used to denote statuses, i.e. Civil War (see 10.3), Disaster (see 10.7), Excommunicated (see 8.3), Heresy (see 10.5), Knights of Christ (see 9.0), and Ruler Rating (see 6.4). Use these as needed and described in the rules.

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## 1.4. The Cards

Medieval includes 108 cards, divided into three types: Map, Action, and Special Investment.

### 1.4.1. MAP CARDS



By drawing one of these cards, a player removes one of the Map Tiles from the board, exposing Provinces, Naval Areas, or both. These are now legal Provinces and/or Naval Areas for play.

### 1.4.2. ACTION CARDS



These cards provide the players with actions they must or may perform during their turn.

#### 1.4.2.1. POWER CARDS



Power Cards are a subset of Action Cards. They represent the various Powers on the map. Several Power Cards will be chosen during the initial set-up and will not become part of the Deck (see 2.2)<sup>15,2</sup>.

The Power Strength Ratings represent an approximate power ranking between the historical Powers. Power Strength Ratings are represented on the Power Cards by circles under the Power name. The more filled in circles, the higher the Power Strength Rating.

Powers with higher Power Strength Ratings are generally stronger. It is recommended that new players focus on choosing Powers with higher Power Strength Ratings while they learn the game.

### 1.4.3. SPECIAL INVESTMENT CARDS:



These cards are provided for the Special Investment Variant (see 12.2).

## 1.5. The Dice

The game uses one or two six-sided dice of different colors. If the rules require only one die to be rolled, the roll is termed as 1d6. If both dice are used, they are either totaled (termed as 2d6) or read consecutively, colored die first (termed as d66).



If instructed to roll 2d6, this roll would be “8”.

If instructed to roll d66, this roll would be “53”.

## 1.6. Game Tables

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

### 1.6.1. POWERS TABLE

If a dice-roll on the Powers Table (d66) indicates a Power that is not controlled by a player or is a Power controlled by the Knights of Christ (see 9.2.5), move up on the table to the next Power until you reach a player-controlled Power that is not a Knights of Christ Power. If the top of the table is reached without selecting a player-controlled Power, move to the bottom of the table and continue this process (see optional rule 13.4).

### 1.6.2. RULER TABLE

This Table is used to determine the Ruler Rating of the new ruler of a Power when the old ruler dies or is replaced.

## 1.7. The Game's Currency

Medieval uses the Golden Florin as its currency. Players collect income from the bank in one of three ways<sup>15.3</sup>:

- When they collect income (see 5.4).
- When they initially gain control of a Power (see 2.4 and 6.3). In this case they immediately receive the number of Florins as indicated on the card.
- When a Pope Card is played, all Knights of Christ controlled Provinces receive the Province's income (see 9.2).

All Florins not held by players are held by the bank. Players should keep their available money secret from other players and hide their Florins.



## 2.0 SETUP

### 2.1. Prepare the Map and Map Deck

Place the Map Tiles over the sections of the board that match their areas. Take the Map Cards, shuffle them, and set them facedown. This will be the Map Deck.

### 2.2. Select Starting Powers

Each player starts the game with two Powers of their choice (three Powers in a 3-player game). They may choose from Powers with a Power Strength Ratings of 2, 3, or 4. Powers with a higher strength are better than powers with a lower strength.

#### 2.2.1. DETERMINE SELECTION ORDER

Choose the first player to select a Power. After that, selection continues around the table, clockwise, one Power at a time, until each player has chosen one Power. After that, the last player to choose a first Power chooses a second Power and players continue choosing a second Power, now around the table counterclockwise (known as a 'reverse draft').

When there are only 3 players, there should be a third round of selection back around the table clockwise.

For example, selections are made in the following player order:

- 4-player game— 1-2-3-4, 4-3-2-1
- 3-player game— 1-2-3, 3-2-1, 1-2-3

Players may select any Power that does not share a border with a Power they have previously selected, unless no other Power is available. For example, a player may not select both France and Holy Roman Empire.

#### 2.2.2. DISPLAY POWERS

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

## 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, they would place a control marker on the exposed southwestern and southeastern Provinces of France. England controls the northeastern French Province (see above) and the Map Area that contains the northwestern French Province is not yet in play.*

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## 2.3.1. AT START SITUATION

England controls the northeastern Province of France at the start of the game. The Almoravids control Spain's southern 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 chosen, the Control rules (see 6.3) apply.

## 2.4. Collect Starting Income

The players get Florins from the bank equal to the Initial Florins of each Power for which they have a card, as stated on the Power Card.

## 2.5. Indicate Victory Point Total on Ledger

Each player places two of their playing pieces on the ledger to indicate their current score. The score is equal to the number of Florins their territories collect.

## 2.6. Prepare the Action Deck

The remaining Power Cards are placed into the Action Deck, shuffled thoroughly, and placed face down on the table.

## 2.7. Deal Action Cards

Each player is dealt 4 Action Cards, which they keep in their hand.

## 2.8. Determine Player Order

The player with the lowest Victory Point total goes first. In case of a tie the player who selected Power Cards last 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 GAME END & VICTORY CONDITIONS

### 3.1. Game End

The length of the game is determined by the Mongol Cards (see 7.0). When the last Mongol Card is played, the game ends immediately, and the winner is determined.

### 3.2. Who wins?

The winner is the player with the most Victory Points at the end of the game. The game may end in a tie.

A player has Victory Points equal to the Income Value of each Province they control, including those Knights of Christ Provinces controlled by the player.

If a player controls all Provinces of a multi-Province Power (e.g., France, but not Hungary), they add 1 Victory Point to their total for each such Power. A player does not get the 1 Victory Point if any Province of a Power is under a Map Tile or a Mongol Tile.

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

## 4.0 TRADING AND GIVING

### 4.1. Trading and Giving

Players may trade or give the following items to each other: Florins, non-mandatory Action Cards kept in a player's hand (including Power Cards), passage through their Provinces to conduct an attack, and Provinces they control but do not control the corresponding Power Card. Provinces controlled by a player who controls the corresponding Power Card in play may never be traded or given, nor may Power Cards that are in play.

#### 4.1.1. ACTION CARDS

A player may only trade, give, or receive one Action Card during their player turn.

#### 4.1.2. WHO CAN TRADE/GIVE

At least one of the players in a trade or giving/receiving MUST be the player whose player turn is in progress. Trading/giving may be discussed freely by players.



## 4.1.3. ENFORCIBILITY

Once Florins, Action Cards, or Provinces are exchanged, or a player is given passage through territory during an attack, the exchange/passage is final. Trades involving promises to take future actions are not enforceability.

*EXAMPLE: Fred offers Ginger 5 Florins for a Spies Card. If Ginger agrees, the trade MUST be done. However, if Fred had offered Ginger 5 Florins for her promise to play a Pope Card for a Crusade, Ginger is not bound (by anything but honor) to play the Card as agreed.*

## 5.0 GENERAL COURSE OF PLAY

### 5.1. Sequence of Play

The player executes the following phases in order.

#### 5.1.1. A - Select Map Card

The player may draw the top card from the Map Deck. If they do so, they must immediately uncover the Map Tile from that section of the map and may not play a Pope Card or make a second attack during Perform Actions (see 5.1.3). A player does not have to draw a card from the Map Deck.

#### 5.1.2. B - Collect Income

The player may collect income. If they do so, that player skips Perform Actions (see 5.1.3) and proceeds directly to Draw Action Cards (see 5.1.4). The player collects income from their Provinces (see 5.4). The player also removes any Disaster markers from their Powers.

#### 5.1.3. C - Perform Actions

The player may play (or discard) action cards and launch attacks in any order they wish.

- **Play Action Cards:** The player may play, and resolve, as many Action Cards from their hand as they wish. When a Power Card is played, see 6.3.1 for who will control the Power. If they have selected a Map Card (see 5.1.1), they may not play a Pope Card (see 5.3). After the play of a non-Power Action Card is resolved, it is placed in a discard pile.

- **Discard Action Cards:** They may also discard as many cards as they wish, except for Power Cards. As an exception, a player may discard a Power Card if all its Provinces are covered by Mongol tiles.

- **Launch Attacks:** The player may launch one attack (\*\*) per player turn. If that player did not select a Map Card (see 5.1.1), they may launch a second attack (\*\*) from a different Power.

\*\* = The term attack includes attacking a Province with your Powers, any Knights of Christ attack (see 9.1), any attempt to end a Civil War (see 10.3), or Heresy (see 10.5). Crusades do not count as an attack (see 8.2), but a Power that is committed to a Crusade cannot attack during that player turn.

#### 5.1.4. D - Draw Action Cards

The player draws enough Action Cards so that they have four cards in their hand to end their player turn. If they already have four or more cards, they may not draw any.

If a player has more than four cards during this phase, that player must discard down to four cards.

#### 5.1.5. E - Play Mandatory Cards

The player must play all Mandatory Cards they have in their hand (see 5.2.1).

When the player is finished, the turn passes to the player to their left, and that player undertakes a player turn executing the phases in order. This continues until the game is over (see 3.1).

## 5.2. Action Cards

There are three types of Action Cards: Mandatory, Non-Mandatory, and Power.

### 5.2.1. MANDATORY CARDS



Change of Ruler (see 10.8), Mongols (see 7.0), and Disaster (see 10.7) Cards must be played in Play Mandatory Cards (see 5.1.5). If a player must play more than one of these, the player may play them in any order.

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## 5.2.2. NON-MANDATORY CARDS

Cards not marked as Mandatory may be held in a player's hand and played at any time during Perform Actions (see 5.1.3) of their turn, with these exceptions:

- Deus ex Machina may be played at any time.
- Assassin may be played to cancel a Spies Card.
- Spies may be played to look at the next Map Card prior to the decision to draw a Map Card in Map Card Selection (see 5.1.1).
- A player may commit a Knights of Christ Card to defend against a Mongol attack, to support a Catholic Power attacked by a Pagan or Islamic Power, to support a Crusade, or as a Power in a Crusade.

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.

## 5.2.3. POWER CARDS

Power Cards that were not chosen by the players during game setup may be held in a player's hand and played at any time during Perform Actions (see 5.1.3) of their turn.

## 5.2.4. DISCARDING

Non-Mandatory Cards may be discarded without playing them, during a player's Perform Actions (see 5.1.3). A Power Card may never be discarded unless all its Provinces are covered by Mongol tiles; it must be played or kept in a player's hand.

## 5.2.5. USED ACTION CARDS

Played and discarded Action Cards are out of the game and are placed in a separate pile.

## 5.3. Map Cards

During Map Card Selection (see 5.1.1) a player may draw the top card from the face-down Map Deck. If they draw a card from the Map Deck, they must immediately remove the Map Tile from the Map Area depicted on the card. A player who chooses to draw and play a Map Card:

- may not play a Pope Card during their player turn.
- may launch only one attack during their player turn.

## 5.4. Collect Income

A player collects income from the bank for each Province they control, with some exceptions (see 5.4.2 and 5.4.3); they do not

have to control the Power to collect Florins from the Province. Each Province generates income equal to the income value of the Province, as listed on the Map. Thus, the player who controls southwestern France gets 2 Florins, southeastern France gets 4 Florins, etc.

Provinces controlled by Knights of Christ only generate income when a Pope Card is played.

## 5.4.1. DISASTER

Collect Income (see 5.1.2) removes Disaster markers (see 10.7) for all Powers controlled by that player.

## 5.4.2. POWER STATUS

Powers with Civil War provide no income (see 10.3).

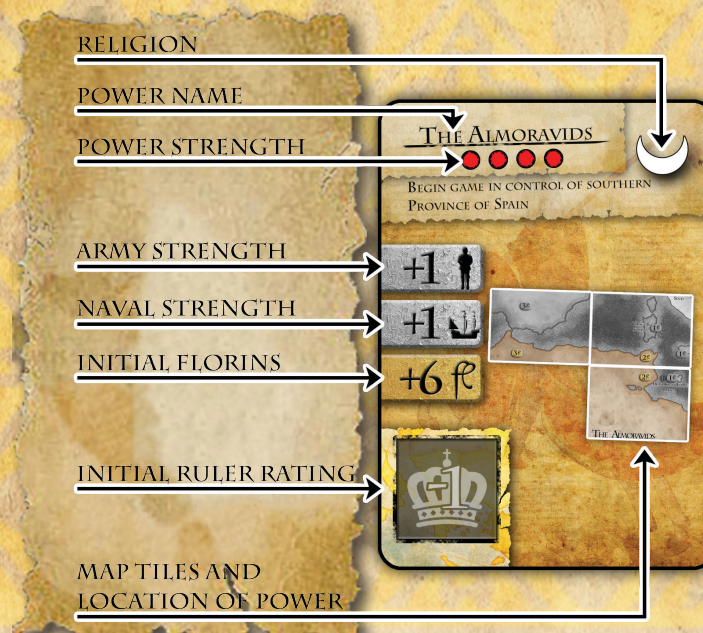
## 5.4.3. PROVINCE STATUS

Provinces with Heresy provide no income (see 10.5).

## 6.0 POWERS AND CONTROL

### 6.1. Powers

There are 27 Powers in Medieval, each represented by a Power Card and one or more Provinces on the map. Each Power Card indicates the:



- Power's Dominant Religion (see 6.7).
- Power Name (14.0).
- Power Strength Rating (see 1.4.2.1).
- Army Strength (see 6.5).
- Navy Strength (see 6.6); a "No" means it may never trace a route through a Naval Area (see 11.2.2).
- Number of Florins gained by the player who first gets control of that Power (see 6.3).
- Ruler Rating at the start of the game (see 6.4).
- Income and location each of its Provinces provides.

## 6.1.1. PLAYING POWER CARDS

Power Cards that are drawn as Action Cards may be held in the player's hand for play as part of any subsequent Perform Actions (see 5.1.3). When a Power Card is played it is placed in front of a player, or on the table uncontrolled, face up. Which player it is placed in front of is covered in 6.3.

## 6.1.2. PROVINCES

Some Powers contain one Province (e.g., Hungary); some Powers are made up of more than one Province (e.g., France).

## 6.1.3. CONTESTED POWER

At the start of the game, France and Spain do not control all their Provinces.

### 6.1.3.1. FRANCE

The northeastern French Province starts under English control. This means that The English do not use their Army Strength or Ruler Rating while defending against attacks made on this Province.

### 6.1.3.2. SPAIN

The southern Spanish Province starts under Almoravid control. This means that The Almoravids do not use their Army Strength or Ruler Rating while defending against attacks made on this Province.

## 6.2. Provincial Control

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

- the income in Florins from that Province (see 5.4), regardless of which Power originally controlled it.
- possible control of the Power (see 6.3).

Provincial control does not allow a player to attack; only control of a Power allows that. A player who controls a Province without owning the Power Card may still defend (see 11.0).

## 6.2.1. GAINING CONTROL

A player may gain control of a Province by:

1. Starting the game in Control of that Province. At the start of the game a player controls all Provinces of the Power they have chosen for which there is a Map Card in play.



*EXAMPLE: A player starting the game controlling Russia would start with control of all Russian Provinces not covered by Map Tiles. However, as the eastern Provinces of Russia are under Map Tiles, they are not yet in play. This means that player does not control those Provinces yet, even though they control Russia as a Power.*

2. Removal of a Map Tile. If a Map Tile is removed and a player controls a Power (see 6.3) with newly revealed Provinces, they immediately gain control of any newly revealed Provinces of that Power.

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GINGER:



*EXAMPLE:* Ginger controls Russia and another player draws a Map Card that contains a Russian Province. After the Map Tile is removed, Ginger places her control marker in the newly revealed Russian Province, as she now controls that Province.

3. attacking that Province and winning the attack (see 11.5).

Use the Control Markers to indicate control of individual Provinces. Provinces without a Control Marker are not controlled by anyone.

## 6.3. 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 Florins. The two are sometimes separate, in that Fred may control France as a Power, while Ginger controls France's northeastern Province.

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

### 6.3.1. DETERMINING POWER CONTROL WHEN A POWER CARD IS PLAYED

To determine who controls a Power when a Power Card is played:

1. If at least one Province that is not under a Map or Mongol Tile of the Power is uncontrolled, the player who played the card gains control of the Power.
2. If a player controls all that Power's Provinces that are not under a Map or Mongol Tile, the Power Card is given to that player.
3. If all Provinces not under a Map or Mongol Tile are controlled by more than one player, the Power Card is placed on the table as uncontrolled. It goes to whomever satisfies case 2 first.
4. If all Provinces are under a Map or Mongol Tile, the Power Card is placed on the table as uncontrolled. It goes to whomever satisfies case 2 first.

After Control is determined, the newly controlling player indicates their Control by placing the Power Card in front of them, places Control Markers in all that Power's uncontrolled Provinces that are not currently under a Map Tile, and collects the Start Florins listed on the Power Card.

A newly acquired Power Card can be used by the player to attack in that player turn, if the player has not already made two attacks or one attack if they drew a Map Card.

## 6.3.2. LOSING CONTROL OF A POWER CARD

A player loses control of a Power when they lose control of all the Provinces of that Power that are not under a Map or Mongol Tile.

1. If a player controls all that Power's Provinces that are not under a Map or Mongol Tile, the Power Card is given to that player.
2. If all Provinces not under a Map or Mongol Tile are controlled by more than one player, the Power Card is placed on the table as uncontrolled. It goes to whomever satisfies case 1 first.

In either case, the player does not collect the Start Florins.

A newly acquired Power Card can be used by the player to attack in that player turn, if the player has not already made two attacks or one attack if they drew a Map Card.

## 6.4. Ruler Ratings

Ruler Ratings are applied as a die-roll modifier when resolving attacks (see 11.5), Crusades (see 8.2), and fighting Civil Wars (see 10.3). They are not applied when resolving Naval interception (see 11.3). Powers begin with a ruler who is either Normal (0), exceptionally Good (+1 rating), or dismally Bad (-1 rating).

### 6.4.1. RULER MARKERS

Rulers only change by losing a Civil War (see 10.3), by a successful Assassin (see 10.2), or a Change of Ruler event (see 10.8).

When a Ruler Rating changes from the one listed on the Power Card, use a ruler marker to indicate the new rating.

### 6.4.2. RULER CHANGE

If a ruler change is required, roll one die (1d6) and consult the Leader Table. The result is the new Ruler Rating.

### 6.4.3. RULERS IN DEFENSE

The defender only applies their Ruler Rating in defense if they control the Power Card associated with the Province under attack.

*EXAMPLE: Even though Fred used Russia to conquer a Polish Province, Fred 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.*

## 6.4.4. NO POWER CARD IN PLAY

If an uncontrolled Province is attacked and the Power Card is not yet controlled by a player, the Ruler Rating of the defending Province is Normal (0).

## 6.5. Army Strength

Every Power has an Army Strength that represents its military might. The Army Strength is applied as a die-roll modifier when resolving attacks (see 11.5), Crusades (see 8.2), and fighting Civil Wars (see 10.3). Thus, a +1 means that the Power has an Army Strength die-roll modifier of +1, regardless of whether it is attacking or defending. The defender may only use his Army Strength if he controls the Power Card associated with the Province under attack. If the target Province is uncontrolled or the controlling player does not also control the Power Card for that Province, the Army Strength of the Province is zero (0).

*EXAMPLE: Fred uses Russia to attack a Province of Poland. Poland belongs to Ginger but that player does not control the Power Card for that Province. The Army Strength of the Polish Province is 0.*

## 6.6. Navy Strength

Every Power has a Navy Strength that represents its naval capability. Some Powers have a Navy Strength of "No", these can never trace a route for an attack through a Naval Area or intercept another player's attack tracing a route through a Naval Area. The Navy Strength is applied as a die-roll modifier when resolving Naval interception (see 11.3). Thus, a +1 means that the Power has an Navy Strength die-roll modifier of +1, regardless of whether it is intercepting or being intercepted.


## 6.7. Religion



Each card lists 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 (see 9.0).
- Only a Catholic Power may go on a Crusade (see 8.2).
- Only a Catholic Power may be excommunicated (see 8.3).
- Only a Catholic Province may suffer Heresy (see 10.5).
- Only an Islamic Power may use the Jihad Card (see 10.4).

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- Only Provinces of a Catholic and Eastern Orthodox Power may be the target of a Jihad (see 10.4).
-  Only Provinces of a Pagan Power and those of the Kingdom of Jerusalem, Cyprus, Rhodes, or Malta (all marked with this image on the map) may be attacked by a Knights of Christ Card (see 9.1).

The Religion of a Province is defined by its Power Card for all game purposes, with the exception that a Province with a Knights of Christ marker is always Catholic, regardless of the Religion of the Power Card.

## RELIGION KEY

CATHOLIC

ISLAM

EASTERN  
ORTHODOX

PAGAN



## 7.0 THE MONGOLS

There are 7 Mongol Cards in the game.

### 7.1. The Mongols Arrive

There is no Mongol player; the Mongols arrive as mandatory Action Cards. The first three Mongol Cards that are played are not resolved normally. The first two Mongol Cards are set aside and when the third Mongol Card is played, all three Mongol Cards are shuffled back into the Action Deck. From this point on, any played Mongol Card is resolved (see 7.2).

### 7.2. The Mongols Destroy

The Mongols are controlled by the player who played the card. The player must use them to attack any one Map Area of their choice that is not covered by a Map Tile or a Mongol Tile, on the easternmost edge of the map. This attack is resolved immediately when the card is played. Playing a Mongol Card does not count as an attack by that player.

Easternmost refers to any Map Area that makes up the eastern edge of the map not covered by a Map Tile or a Mongol Tile, and whose entire eastern side of the Map Area is uncovered.<sup>15.4</sup>

## EASTERN EDGE WITH ALL AREAS EXPOSED



*EXAMPLE: When all Map Areas are uncovered and in play, the eastern Mediterranean is not an easternmost edge area because the Map Area with Provinces of Georgia, Seljuks of Rum, and Ayyubids & Mamluks cover part of its eastern edge. If that Map area were to be destroyed by the Mongols, or was still covered, both eastern Mediterranean Map Areas would be easternmost edge areas.*

### 7.2.1. ATTACK PROCEDURE

To resolve a Mongol attack against a Map Area, the player who played the Mongol Card rolls one die (1d6) for the Mongols; the player to their left rolls one die (1d6) for the defending Map Area (see Mongol Defense Rating below). Army Strength, Militia, and Ruler Ratings are not used.

## 7.2.1.1. MONGOL ATTACK STRENGTH

The Mongol Attack Strength is always a +5 die-roll modifier.

## 7.2.1.2. MONGOL DEFENSE RATING



The Mongol Defensive Rating of each Map Area is noted in the Map Area. If a Map Area does not have a Mongol Defense Rating, that Map Area may not be attacked by the Mongols.

## 7.2.1.3. KNIGHTS OF CHRIST CARD

A Knights of Christ Card provides a +2 die-roll modifier to the defending Map Area (see 9.3).

## 7.2.1.4. KNIGHTS OF CHRIST PROVINCES

Any number of Knights of Christ Provinces provide a single +1 die-roll modifier to the defending Map Area (see 9.3).

## 7.3. Attack Results

Compare the total die rolls for the Map Area and the Mongols:

- If the total die-roll for the Mongols is equal to or greater than the total die-roll for the Map Area, the Map Area is destroyed (see 7.4).
- If the total die-roll for the Mongols is less than the total die-roll for the Map Area, the Map Area survives.

## 7.4. Map Area Destruction

If the Mongols win their attack against a Map Area, the Map Area is destroyed. Cover it with a Mongol Tile; it is no longer in play. All Power Cards that have all their Provinces under Mongol Tiles are set aside and are no longer in play.



*EXAMPLE: A Mongol victory on the eastern edge Map area with The Bulgars, Polovtsy, and Georgia would remove that area from play. However, all three Powers with a presence in that Map Area—The Bulgars, Polovtsy, and Georgia, have Provinces remaining in play, so their Power Cards would not be removed.*

**Important:** If a map tile has been completely surrounded by Mongol tiles, it may never be removed and is out of play.

MONGOL TILE IS PLACED



MAP TILE MAY NOT BE REMOVED

*EXAMPLE: If a Map Area has not yet been uncovered, and all the areas around it have been destroyed by the Mongols, that area may never be uncovered and is out of play.*

No player gets any credit of any sort for Mongol destruction.

*PLAY NOTE: The three easternmost Map Areas act as buffers to the Mongols. Players thinking about drawing a Map Card during their turn should take this into consideration.*

## 7.5. Length of Game

The Mongol Cards determine the length of the game (see 5.5).

## 8.0 POPE CARDS

### 8.1. Pope Cards in General

There are 12 Action Cards in Medieval that say Pope. A player holds Pope Cards in their hand and plays them during Perform Actions (see 5.1.3). A player may play as many Pope Cards in a turn as they have and wish, unless the player drew a Map Card during Map Card Selection (see 5.1.1) of this player turn. If a player drew a Map Card this player turn, they may not play any Pope Cards.

#### 8.1.1. EFFECTS

The play of a Pope Card allows the player to do 1 of the following:

- Call for a Crusade once per turn (see 8.2).
- Excommunicate any one Catholic Power (see 8.3).
- Remove Excommunication, at a cost of 3 Florins (see 8.3).

**Important:** Playing a Pope Card causes Knights of Christ Provinces to generate income for the player who owns them (see 9.2).

### 8.2. The Call to Crusade

#### 8.2.1. CRUSADE DECLARATION

Once per turn, a player may declare a Crusade by playing a Pope Card.<sup>15.5</sup> Each player who controls at least one Province of a Catholic Power must pay the player who played the Pope Card 1 Florin (in a game with 4 or more players), or 2 Florins (in a game with 3 players) when a Crusade is declared. If they cannot pay, they cannot send a Power on Crusade and, in addition, the player who played the Pope Card may immediately Excommunicate any one Catholic Power of that player.

#### 8.2.2. 8.2.2 CRUSADE FORMATION

Each player who paid the Pope Card player, and the Pope Card player, may commit 1 of their controlled Catholic Powers to the Crusade. The choice of which, if any, Catholic Power to commit to the Crusade begins at the player on the left of the Pope Card player and proceeds clockwise, with the Pope Card player committing last.

The Pope Card player may not commit a Power that has attacked this player turn. A Power with a Civil War or Disaster marker may not be committed to a Crusade.

An Excommunicated Power that is committed to a Crusade has the Excommunication immediately removed.

Knights of Christ (see 9.0) may be included in one of two ways:

- Any Knights of Christ Province may be treated by the owning player as a Catholic Power (see above) with an Army Strength of 2 and sent on the Crusade.
- A player may play a Knights of Christ card in support of their Committed Power (see 9.1). This increases the Army Strength of the Committed Power by 2.

#### 8.2.3. CRUSADE RESOLUTION

The total of the committed Powers' Army Strength (with Ruler Rating and possible Knights of Christ adjustments) is the strength for this Crusade.

To determine the success of the Crusade, the Pope Card player rolls two dice (2d6) and adds them together. Compare the strength of the Crusade to the dice total.

- If the Crusaders' total is greater than that rolled on the dice, the Crusade has succeeded and each player who committed a Power receives Florins equal to the difference between the strength of the Crusade and the dice total from the bank.
- If the Crusaders' total is the equal to or less than that rolled on the dice, the Crusade has failed and there is no further effect.

*EXAMPLE OF A CRUSADE: Ginger declares a Crusade. Fred, Cary, and Sophia each control at least one Catholic Power. They each give Ginger 1 Florin. Ginger commits an Excommunicated France (Army Strength +2, with a Good Ruler, +1) and removes the Excommunication marker; Fred commits Spain (Army Strength +2, with a Good Ruler, +1); Cary commits Hungary (Army Strength +1, with a Bad Ruler, -1); Sophia commits Sweden (Army Strength 0, with a Normal Ruler, +0). The Strength of the Crusade is 6.*

*Ginger played the Pope Card so she rolls two dice, getting a '6' (a '4' and a '2').*

*The dice roll is equal to the Strength of the Crusade. The Crusade fails and no one gets any more Florins. Had the dice total been 4, the Crusade would succeed and each player would receive 2 Florins from the bank.*



Once the Crusade is resolved, the player whose turn it is may continue their player turn. The Crusade is not considered an attack for purposes of Perform Actions (see 5.1.3). However, a Power that has gone on Crusade that player turn may not be used to attack. Using the above example, Ginger could not use France to attack that player turn, since France was committed to a Crusade.

## 8.3. 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 they cannot pay, the player playing the Pope Card may immediately Excommunicate any one Catholic Power of that player (see 8.2). When Excommunicated, place an Excommunicated Marker atop that Power's Card.

### 8.3.1. EFFECT

- An Excommunicated Power may not trace passage for an attack through any Province of any other Catholic Power, even one the player controls. This does not apply to Naval Areas, and they may always trace passage "into" (as opposed to "through").
- Excommunicated Powers may be the target of a Civil War Card in a later player's turn (see 10.3).

### 8.3.2. REMOVAL

Excommunication, and the marker, 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 Florins to remove the Excommunication from any one Catholic Power of your choice (including one of your own).
- Immediately striking a deal with the player playing the Pope Card, the instant a player's Power is declared Excommunicated—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.

## 9.0 KNIGHTS OF CHRIST



There are 5 Knights of Christ Cards in the game.

### 9.1. 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.

#### 9.1.1. AS SUPPORT

A player may play one or more Knights of Christ Cards as support during a Crusade or when attacked. To offer support, it may be played to aid a Catholic Power that:

- is being committed to a Crusade to add to the Power's Army Strength.
- is attacked by a Pagan or Islamic Power. The Knights of Christ Army Strength is added to the Power's Army Strength for that attack.
- controls a Province in a Map Area attacked by the Mongols. The Knights of Christ Army Strength is added to the Map Area's defense die-roll.

#### 9.1.2. AS A POWER

A player may play one or more Knights of Christ Cards to attack a Province or be committed to a Crusade. It may be played to:

- Attack any one Pagan Province on map. The Pagan Provinces are those of the following Powers: Prussia, Latvia, Livonia, The Bulgars, Polovtsy, and The Cumans.
- Attack any one Province from the Kingdom of Jerusalem, Cyprus, Rhodes, or Malta.

A Knights of Christ attack cannot target a Province already controlled by the Knights of Christ, under any circumstances.

When played to attack, no passage for the attack is traced. The Knights simply attack the targeted Province.

When attacking solely with Knights of Christ, there is no 1 Florin cost to attack. This counts as one of the player's attacks for their player turn. If the Knights win, the player gains control of that Province. Place a Knights of Christ Control Marker in that Province, along with the player's own color control marker. This can change control of the Power Card as well.

## 9.1.3. MILITIA

Militia may never be purchased to support a Knights of Christ attack or defend a Knights of Christ Province.

## 9.2. Knights of Christ Provinces

A Knights of Christ controlled Province is a separate Catholic mini-Power and no longer part of the Power it originally belonged to if the Power has more than one Province. If the controlled Province is Livonia, Lithuania, Prussia, or The Cumans, the player also gains control of the Power if it is in play. It may only defend; it may never attack. It is eligible to be committed to a Crusade, whether it is Province or a Power. A Knights of Christ Province is considered Catholic for all game purposes unless it is conquered again, in which case it reverts to its normal status.

### 9.2.1. INCOME

The owning player gets the Province's Florins whenever a Pope Card is played, regardless who plays it. It does not provide income if a player chooses Collect Income (see 5.1.2).

### 9.2.2. ARMY STRENGTH

A Knights of Christ Province or Power has a +2 Army Strength when defending against an attack or committed to a Crusade.

### 9.2.3. POWER CONTROL

The Knights of Christ Province is controlled by the player when checking for Power control in 6.3.

### 9.2.4. RULERS

Knights of Christ Provinces and Powers always have Ruler Rating of zero (0) which is never subject to change.

### 9.2.5. ACTION CARDS

Knights of Christ Powers are not subject to Disaster, Change of Ruler, or Civil War. Knights of Christ Provinces are not subject to Heresy.

### 9.2.6. POWERS TABLE ROLLS

If a roll on the Powers Table indicates a Knights of Christ Power, shift up to the next Power until a valid result is obtained.

## 9.3. Knights of Christ and the Mongols

Knights of Christ Cards and Provinces aid in defense against the Mongols.

## 9.3.1. PLAYED AS DEFENSE

If any Power in the target Map Area is Catholic, and the player controlling that Power has a Knights of Christ Card, they may play that card which provides a +2 die-roll modifier to the defending Map Area.

## 9.3.2. IN ATTACKED MAP AREA

If there is a Knights of Christ controlled Province on a Mongol-attacked Map Area, increase the Mongol Defense Rating of the Map Area by 1, regardless of the number of Knights of Christ Provinces on that card.

*EXAMPLE: The Mongols attack the Map Area containing central Russia and Polovtsy which has a Knights of Christ Province (Polovtsy). The Mongol's Attack Strength is 5 and the Map Area Defense Rating is 3+1=4. The Mongols roll a 3 (+5 = 8) and a 4 is rolled for the Map Area (+4 = 8). The Mongols win and the Map Area is destroyed.*

## 10.0 ADDITIONAL ACTION CARDS

### 10.1. Spies

There are 3 Spies Cards in the game. Play of a Spies Card allows a player to do one of the following:

- Look at the card hand of any one player, without revealing it to the other players.
- Look at the next Map Card eligible to be drawn, without revealing it to the other players. This is done just before the decision to draw a Map Card during Map Card Selection (see 5.1.1) of the player turn.
- Look at the next two Action Cards available for draw, without revealing them to the other players, and return them to the draw pile in the same order.
- Force an opponent to choose the amount they will spend on Militia during an attack openly (see 11.1). The player who played the Spies Card then determines how much they will spend on Militia. Only one player can benefit from this use of a Spies Card per attack. This use of a Spies Card does not apply to Naval interception.

## 10.2. Assassin

There are 4 Assassin Cards in the game. An Assassin Card has two uses.

### 10.2.1. CANCEL A SPIES CARD

A player may play an Assassin Card at any time, including during another player's turn, to negate the latter's use of a Spies Card (see 10.1). Such play costs nothing and negates the effect of the Spies Card.

### 10.2.2. ATTEMPT TO KILL A RULER

A player may play an Assassin Card during Perform Actions (see 5.1.3) to attempt to force a ruler change for any Power with a ruler, including one of their own.

To attempt a ruler assassination, roll one die (1d6):

- If the die roll is a 5-6, the assassin has succeeded and that ruler is dead. The player must roll for a ruler change (see 6.4.2) for that Power.
- If the die roll is a 1-4, the assassin has failed in his attempt and there is no effect.

## 10.3. Civil War



There are 6 Civil War Cards in the game. A player may play a Civil War Card against any Power that started the player's turn either Excommunicated or with a Disaster Marker. Place a Civil War Marker on that Power's card.

**PLAY NOTE:** This means you cannot play a Disaster Card followed by a Civil War Card against the same Power in the same player turn.

### 10.3.1. EFFECTS

A Power with Civil War may not:

- Attack, except on its own Civil War marker.
- Conduct Naval Interception.
- Collect income from its Provinces.
- Commit to a Crusade.

### 10.3.2. REMOVAL

To remove a Civil War Marker the Power must attack itself. This is considered an attack for purposes of Perform Actions (see 5.1.3). The Civil War marker is the defender; it has an Army Strength of +0 and a Ruler Rating of +0. The Power is

the attacker and attacks using the standard attack rules, as if it were attacking a non-controlled Province (see 11.0).

If the Power wins, remove the Civil War Marker. If the Power loses (or ties), the Civil War remains in effect and the Power undergoes a ruler change (see 6.4.2). Either way, that Power may not attack again that turn.

If control of a Power with a Civil War marker changes to another player, the Civil War marker remains until it is removed, as above.

## 10.4. Jihad

There are 3 Jihad Cards in the game. A player may use this card during an attack by an Islamic Power against a Catholic or Eastern Orthodox Province. It reduces the cost of adding Militia (see 11.4) to the attacker's Army Strength - never to a defender's - from 3 Florins per die-roll modifier, to 2 Florins per die-roll modifier. Each Jihad Card may only be used for one attack.

## 10.5. Heresy



There are 4 Heresy Cards in the game. When this card is played, Heresy may have risen its head. The player targets a Province that is controlled by a Catholic Power and rolls one die (1d6):

- If the die roll is greater than the Province's income value, that Province has Heresy. The player places a Heresy Marker in the Province.
- If the die roll is the equal to or less than the Province's income value, there is no effect.

### 10.5.1. EFFECTS

Provinces with Heresy provide no income. This is true either when Collect Income (see 5.1.2) or, in a Knights of Christ Province, when a Pope Card is played.

### 10.5.2. REMOVAL:

Heresy may be removed by the player controlling that Province declaring an attack on the Heretics (Heresy Marker). This is considered an attack for purposes of Perform Actions (see 5.1.3). The declaration of such an attack automatically removes the Heresy without any die rolling.

## 10.6. Deus Ex Machina

There are 2 Deus Ex Machina Cards in the game. This card may be played at any time during the game, in response to a card being played. It negates the play of any card (including the Mandatory Cards, other than the ones listed below, if played before that card's action is resolved.

- Pope
- Mongol
- Knights of Christ
- Power
- Map

## 10.7. Disaster



There are 8 Disaster Cards in the game. When a Disaster Card is played, that player consults the Powers Table and rolls two dice (d66) to determine which Power the Disaster has struck (see 1.6.1). If the Powers Table procedure ends on a Power that already has a Disaster Marker or one that is not controlled by a player, continue moving one row up until another player controlled Power, which is not a Knights of Christ Power and does not have a Disaster Marker, is selected. Place a Disaster Marker on top of the Power Card.<sup>15.6</sup>

### 10.7.1. EFFECTS

Disaster has the following effects:

- The player controlling the Power loses one die (1d6) worth of Florins. If the die roll is greater than the number of Florins they have left, they pay all their remaining Florins, and the Power goes into Civil War.
- The Power is now susceptible to Civil War (see 10.3).

### 10.7.2. REMOVAL

Remove all Disaster Markers on Powers controlled by a player when they Collect Income (see 5.1.2) (see 5.4).

## 10.8. Change of Ruler

There are 10 Change of Ruler Cards in the game. Whenever a Change of Ruler Card is played, roll two dice (d66), and consult the Powers Table (see 1.6.1) to see which Power has a ruler change. If the power indicated is not controlled by a player, continue moving one row up until another player controlled Power is. Once the Power has been determined, that Power's

controlling player rolls one die (1d6), consulting the Leader Table, to get the new Ruler Rating. If the new Ruler Rating is different from the one printed on the Power Card, place an appropriate Ruler Marker covering the Ruler Rating of that Power Card.

*EXAMPLE: A player plays a Change of Ruler Card. They roll a 56 on the Powers Table, which means France, who at the time has a Good Ruler. France gets a new Ruler. The player now rolls a '4', which means France now has a Normal Ruler (+0).*

## 11.0 ATTACK

Attack is an action during a player's turn. The object is to gain control of a Province, remove a Civil War, or end Heresy. There are no combat pieces and there is no actual movement. A Power can only conduct one attack per player turn. The player may not attack with a power that was committed to a Crusade this player turn.

### 11.1. How to Conduct an Attack

1. Declare an attack by one of your Powers against a single target Province.
2. Pay 1 Florin to the bank to conduct the attack.
3. Trace a route (see 11.2) from one of the attacking Power's Provinces to the target Province. If the route goes through one or more Naval Areas, it can be intercepted (see 11.3). Use the included ship pieces to indicate the naval support route. If another player's Power with a Navy Strength has a Province bordering that Naval Area, follow the steps below:
  - a. The attacking player secretly allocates any Florins to purchase Naval interception die-roll modifiers (see 11.3.2). This die-roll modifier will be in effect for all Naval interceptions of this attack.
  - b. One Power, of another player, that borders the initial Naval Area may intercept by paying 1 Florin to the bank (see 11.3.2). If no interceptions occur in the current Naval Area, the attack continues to the next Naval Area until it has reached the landing Province.
  - c. The intercepting player secretly allocates any Florins to purchase Naval interception die-roll modifiers (see 11.3.2). This die-roll modifier will be in effect for only the current Naval interception.

- d. The Naval interception is resolved (see 11.3.3):
- If the attacking Power loses the interception, the attack does not reach the landing Province and has failed.
  - If the attacking Power wins the interception, the attack continues to the next Naval Area until it has reached the landing Province.

Repeat steps 3b and 3c until the landing Province is reached.

- First the attacker, then the defender, may play a Spies Card to force their opponent to spend Florins purchasing Militia openly before their opponent decides how many Florins to spend purchasing Militia. Only one player can benefit from this use of a Spies Card per attack.
- If the defender is a Catholic Power attacked by a Pagan or Islamic Power, then the defender may play a Knights of Christ Card to aid in defense.
- The attacker and defender secretly (openly if they were the target of a Spies Card) spend Florins to purchase Militia.
  - Defending uncontrolled Provinces can never purchase Militia.
  - Knights of Christ can never purchase Militia.
  - The attacker may play a Jihad Card (see 10.4), when they reveal their spent Florins.
- All die-roll modifiers are calculated for each side.
  - Powers, and defending Knights of Christ Provinces, add their Army Strength and Ruler Rating.
  - Uncontrolled Provinces and Provinces controlled by a player who does not also control the Power Card of the Province never add their Army Strength and Ruler Rating.
  - Purchased Militia is always added.
- The attack is resolved by each player rolling 1d6 and adding their die-roll modifiers (see 11.5).
  - If the attacking Power loses the attack, the defender retains control of the Province.
  - If the attacking Power wins the attack, the attacking player gains control of the Province. The defender's

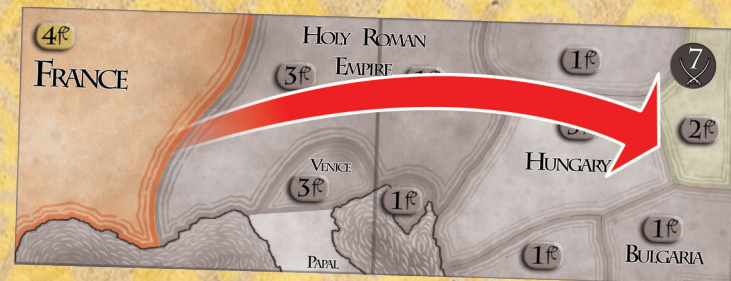
control marker (if any) is replaced with the attacker's control marker.

If the attack was conducted to remove a Civil War or end Heresy, the marker is removed if the attacker wins the attack.

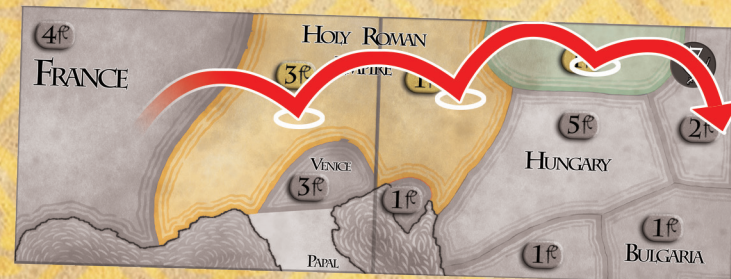
## 11.2. Attack Route

To attack a target Province the player must be able to trace a route through all intervening Provinces/Naval Areas until the route reaches the target. The player traces the route from any one Province of their attacking Power through all Provinces/Naval Areas between that Province and the target Province. The attack route can never trace through a Province/Naval Area that is covered by a Map or Mongol Tile. The attack route can never trace outside of the Map Areas.

### FRANCE ATTACKS RUSSIA



### ATTACK ROUTE GOES THROUGH THREE PROVINCES



*EXAMPLE: For France to attack Russia's Province in central Europe adjacent to Hungary, it can trace a route through Holy Roman Empire's Province surrounding Venice's three Florin Province, through Holy Roman Empire's Province next to Hungary, through Poland's southern Province, and then to Russia's Province for the attack. That is not the only path, just one possibility.*

# MEDIEVAL

A route may pass, without obstruction through any:

- Provinces the attacking player controls.
- Uncontrolled Provinces.
- Provinces by Permission (see 11.2.1).

A route may pass through a Naval Area (see 11.2.2), but is subject to interception by player controlled Powers with a Navy Strength that border that Naval Area.

## 11.2.1. PERMISSION

To pass through a Province that another player controls, the attacking player must get permission from the controlling player.

The attacking player and the player controlling that Province can make any deal allowed by section 4 for this permission.

## 11.2.2. NAVAL AREAS IN A ROUTE:

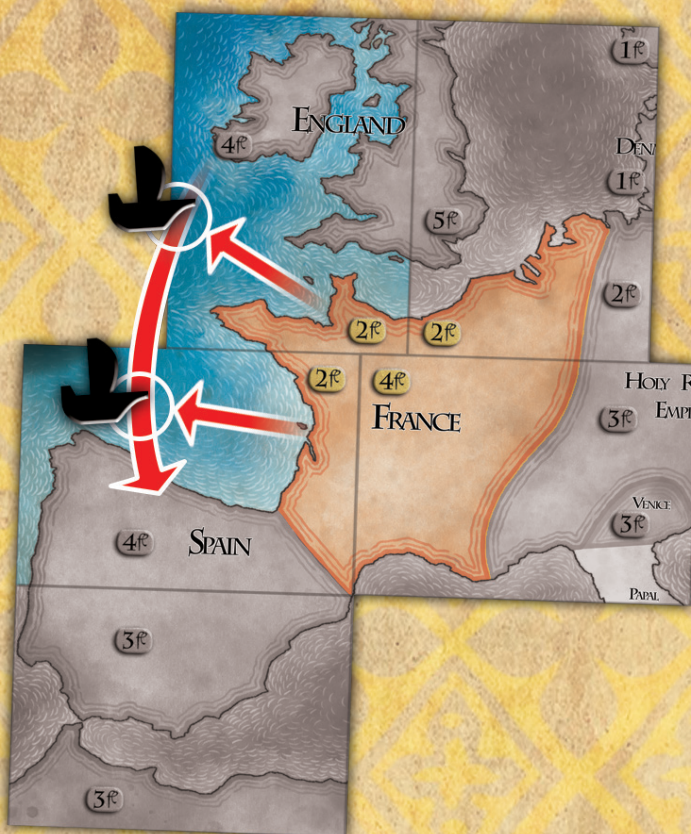
Navy Strength is what a player uses to transport their Army Strength across Naval Areas when tracing a route for an attack, or to intercept another Power's route through a Naval Area. A Power with a Navy Strength other than "No" can use that capability to trace a route through the Naval Area on a given Map Card until it reaches a landing Province chosen by the moving player. A player may only trace a route through one set of Naval Areas per attack. They may not trace from their starting Province, cross one or more Naval Areas that are all connected, land at a Province, and then cross another Naval Area.

## 11.3. Naval Interception

Routes passing through a Naval Area may be intercepted and stopped by any Power with a Navy Strength that is not "No" and whose controlled Province borders the Naval Area in question.

A player may intercept by paying 1 Florin to the bank, in addition to any additional Naval interception die-roll modifiers they wish to buy. That cost applies to any one interception in any one Naval Area.

A single Power can only intercept once per attack, no matter how many times a Naval Area in the route borders the Power.



*EXAMPLE: England is attacking northern Spain. France may attempt interception in either the Map Area with northwestern France or off the coast of Spain.*

### 11.3.1. INTERCEPTION ORDER:

Most Naval Areas have more than one Power with coastal Provinces that could, if they wish, intercept another Power's route through the Naval Area. When determining who gets to intercept, Island Provinces (e.g., Crete, Cyprus) go first, regardless of rating, then Coastal Powers. Within both groups, order is based on their Navy Strength, with higher Navy Strength going first. In case of ties, roll 1d6 to resolve, high roller may intercept.

## ISLAND PROVINCES FIRST



NAVAL POWER  
DETERMINES ORDER

*EXAMPLE: Fred, attacking with Byzantium, seeks to attack and seize the Mamluk Province adjacent to the Kingdom of Jerusalem in the eastern Mediterranean. He decides to use his Naval capability to transport his army, as his land passage would be blocked. In the initial Map Area, the first opportunity to intercept and stop passage goes to the Venetians, who control Rhodes. After that, opportunity would go to either Seljuks of Rum or the Latin Kingdom (both +1, so a die roll decides), with the Kingdom of Jerusalem getting last shot, if any.*

*If the fleet is still moving, entering the Naval Area adjacent to the target Province, first opportunity goes to the Latin Kingdom, for Cyprus. After that, the Mamluks (with a +1) come next, with the Kingdom of Jerusalem getting last shot.*

### 11.3.2. NAVAL INTERCEPTION DIE-ROLL MODIFIERS

The player conducting the attack action may secretly purchase Naval interception die-roll modifiers at the cost of 4 Florins per +1. This is done right after they trace the route to the target Province. The purchased Naval interception die-roll modifiers apply to all interceptions throughout the attack, no matter how many times the attack is intercepted.

The player conducting the Interception action may secretly purchase Naval interception die-roll modifiers at the cost of 4 Florins per +1. This is done after they pay 1 Florin to declare the interception. The purchased Naval interception die-roll modifiers only apply to the current Naval interception.

Any Florins spent on Naval interception modifiers are returned to the bank at the end of the attack, whether the die-roll modifiers were used or not.

Ruler Ratings (see 6.4) never apply during Naval Interception.

### 11.3.3. INTERCEPTION RESOLUTION

Both sides roll 1d6, add their Power's Navy Strength, and any purchased Naval interception die-roll modifiers. If the attacking Power's total is:

- greater than the intercepting Power, it wins and continues along its route to the landing Province.
- equal to or less than the intercepting Power, it loses and the attack is aborted.

### 11.4. Militia

A player may purchase Militia as die-roll modifiers for an attack. For each 3 Florins spent, that power receives a +1 die-roll modifier for use in that attack. Thus, spending 9 Florins will purchase a +3 die-roll modifier.

All Powers may raise Militia, except Knights of Christ Powers and Provinces. Militia are used only for the attack for which they are purchased. Any Florins spent on Militia are returned to the bank at the end of the attack.

### 11.5. Battle Resolution

Each side rolls 1d6 and adds the following die-roll modifiers:

1. The Power's Army Strength (see 6.5)
  - attacking Power always adds
  - defender adds only if they control the Power Card of the Province under attack.
2. Ruler Rating (see 6.4)
  - attacking Power always adds
  - defender adds only if they control the Power Card of the Province under attack.
3. Militia die-roll modifiers purchased (see 11.4). Reveal Florins spent at this time.
4. A Knights of Christ Card (Catholic defender attacked by Pagan or Islamic Power only) (see 9.1).
5. Mercenaries (see Optional Rule 13.3).

# MEDIEVAL

Compare the totals. If the attacker's total is:

- Greater than the defender's total, the attacker wins and gains control of the Province or ends the Civil War.
- Less than or equal to the defender's total, the attacker loses and the defender retains control of the Province or the Province remains uncontrolled. If attempting to end a Civil War, the Civil War remains in effect and the Power undergoes a ruler change.

## 12.0 VARIANTS

### 12.1. Two Player

All regular Medieval Rules for the 3-player game are in effect, except as noted below.

#### 12.1.1. SETUP

During setup, after each player has selected their powers, shuffle the remaining Power Cards with a Power Strength Rating of 2 or greater and deal five to each player face down. Non-Player Setup now takes place. In alternating order each player chooses a power from those dealt to them and places it in the Non-Player Control (NPC) Power area. This continues until each player has placed three Power Cards in the NPC area for a total of six. NPC Powers can be adjacent to each other, unlike player starting Powers. Place a black control marker on each Province of all NPC Powers. Shuffle the remaining Power Cards into the Action deck.

#### 12.1.2. NON-PLAYER CONTROL (NPC) POWERS:

These Powers are neutral, but in play, and control all their own Provinces at start. When Provinces of these Powers are revealed by removing Map Tiles, mark their control as normal.

#### NPC Powers:

- do not collect income or pay for actions.
- never conduct Naval Interception.
- never pay for or commit to Crusades.
- attacked by a player receive a Militia die-roll modifier determined by rolling 1d6 and consulting the following chart:

#### DIE-ROLL

#### MILITIA DIE-ROLL MODIFIER

1	+0
2-3	+1
4-5	+2
6	+3

Roll after the player has allocated their Florins for Militia. The attacking player can play a Spies Card to allocate Florins for Militia after the die is rolled for NPC Militia.

#### 12.1.3. NPC POWERS TURN

After each player's turn is complete, cards are drawn to simulate the NPC Powers turn. Draw two cards from the deck, one at a time. Discard all cards other than Mandatory or Power Cards. If a Mandatory card is drawn, resolve as normal. If the NPC draws a Mongol Card, the player that has the fewest VPs resolves it. If there is a tie, roll a die with the high roller resolving it (roll again in case of ties until the tie is broken). If a Power Card is drawn, place it in the NPC area and place control markers on the map, if any of the Powers Provinces are in play. If no Provinces of the Power are in play, the Power is placed in the NPC area and control of the Provinces is marked when they enter play.

#### 12.1.4. CRUSADES

When resolving a Crusade, double the strength of the Crusade before rolling the dice to determine the success of the Crusade.

## 12.2. Special Investments





You have decided to focus on expanding your power by making special investments in specific technologies. These are expensive endeavors, but they could make the difference in your bid for power.

This variant increases the strategic complexity of the game and is designed for experienced players only.

## 12.2.1. INVESTMENT RULES

- Investments can only be bought after the first round of play.
- Each player can only buy one investment.
- Each investment can only be bought once.
- Investments can only be used in games with 3 or more players.
- Investments are purchased at any time during the Perform Action (see 5.1.3).

## 12.2.2. INVESTMENT DETAILS

### 12.2.2.1. MILITARY

You feel your armies are your greatest asset.

**Bonus:** Place the card on a single Power you control. This Power receives an additional +1 Army Strength. If you lose control of the Power, place the investment card on another Power your control.

**Cost:** 3 players: 24 Florins / 4 or more players: 18 Florins

### 12.2.2.2. MARITIME

Investing in protecting your trade routes is a sure path to victory.

**Bonus:** Applies to all Powers you control that have naval capability. These Powers have an additional +1 Navy Strength. For each multi-Province Power that you control all the Provinces of, you receive +1 Florins when collecting income.

**Cost:** 3 players: 24 Florins / 4 or more players: 18 Florins

### 12.2.2.3. ECCLESIASTICAL

The church is your greatest ally.

**Bonus:** Catholic Powers you control cannot be targeted by Excommunication. Catholic Provinces you control cannot be targeted by Heresy. When you use a Pope Card to call for a Crusade, each player who controls at least one Province of a Catholic Power must pay you an additional +1 Fl.

**Cost:** 3 players: 18 Florins / 4 or more players: 12 Florins

### 12.2.2.4. TRAITOR

The Mongols are going to win anyway.

**Bonus:** At the end of the game you receive +2 Victory Points for each Map Area the Mongols have destroyed.

**Cost:** 3 players: 18 Florins / 4 or more players: 12 Florins

### 12.2.2.5. INFRASTRUCTURE

Superior logistics means you can move faster than your enemies.

**Bonus:** You are allowed one additional Attack during turns you do not collect Income. You are still limited to one attack per Power per Player Turn.

**Cost:** 3 players: 18 Florins / 4 or more players: 12 Florins

### 12.2.2.6. MERCHANT

Efficient markets make for efficient wars.

**Bonus:** On turns you collect Income you may take one action, either play a card or make one attack.

**Cost:** 3 players: 24 Florins / 4 or more players: 18 Florins

## 13.0 OPTIONAL RULES

### 13.1. Marriage

By playing a Pope Card, a player may gain uninterrupted passage (see 11.2) for any one of their 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 Ruler, at which point the marriage no longer exists and the passage capability is removed.

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.

- Only a Catholic Power may be married by the Pope.
- Only a Catholic Power may move through or into the Papal States via play of a Pope Card.

## 13.2. The Papal States

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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 (a Holy Roman Empire Province).

A player may play a Pope Card to allow all that player's Catholic Powers to trace passage through the Papal States for that player turn.

## 13.3. Mercenaries

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Two Pagan Powers - The Cumans and Polovtsy - if controlled by the attacking player may be used to provide Mercenaries, as support for the main attack, in any attack on any Province in an adjoining Map Area that is not separated by a Naval Area. The Prussian and Livonian pagans may not be so used.

### 13.3.1. EFFECTS

When used, Mercenaries add their Army Strength as a die-roll modifier for the attacking player. 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 a route to the target Province, they just have to be from a Power with a Province in the same or adjacent Map Area to the target Province that is not separated by a Naval Area.

Mercenaries may be used in only one attack per player turn.

Mercenaries may not be used to support an attack by their own Power.

*EXAMPLE: The player controlling The Cumans Power Card may not both attack a Russian Province with The Cumans and claim Mercenary support from The Cumans.*

## 13.4. Powers Table

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If a rolled-for Power is not yet controlled by a player, or if it is a Knights of Christ Power (see 9.2.5), roll until you get one that is controlled by a player.

## 13.5. Shorter Game

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If you are interested in a shorter game with less map destruction, end after the fifth Mongol Card has been drawn and resolved.

## 14.0 NOTES ON POWERS

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### 14.1. Power Strength Rating 4

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**The Almoravids:** Muslim Power that controls all 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 (which includes the Balearic Islands). On the decline at the start of the game.

**England:** She also starts the game in control of the northeastern French Province, last remnants of the Plantagenet empire. (To be more accurate, England still controlled Aquitaine, but for game purposes that proved a bit too much for the poor French player.) The "Bad Ruler" represents King John.

**France:** An interesting Power to play. Four connected Provinces of which one 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.

**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 in central Europe represent the Germanic portion of the empire, plus holdings in Italy and the Mediterranean, which represent the Kingdom of the Two Sicilies, of which the island of Malta is a separate Province.

**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. Lots of income, but her "position", in game terms, is not the greatest.

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

**Venice:** "Serenissima", the great naval power of the era, has 5 widespread Provinces: Venice, Istria (these two are separated by the HRE), Crete, Rhodes and the Aegean Islands (mostly the Euboea-Andros-Naxos islands and Lemnos, which are all treated as one Province).

## 14.2. Power Strength Rating 3

**Ayyubids & Mamluks:** 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 Mamluks. She has Provinces all along the southeastern map edge, as we have treated Baghdad as part of this Power. (This is not truly accurate, but it works for game purposes.)

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

**Hungary:** Finally emerging as a strong Balkan power after the destruction of the Magyars in 955, she has one Province. Her singularity, income, and position make her an interesting “secondary” Power to play.

**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 Map Areas: Macedonia/Greece, Cyprus, Thrace, and Armenia. The two latter Provinces are treated separately in terms of providing income and control of the entire Power.

**Seljuks of Rum:** The Turkish branch of Islam these days, they have one large Province and a smaller one. Seljuks of Rum will, eventually, morph into the Ottomans.

**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.

## 14.3. Power Strength Rating 2

**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 Provinces in separate Map Areas.

**Denmark:** Two Provinces, the latter including Malmo and the island between Malmo and mainland Denmark.

**Kingdom of Jerusalem:** Or what is left of the old Crusaders. Two, separate Provinces, Antioch and Jerusalem.

**Lithuania:** A not inconsequential pagan Province 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:** Split into two Provinces. Spent much of her game era efforts launching Crusades into the Baltic and annoying Denmark.

**Poland:** Much like it was historically, split and fractionalized in the game into three separate Provinces. Destined for better things, but not in the era covered by this game.

**Serbia:** A two-Province Balkan upstart, and a not-so-minor player in the endless Balkan 13th Century game of musical chairs.

## 14.4. Power Strength Rating 1

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

**The Cumans:** The Mercenaries of choice in Eastern Europe. Less a country than a restless tribe. One Province.

**Georgia:** Two Provinces, Caucasia and Azerbaijan. Despite what you see on the map, Georgia has no game presence along the northern Black Sea in terms of Control or income.

**Polovtsy:** Pagans, and historical enemies of the Russians. (Made permanently famous by Borodin and his Polovtsian Dances). It has three Provinces. Not the best Power in the game.

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

**Corsica & Sardinia:** Not a Power, but an independent Province. Thus, no Power Card. But worth 1 Florin income to the player who controls it.

**Sweden:** One Province and eastward ambitions.

## 15.0 DESIGN AND HISTORICAL NOTES

### 15.1. DESIGN NOTE

In the timeframe the game starts, Corsica & Sardinia were not controlled by any power represented in the game.

### 15.2. DESIGN NOTE

In general, the names of Power Cards are the names of Powers that existed in Europe, the Middle East, and North Africa during the 13th Century. In some cases a name may represent an abstract group of smaller kingdoms, principalities, duchies, etc. that we have chosen to portray as a single Power. For example, during the time frame of the game France was not a single nation, but a group of smaller states that owed loose allegiance to the French king.

### 15.3. 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".

### 15.4. 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 central Europe accordingly. Map Areas to the west of central Europe are "Mongol-proof".

### 15.5. HISTORICAL NOTE

The period covered by the game saw lots of crusades, not all of which were truly religious in nature. Crusading was a popular pastime, which included the Spanish Reconquista, all sorts of crusades in the Baltic (mostly driven by a Teutonic expansion mindset), the Albigensian Crusade (southern France), Italy (primarily in southern Italy and of a political nature), Byzantium, Egypt, Tunisia, and several other minor events. Our view of these crusades is abstracted and takes a sweeping view of the complexities found in this fascinating era.

## 15.6. DESIGN NOTE

The generic term Disaster covers a myriad of real-world problems such as: drought, famine, plague, and peasant revolts. These were plentiful in this period.

## 16.0 CREDITS

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**Special Thanks To:** Uwe Eickert, David Heath, Mark Simonitch, O. Shane Balloun, and all our wives.

## 17.0 DETAILED EXAMPLE OF PLAY (3-PLAYER GAME)

### 17.1. Prepare to Play

**POWER SELECTION:** Each of the three players (Fred, Ginger, and Cary) will select three Power Cards, one in each selection round. The number in parentheses below is the starting income for the Power.

**ROUND 1:** Fred takes Holy Roman Empire (6), Ginger takes France (6), and Cary takes England (9).

**ROUND 2:** Cary takes Spain (4), Ginger takes Russia (7), and Fred takes Ayyubids & Mamluks (4).

**ROUND 3:** Fred takes The Almoravids (6), Ginger takes Byzantium (3), and Cary 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 Ayyubids & Mamluks since Map Cards between them are not yet in play.

**PLACE CONTROL MARKERS:** Each player now places their three Power Cards in front of them and places control markers in each Province they control (see diagram below). Note that The Almoravids control Southern Spain at start and England controls the northeast French Province at start.

**STARTING INCOME:** Fred with Holy Roman Empire, The Almoravids, and Ayyubids & Mamluks starts with 16 florins. Ginger with France, Russia and Byzantium starts with 16 florins. Cary with England, Spain and Hungary starts with 18 florins.

**INDICATE VICTORY POINT TOTAL ON LEDGER:** Fred places his tokens on the ledger to indicate his current Victory Point total, not his starting income. He places them on the 3 in the Ones column and the 1 in the Tens column.

Ginger and Cary follow suit with starting Victory Point totals of 16 and 14.

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

GINGER



FRED



CARY



# MEDIEVAL

## 17.2. 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 below to view each player's hand. The eleven unused Map Cards are set face down and comprise the Map Deck.

### Fred



### Ginger



### Cary



## 17.3. Round 1

### 17.3.1. Fred's Turn



**MAP CARD SELECTION:** Fred draws a Map Card. It is in the northeastern corner of the map (containing Russia and The Bulgars) which is at the far right of the play field. Map Cards must be played immediately, so the Map Tile is removed.

Ginger places one of her control markers in the Russian Province (she controls Russia) and increases her Victory Point total on the ledger by 1. Drawing a Map Card will limit Fred to one attack in his Perform Action (see 5.1.3) but this will not be a problem as we shall soon see.

**COLLECT INCOME:** Fred 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 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. Fred decides to conserve his florins and Action Cards and Collects Income as his only action this turn (3.4). He gets 13 florins, putting him in great shape to defend against any possible attacks by the other two players.

**PERFORM ACTIONS:** Since Fred has collected income he cannot take any actions this turn.

**DRAW ACTION CARDS:** He has 4 Action Cards in his hand (the maximum allowed) so he skips this phase.

**PLAY MANDATORY CARDS:** Fred has only one Mandatory Card (Change of Ruler) and plays it. He consults The Powers Table and rolls two dice. A result of 25 is Prussia, but that power is not in play yet. Moving up on the chart, England is the first controlled Power. He rolls one die on the Leader Table and gets a 4—Normal Ruler. England is currently a Bad Ruler so Cary gladly upgrades his ruler.

### 17.3.2. Ginger's Turn



**MAP CARD SELECTION:** Ginger does not plan to attack more than once so draws a card from the top of the Map Deck, it is in the north center of the map (containing Holy Roman Empire, Denmark, Norway, Sweden, Prussia, and Poland).

The Map Tile is removed and Fred places one of his control markers in his Holy Roman Empire Province and increases his Victory

Point total on the ledger by 2. No other Powers on that card are in play.

**COLLECT INCOME:** Ginger decides not to collect income.

**PERFORM ACTIONS:** Ginger cannot play her Civil War Card because no Power in play started the turn with a Disaster marker.

Ginger now launches an Attack from France on the English-controlled French Province. Ginger pays 1 florin to do so. Ginger (France) secretly gathers 12 florins for the battle and Cary (England) gathers 9 florins. Every 3 florins spent generates a +1 Militia modifier. Ginger then plays her Spies Card against Cary and ask to reveal the number of florins committed to Militia.

Instead of revealing his florins, Cary counters with his Assassin Card which cancels the Spies Card. Both players now reveal their florins at the same time. France's total die-roll modifiers for the battle is 7 (+4 Militia, +2 Base Army Strength, +1 Good Ruler). England's total die-roll modifiers is 4 (+3 Militia, +1 Base Army Strength, +0 Normal 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. Cary removes his control marker from the French Province and decreases his Victory Point total on the ledger by 2. Ginger places her control marker in the French Province and increases her Victory Point total on the ledger by 2. Ginger is now finished with her actions (because she drew a Map Card she is allowed only one attack).

**DRAW ACTION CARDS:** Ginger has 3 cards in hand and draws 1 to bring her hand to 4.

**PLAY MANDATORY CARDS:** Ginger has two Mandatory Cards to play. The first card is a Mongol Card which has no effect— the first three Mongol Cards are not resolved (see 7.1). The second mandatory card is a Disaster. She rolls two dice and consults The Powers Table. A roll of 51 results in a Disaster in Spain. Fred places a Disaster marker on his Spanish Power Card. The Disaster requires Fred to immediately roll one die and lose that many florins (see 10.7). He rolls a 2 and pays two florins. The Disaster marker also makes Spain susceptible to Civil War (see 10.3).

### 17.3.3. Cary's Turn

**MAP CARD SELECTION:** Cary would like to get the Map Card with the rest of England into play but declines to draw a Map Card because he is planning to make two attacks in this turn.

**COLLECT INCOME:** Cary decides not to collect income.

**PERFORM ACTIONS:** Cary performs the following Actions:

- Plays his Poland Power Card and places control markers in the three Polish Provinces. He also receives Poland's 2 starting florins and increases his Victory Point total on the ledger by 3.

- Plays Heresy against the northeast French Province (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 die-roll modifier. Hungary's ruler is Bad for a -1 die-roll modifier. 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 Fred or Ginger can roll for Serbia. Both countries roll a 3 which results in the defender retaining control of Serbia. That attack is over with.
- Cary next considers using Spain to attack The Almoravids in southern Spain. The Spanish Army is a +2 and has a Good Ruler (+1) but Cary remembers that Fred had collected income on his turn. Fred will have a lot of florins to pour into Militia die-roll modifiers. Since a failed attack only would cost a single florin he decides to attack in hopes of making Fred overspend in florins. Sure enough, Fred commits 12 florins for Militia while Cary commits none. Cary (Spain) rolls a 4 which becomes a 7 due to his army (+2) and leader (+1) die-roll modifiers. Fred (The Almoravids) rolls a 2 which becomes a 6 due to his army (+1), leader (-1) and Militia (+4) die-roll modifiers. He loses the battle and Cary now controls southern Spain. Fred removes his control marker from the Spanish Province and decreases his Victory Point total on the ledger by 3. Cary places his control marker in the Spanish Province and increases his Victory Point total on the ledger by 3.
- Cary holds on to his Knights of Christ Card which will provide a +2 die-roll modifier in defense if The Almoravids decide to counterattack in Spain.

**DRAW ACTION CARDS:** Since Cary used his Assassin Card on Ginger's turn and his Heresy and Poland cards on his own turn he may draw 3 additional cards from the Action Deck to bring his hand back up to 4 cards.

# MEDIEVAL

**PLAY MANDATORY CARDS:** Cary has no Mandatory Cards so this phase is skipped.

## 17.3.4. Round 1 Summary

Round 1 ends with the ledger showing that Ginger is in the lead with 19 Victory Points, Cary is in second with 18, and Fred is trailing with 12. However, Fred has 15 florins hidden in his coin purse, while Ginger has 3 florins, and Cary has 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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