giochix.it

Medioevo
Universale

Prototype

PREMISE

This is the rulebook of the **official prototype** of Medioevo Universale by Nicola Iannone, as he has created it. We included it in its original form to pay homage to his ten years of splendid and epic work. Medioevo Universale has crossed the history of Italian boardgame design since 1988, growing year after year, creating astonishment in everyone who stopped to see it. We think that this is a wonderful contribution to our common passion for boardgames.

Of course **you have to consider that this is a prototype game version**, and the results are much more complex and intricate than a normal retail board game. Some parts are also still in development, so you need to refer to the designer's personal website http://www.medioevouniversalis.org for any doubts, questions, improvements and updates. Thank you for your contribution to this epic work!

INDEX

ACKNOWLEDGEMENTS BY NICOLA IANNONE

CONTENTS

Each player set contains (in player colours):

II — 10 Property tokens
x2 tokens I-III, x4 I-II, x2 II-III, and x2 I

13 Markers

1 Dice Set

8 Control tokens

20 Heavy Infantries

10 Cavalries

20 Light Infantries

10 Archers

3 Captains

1 Player Screen

Basileia Ton Rhomaion
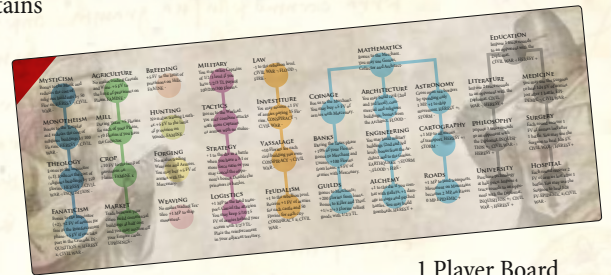
1 Player Board

Other game contents are:

Game Board

70 Empire cards

30 Event cards

30 Objective cards

10 Treasure cards

15 Galleys

12 Merchant Ships

15 War Wagons

12 Caravans

16 Catapults

14 Trebuchets

12 Bombards

40 Barbarian Infantries

20 Barbarian Archers

7 Barbarian Captains

1 barbarian Dice Set

180 coins (30 of each type)

4 barbarian Property tokens

20 destruction tokens

The contents related only to the giochix version are not shown on this page.
For full contents list please refer to the back of the box.

20 Walls (Castles)   **20 Fortresses***   **40 Towers***   **14 Cathedrals**   **12 Cities**   **17 Towns**   **24 Villages**

*tokens are included, miniatures are optional

15 Small Standards   **10 Large Standards**

160 Merchandise cubes in 8 colours
There is an handful of extra cubes which you can use as replacements.

1 Commercial chart

4 Religious capital tokens

6 Turn order tiles

3 Textile Fair tiles

3 Agricultural Fair tiles

3 Mining Fair tiles

Medioevo
Universale

Rulebook

4 Battle boards:
Use them to place miniatures during large battles (instead of placing them on the board).

4 Battle board tokens
Place them on the board to mark where a large battle is in progress.

4 Grail tiles

10 Far Away Harbors tiles

2 Crusade tiles

1 Notepad

**The contents related only to the giochix version are not shown on this page.
For full contents list please refer to the back of the box.**

INTRODUCTION

13th century: the vastest empires and the most powerful kingdoms are competing for absolute supremacy. It is a time of strong divisions and great contradictions: the will to unify Europe and the whole Mediterranean area, and the wish to restore a great universal power, now a memory of an ancient past, still survive in the Holy Roman Empire in the west, and in the Eastern Roman Empire. But these great empires now have powerful contenders in both war and politics, as the south, the east and central Europe are home to glorious cultures and infinite energies.

This time the conflict is at a different level, a higher importance and more difficult to dominate: as the winner's dominance is not limited to mere lands, seas, cities, strongholds and strategic positions; nor will the winner's control be confined to only wealth, commerce and political power. This time the winner will have absolute supremacy on every single soul of this world.

It is a time of fights and conflicts that transcend the human finiteness, the Holy Empires, the religious schisms, the Holy land to reconquer, the wars to declare, the Popes and Antipopes, and where absolute power is needed to subjugate others, and raise to the role of undisputed ruler.
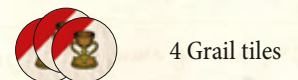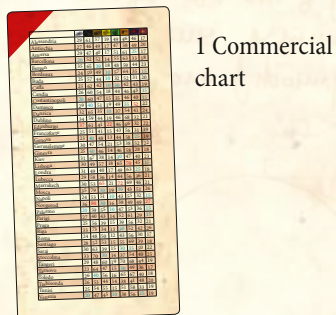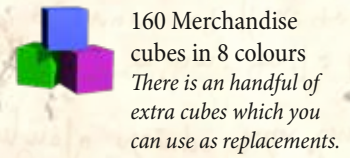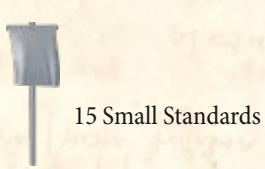*How will the winner be determined?*

In **Medioevo Universale** players will develop their kingdoms on a commercial, diplomatic, military and technological field while facing catastrophic events, wars and betrayals. The player who will obtain the highest number of Honour Points (HP) at the end of the game is declared the winner.

GAME DURATION

There are 3 ways to modify the game duration and adapt it to one's needs:

Time Limit: a maximum time limit for the game is set. When the time runs out, the present turn is completed and the game ends: the player with the highest number of HP wins the game.
Turn Limit: a maximum number of turns to play is set, and at the end of the last turn the player with the highest number of HP wins the game.
Honour Point (HP) **limit**: a number of HP needed to reach the end of game is decided. This can happen in two ways:

1. When a player reaches or exceeds this limit, considering the points already earned and those to be obtained at the end of the current turn, this player can then declare victory and the game finishes at the end of the present turn. **Note**: if it turns out to be an incorrect declaration, the game continues normally.
2. When a player reaches this limit at the end of the turn, considering the points already earned.

It is possible to play with all of these rules altogether or choosing only one or two.
The HP collected during the game are registered on the board.

Example: *Players decide to play with a Limit of 30 HP. Having already collected 28 points, the blue player realizes that an Objective worth 3 more HP has been accomplished after a successful attack. Victory is declared immediately to finish the game at the end of the present turn.*
Note: the rules for objectives are not part of the basic rules; they are under Other Elements on page 30.

Example: *Players decide to end the game with a time limit of 3 hours and/or 10 turns. If 10 turns are completed within 3 hours, the game ends. On the contrary, regardless of the numbers of completed turns, the game ends after 3 hours.*

THE KINGDOMS

When using the map for less than 6 players, the following areas must be excluded from the game:

Principality of Rostov
Principality of Vladimir
Republic of Novgorod
State of the Teutonic Order
Kingdom of Sweden
Kingdom of Norway
Territories of Skåne and Jutland (kingdom of Denmark)
Kingdom of France
County of Provence
Territories of Algeria and Medjerda (Hafsid Sultanate)

Place an army of a non-playing player on these territories as a reminder.

SETUP

Catapult (miniature)	1
Cathedral (miniature)	1
Player board and screen	1
Dice	3

Separate the cards into the **3 different decks** (Empires, Events, Treasure). Shuffle and place the decks face down near the game board (use the side with the Historical Prototype as in the figure). Every player chooses a game colour (random choice is also allowed) and its relative Kingdom among those available: Byzantine Empire, Mamluk Sultanate, Kingdom of Hungary, Republic of Novgorod, Holy Roman Empire or Golden Horde Khanate. Players then receive the player equipment:

Money for a total amount of	1000 Florins
Merchant Ship (miniature)	1
Caravan (miniature)	1
Galley (miniature)	1
War Wagon (miniature)	1
Captain (miniature)	1

The board is divided into land territories and sea areas. Territories can form kingdoms of various dimensions:

- Major (7 territories)
- Great (5-6 territories)
- Minor (3-4 territories)
- Small (1-2 territories)

1. If there is a least one Catholic player, the Pope is randomly assigned amongst the players who have a Catholic Kingdom (Holy Roman Empire and Kingdom of Hungary).

2. Place on every Inhabited Area on the map a **Village** and a **Tower**, except for one Inhabited Area of one's choice per each player's Kingdom, where a **City** (Capital of the Kingdom) must be placed. Note: on Constantinople a Fort must be placed instead of a Tower, and on Kiev no building of any kind must be placed.

3. Place a City instead of a Village on each Major Barbarian Kingdom; it will represent its Capital City. If the Major Barbarian Kingdom has more than 1 Inhabited Area, roll 1 die to determine which will be the Capital.

Events

Treasure

Technology tokens
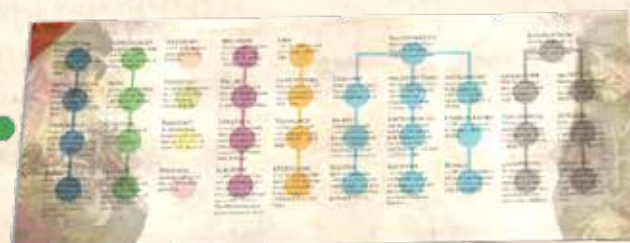
Player screen

4. Place the **Cathedral** on any territory of one's own kingdom.
5. Place the Religious Capital tokens on the settlements of Rome, Constantinople and Jerusalem.
6. Players place **1 Heavy Infantryman** on every territory they own. The Pope player owns the Papal States and thus gets to place 1 additional Heavy Infantryman on them. Note: the Papal States are the territories around the City of Rome.
7. Players then place the **Caravan**, the **War Wagon**, the **Captain** and the **Catapult** in the Villages/Cities of their Kingdom as they prefer. The **Galleys** and the **Merchant Ships** are placed in the Villages/Cities with a Harbour ⚓. Players must place their **property token** (shield-shaped token with "I", "II", or "III") over the mean of transportation and siege engines to indicate both its owner and its level. Note: players who start the game without Villages/Cities that have a Harbour (⚓) may place their Merchant Ships and/or Galleys in any territory with a Harbour in any adjacent Barbarian Kingdom that has a Harbour.
8. Each player in turn then places a total of **35 points of Force Value** (FV) of their armies as they prefer (40 points for the

Pope player): keep in mind that the Light Infantryman is worth 1 FV, the Archer 3 FV, the Heavy Infantryman 5 FV, the Knight 10 FV. They can place them in their territories with Villages (maximum 10 FV) or where the Capital City is (maximum 30 FV). The territory with the Cathedral can have +10 FV, one with a Tower +5, one with a Fort +10. The three religious capitals (Rome, Constantinople, Jerusalem) allow to keep 10 more FV. It is also possible to place armies in one's own Galley and/or War Wagon (maximum 20 FV per vehicle) or Caravan and Merchant Ship (maximum 10 FV per vehicle). Players' ships starting the game in a Barbarian Harbour need to have at least 5 FV.
Example: Blue adds 3 more Heavy Infantrymen (5+5+5= 15 FV) in the territory where the Capital is. Here, there was already a Heavy Infantryman (5 FV), so the total amount is 20 FV and is lower than the Capital limit, which is 30. Blue then adds 2 Archers and 4 Infantrymen (3+3+1+1+1+1=10 FV) in the territory containing the Cathedral and one Knight (10 FV) on the War Wagon.
See the chapter Provisions on page 31 for all details on placement limits.
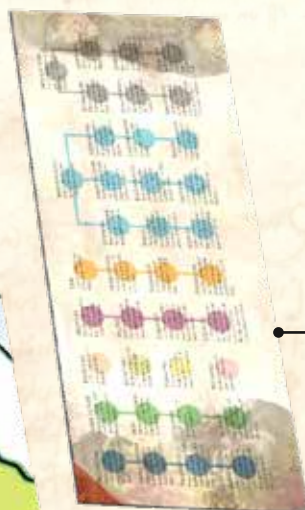9. Finally all players place their **13 Technology tokens** and their **10 Property tokens** next to their player board.
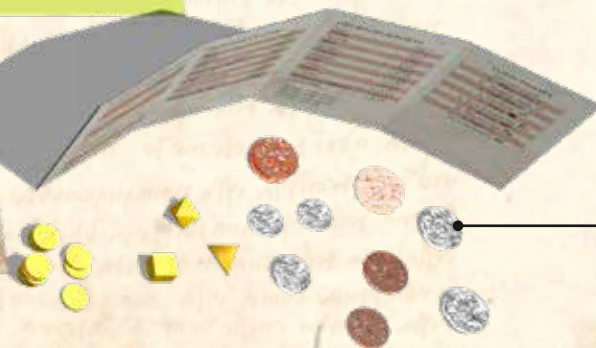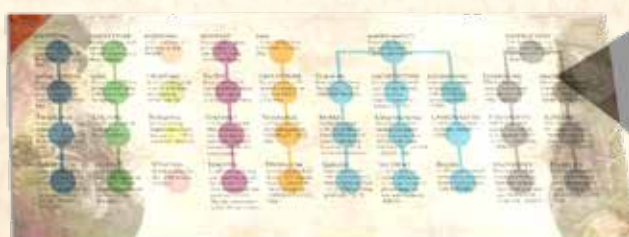
Empire

The Force Values according to the type of army:

Type	FV
Infantryman	1
Archer	3
Heavy Infantryman	5
Knight	10

Player board

Florins

The side columns of this rulebook explain the concepts illustrated in the central columns. When coming across a red word, it will be clarified here in these columns.

These are the 10 game phases:

1. Turn order	6. Reinforcements
2. Empire cards	7. Events
3. Diplomacy	8. Placement
4. Purchase	9. Combat
5. Taxes	10. Commerce

Florins: money used to trade goods, collect taxes, erect buildings, means of transportation, and siege engines, purchase mercenary armies, Captains, Technologies, fund diplomatic pacts and betrayals.
There are 6 denominations: 1, 5, 10, 50, 100, 500. If players reach 5000 Florins, they can give them to the bank in exchange for a credit advice.

Example: In a 4-player game, only the first player position is at auction. The blue player bids first in the auction and chooses to offer 10 Florins; the yellow player bids 15 Florins and the green player 20 Florins. The yellow relaunches and offers 25 Florins, the blue passes, while the red bids 40 Florins. The green and the yellow pass, so the red player gets the first position in the game turn and pays the 40 Florins bid. The remaining turn order is randomly decided.

Empire cards: they represent specific characters, each specialized in one or more fields like combat, espionage, taxes, diplomacy, commerce. The available combos with Technologies enhance and increase their characteristics.

The Technological Level (TL) influences many aspects of the game and depends on the number of Technologies acquired by each player: less than 8 equals a TL 1, 8-15 has a TL 2, 16+ Technologies has a TL 3.
Acquiring a technology reflects progress and development in a certain field, and has numerous consequences: for example, it can increase some characters' skills or reduce the effects of some calamities. There are 6 technological trees: Military, Science-Commerce, Religion, Agriculture-Craft, Politics, University-Medicine. A specific token on the board marks the progress in every branch for each player.
In this rulebook, every time a Technology is mentioned it will be written in CAPITAL LETTERS.

GAME PHASES

A complete game turn is divided into 10 Phases. All phases may be carried out altogether by all players, except for Empire cards, Diplomacy, and Combat.

1. TURN ORDER PHASE

At the beginning of the game the order for the first turn is randomly decided. From the second turn an auction is held to obtain privileged positions in the turn order. The positions at auction depend on the number of players: the first position in case of 3-5 players; the first and the second position in case of 6-7 players; the first three positions in case of 8-10 players. The auction is public, and it is possible to bid any number of Florins, minimum relaunch 5 Florins. The last player to relaunch when all others have passed is the first player. The same process is repeated for the other positions at auction. The rest of the turn order is randomly decided.

2. EMPIRE CARD PHASE

Following the turn order, players draw 1 Empire card each. It is possible to draw one more card at 100, 200, or 300 Florins respectively if one has a Technological Level (TL) of 1, 2, or 3.

3. DIPLOMACY PHASE

Following the turn order, players carry out a maximum number of diplomatic actions equal to their Technological Level. Diplomatic actions can be:

- **Declaration of war.** Declaring war to a player of a different religion costs 1 HP; to a player of the same religion 3 HP. Carrying out a surprise attack in the Combat phase without a prior declaration of war in the Diplomatic phase costs instantly +2 HP (therefore, if one attacks a player of the same religion they pay 3+2=5 HP and if of a different religion 1+2=3 HP). All pacts between the two players at war lapse at the moment of the declaration, the declaring player loses 1 HP for each pact.
- **Ratify peace** cancelling a previous state of belligerence. If both players agreed to peace, nothing happens. If the peace is asked by a single player to another player (and accepted), the first player loses 2 HP (1 HP if they are of the same religion), meanwhile the other player gains 1 HP.
- **Play the Diplomat Card** that imposes a truce of variable duration to another player.
- **Draw up a Diplomatic Pact.** A diplomatic pact is any agreement between two or more players. The agreement

may be commercial, military, of defense or attack; anything is fine. The agreement must be put in writing and can be secret. The duration of the agreement must always be specified (it can also be indefinite).

The rupture of a pact happens when one of the factions breaks or does not respect the agreement. Breaking or not respecting diplomatic pacts unilaterally costs 1 HP, regardless of the player's religion. Breaking diplomatic pacts does not cost any diplomatic actions.

If there are any doubts whether a pact has been respected or not, the pact will be made public and all the players will publicly vote stating "respect" or "rupture". With a tie vote, nothing happens. In Diplomatic Pacts anything can be used as bargaining chip: territories with all of their content in buildings and at least 1 army, Florins, armies, means of transportation and Siege engines. Empire cards and Technologies cannot be exchanged.

4. PURCHASE PHASE

Players can buy Technologies, Buildings, Means of transportation and Siege engines, or they can improve Buildings, Means of transportation and Siege engines that already exist. They can also enlist Captains.

Technologies can be purchased by paying a given amount in Florins, according to the chosen technology level/row (100, 200, 400 or 800 Florins respectively for level I, II, III, or IV). To purchase a technology on a certain branch one must own all of the previous technologies. Move then the token on the technology table to indicate the progress obtained. It is possible to purchase a maximum of 3 technologies per turn.

Buildings are purchased by paying their cost; then players take the corresponding tile or miniature from the game reserve.

Type	Cost	Prerequisite
Village	50 Florins	Inhabited Area
->Town	100 Florins	ARCHITECTURE, Inhabited Area, TL 2
->City	150 Florins	ARCHITECTURE, Inhabited Area, TL 3
Tower	100 Florins	----
->Fort	300 Florins	ENGINEERING, TL 2
->Castle	700 Florins	ENGINEERING, TL 3
Cathedral	1000 Florins	ARCHITECTURE (no Small Kingdoms)
Agricultural Fair	300 Florins	Settlement
Mining Fair	300 Florins	Settlement
Textile Fair	300 Florins	Settlement

As indicated in the table, Towns and Cities are improvements of the Village, just as Fort and Castle are of the Tower. It is thus possible to convert a base building into one of its improvements by paying the difference. Otherwise, a player can build immediately a certain Building if in possession of the necessary prerequisites, by paying the entire cost indicated.

Buildings are divided into settlements (Village, Town, City), commerce buildings (Mining, Agricultural, and Textile Fair), military buildings (Tower, Fort, Castle), and religious buildings (Cathedral). Settlements can be built only on Inhabited Areas, commerce buildings only on settlements. All other buildings, military and religious, can be built anywhere.

Means of transportation are by land or by sea. They can be specialized in commerce (Merchant Ship and Caravan) or they can transport armies and siege engines (War wagon and Galley); they can evolve increasing their capacity of cargo, movement, and combat. Ships can also transport land means of transport and/or siege engines; occupying 5 FV of the ship's capacity of cargo (it is not possible to use the goods loading capacity, only the armies one).
***Example:** A 2nd-level Galley can transport 1 War wagon, 1 Catapult, and 30 FV.*

The Inhabited Area is represented by the illustration of a City building on a territory on the map. It indicates the possibility to build a settlement that will allow commerce and reinforce placement.

***Example**: It is possible to convert a Village into a City by paying 100 Florins (150-50=100), or a Tower into a Fort by paying 200 florins (300-100=200).*

***Example**: it is possible to convert a 1st-level Merchant ship into a 2nd-level one by paying 50 Florins (250-200=50), or a 1st-level Galley into a 3rd-level one by paying 100 Florins (350-250=100).*

Example: To purchase a 2nd-level Galley, a player needs to have a TL 2.
Players with a TL 2 cannot have more than 2 Galleys and 2 War wagons, regardless of their level, but they can have 2 Galleys, 1 War wagon, and 1 Merchant ship.

Example: Players with a TL 2 cannot have more than 2 Captains.

Example: A player has 10 territories and 500 Florins put aside, the Technology BANKS, 1 Cathedral, and a TL 1. The player thus collects: 50 (5 x 10) + 50 (10% of 500) + 50 (50 x 1) + 50 (50 x 1) = 200 Florins.

A player owning 12 territories, the Tax Collector card, and MATHEMATICS would collect 12 x 5 x 2 = 120 Florins. If this player also has 4 Inhabited Areas and VASSALAGE, it means an additional 10 x 4 = 40 Florins. If this same player has 2 Cities and FEUDALISM, this would bring 2 x 50 = 100 Florins as well, for a total of 120+40+100 = 260 Florins.

The notepad serves to take note of some important game information and help with the calculation of some elements like taxes or the reinforcements needed.

Means of transportation: it is possible to purchase a means of transportation by paying the sum indicated in the table (and in the player screen), according to the type of means and its level. All means have as prerequisite a minimum player TL, equal to the level of the purchased means. Players cannot have more transports of the same type than their TL.

Transport	Cost	Transport	Cost
Merchant Ship 1	200	Galley 1	250
Merchant Ship 2	250	Galley 2	300
Merchant Ship 3	300	Galley 3	350
Caravan 1	100	War wagon 1	50
Caravan 2	150	War wagon 2	100
Caravan 3	200	War wagon 3	150

Captains. The MILITARY Technology allows to enlist Captains: 1st-level Captains cost 100 Florins, meanwhile Captains of 2nd- and 3rd-level cost respectively 200 and 300 Florins. It is not possible to have more Captains than one's own TL.

5. TAX PHASE

- +5 Florins from each possessed territory.
- +50 Florins for each Cathedral.
- +50 Florins for each TL possessed.
- The player who owns the Golden Horde Khanate receives also +5 Florins from each Russian principality (Kiev, Turov, Cernigov, Polotosk, Smolensk, Rostov, Murom/Ryazan', Vladimir) as long they are not occupied by other players.

There are then the following modifiers from Empire Cards and technologies:
- Tax Collector card: if one has MATHEMATICS, double the Florins obtained from the territories. Does not combine.
- Merchant card: if one has at least MATHEMATICS, collect Florins according to the owned technologies (MATHEMATICS, COINAGE, BANKS, GUILDS). Does stack.
- If one has BANKS, receive 10% interests on all Florins that one had before the Tax phase.
- MILL: if one has MATHEMATICS, gain 5 Florins for each owned Plain, 10 Florins if one has the Tax Collector card.
- VASSALAGE: gain 10 Florins for each owned Inhabited Area.
- FEUDALISM: gain 50 Florins for every owned City.

It is possible to use a sheet from the notepad to help to calculate taxes. In this phase it is possible to ask for a loan from the bank: roll 1d4, 1d6, or 1d8 respectively with a TL of 1, 2, or 3, and multiply the result x100; the total is the number of Florins obtained as loan. BANKS increase by 100 Florins the loan obtained, GUILDS increase it by 200 Florins.
There is no time limit to return the loan, but it must be returned with a 10% interest.
Players cannot ask for a second loan if they did not return the first one (exception: Usurer). For each loan not returned by the end of the game the player will lose 1 HP.

6. REINFORCEMENTS PHASE

Kingdoms, Empire Cards and Technologies owned grant reinforcement armies.

Kingdoms: players receive armies for a total of 1 FV for each territory of their starting Kingdom still in their possession, +1 FV for each Small Kingdom owned wholly, +2 FV for each Minor Kingdom, +3 FV for each Great Kingdom, and +4 FV for each Major Kingdom excluding the starting Kingdom. The following modifiers also apply:

- Mercenary card: show it to other players and purchase armies by paying them 15 Florins each. One can purchase up to 5 armies for each of the following Technologies: FORGING, COINAGE, and BANKS (they combine).
- FANATICISM: gain 2 bonus FV, which become 7 (5+2) if one takes part in a Crusade.
- INVESTITURE: gain 1 extra FV paying 15 Florins.
- FEUDALISM: gain 1 bonus FV for each Castle possessed.
- The player who owns the Golden Horde Khanate receives 1 FV for every 3 Russian principalities (Kiev, Turov, Cernigov, Polotosk, Smolensk, Rostov, Murom/ Ryazan', Vladimir) as long as they are not occupied by another player.

In this phase it is possible to exchange an equal number of Prisoners in one's possession with one's own prisoners in possession of other players, or agree upon a sum of Florins to free them and have them back in one's own game reserve and place them back on the board in the next Placement phase.

7. EVENT PHASE

This phase is divided into 4 sub-phases listed here in order:

Calamities. Every turn, starting on the 2nd turn, the first player rolls 2d6. The first time, only double 1's trigger a calamity. The odds increase every turn (double 1's or 2's; double 1's, 2's, or 3's, and so on) all the way up to any double (from double 1's to double 6's) until a calamity is triggered. There is no roll on the turn following a calamity. After which, the next calamity trigger is reset to double 1's only, but increasing again every turn.

If a valid result is obtained, a Calamity occurs; it has to be randomly determined rolling first 1d4 to see if it is from group A (1-2 result) or B (3-4 result), and then 1d8 to verify the result on the corresponding list (if the result is 8, roll the die again). **Events**. If a Calamity does not occur, the first player in turn draws 1 Event card from the top of the deck. The Event takes place in the territories indicated on the card.
Note: if during the current turn, a Calamity occurs there won't be any Events; the Event card will only determine where the Calamity will strike (unless stated differently by the Calamity itself).
Each card has 3 icons indicating the events that may occur

Armies are represented by the miniatures of Light Infantrymen (Force Value 1), Archers (FV 3), Heavy Infantrymen (FV 5), and Knights (FV 10). When discussing the armies value, or more simply armies, their total Force Value (FV) is intended.

Example: The yellow player receives 10 armies. This means that they are receiving a number of armies equal to a FV of 10; it is up to the player to decide which and how many of them. In the above figure, the 3 territories all have a FV of 10 of armies.

Example: Player A plays the Mercenary and has FORGING and COINAGE. Because the player only has 125 Florins, it is not possible to purchase 10 FV, thus the player spends 120 Florins to purchase 8 FV.

Example: A player who has FANATICISM, and who controls 2 Small Kingdoms as well all 7 starting territories, would receive 11 reinforcement armies.

Prisoners represent the 10% of the losses suffered in battle (rounded down, minimum 1 FV) and can be ransomed with Florins or an equal exchange. See the Combat section.

Example: On the second game turn, a double 1 is rolled on the dice. The first player rolls 1d4 (result 1, group A) and 1d8 (result 6, Heresy) and draws a Event card to determine the territories affected. The player decides to apply Heresy against the King of Hungary: "Heresy. It strikes the people of 1 religion. Roll 1d8 for each territory with 1 Cathedral to determine the FV of Barbarian (heretic) armies that appear. Reduce…"

Event card example: Territories where the calamity or the event strikes are in red (dark and light).

Example: The blue player has one territory with 3 armies and one with 2. The die is rolled, the result is a 2: the second territory rebels, the first one does not.

Therefore, 1d6 FV of Barbarian armies replace the 2 Infantrymen.

Example: A territory contains 1 Barbarian Archer and 1 2nd-level Barbarian Captain. This territory belongs to a Kingdom occupied by the blue player. In the Event phase, 3 more FV of Barbarian armies must be added to the territory: 2 FV for the 2nd-level Captain, and 1 FV because it belongs to the blue player and it is adjacent to his Kingdom.

(ignore the numbers under the icons). The first player rolls 1d6 to see which of the 3 events will take place: with a result of 1-2 the events of the first icon will take place, with 3-4 the events of the second icon, with 5-6 the events of the third icon.

Each building in the affected territories takes damage equal to the 25% (rounded down) of the building's value, but if the damage is not repaired within the Purchase phase of the next turn, the building will lose 1 level (if the building is a 1st level, it is removed from the game).

All means of transportation in the affected territories and adjacent sea areas cannot move this turn; if the player has ASTRONOMY the MP of the sea transports are halved, if they have CARTOGRAPHY the MP of the land transports are halved.

All players suffer losses of 1d6 FV among their troops in the affected territories and adjacent sea areas.

All the markets in the affected territories pay 10 Florins less for the goods sold.

Note: the numbers below the icons and the number on the back of the event cards are not used in this version of the game, they are simply ignored.

Rebellions and Barbarian Captains. All players' territories with less than 5 armies are at risk of Rebellion. If players have LAW, only territories with less than 4 FV might rebel. FEUDALISM counters LAW. Roll a d4: the result +1 is the number of FV needed for the territories to avoid the rebellion.

If a rebellion occurs in the territory, the player's armies must be removed and replaced by 1d6 FV of Barbarian armies. During the Event phase, the Barbarian Captains enlist respectively, according to their level, 1, 2, or 3 armies in their territory or pirate ship; moreover, in a Kingdom partially occupied by Barbarian armies, 1 Barbarian army appears in each Barbarian-occupied territory adjacent to a territory occupied by another player's armies.

Barbarian combats. Then all barbarian fights are resolved according to their rules of engagement (see the "Barbarians" section). If the barbarians conquer a ship of a player, they convert it into 1 level 1 pirate ship, regardless of the type of ship and its level.

LIST OF CALAMITIES

Note: if a calamity kills all the armies present on a territory, all the Captains, means of transports, and siege machines are eliminated. If such territory is the Papal States, the Pope also risks dying. Each turn in which the calamity causes damages, roll 1d6: the Pope dies with a result of 6 at the first turn, with a result of 5+ at the second turn, with a result of 4+ at the third turn, and so on.

GROUP A (1-2 RESULT ON 1D4)

1. Flood

It strikes 1 River and its tributaries causing damage in all of the adjacent territories, even if they are in a different land area. Use a card to determine the land area where the river is, then roll a die to determine which river is subject of the calamity.

- All 1st- and 2nd- level buildings are destroyed; 3rd-level ones are only damaged.
- With ARCHITECTURE, only 1st-level buildings are destroyed, 2nd-level ones are damaged, and 3rd-level ones do not suffer from damage.
- With ENGINEERING, the buildings are not damaged.
- For each level of destroyed or damaged building, 1 FV is lost.
- Plains cause 1 extra loss of FV.
- Hills, Mountains and Desert reduce the losses by 1 FV.
- LAW reduces the losses by 1 FV.

2. Barbarian Invasion

An invasion of Barbarian armies comes into play, bringing disorder to the players. Look at the Event card to determine the possible territory of entrance of the Barbarian invasion, then roll a 1d6 die to determine the territory of entrance on the map, and lastly one die to select the direction of possible advance of the Barbarian armies, represented by the players' Capitals: entrance from Mesopotamia (the Khanate) towards the Mamluk Sultanate, Byzantine Empire, or Golden Horde Khanate; entrance from Rostov (Principality of Rostov) towards the Republic of Novgorod, Kingdom of Hungary, or Golden Horde Khanate; entrance from Mauritania (Almohade Sultanate) towards the Kingdom of Castile or Hafsid Sultanate; entrance from Norrland (Kingdom of Sweden) towards the Republic of Novgorod or the Holy Roman Empire; entrance from the Highlands (Kingdom of Scotland) towards the Kingdom of England or the Kingdom of France.

The Barbarian invasion as a number of FV in armies is given by the following formula: number of players x 1d4 if 3 game turns have been completed, 1d6 if 6 turns have been completed, 1d8 if 9 turns have been completed. They move without means of transportation, but are equipped with one 1st-level Siege machine if 3 game rounds have been completed, a 2nd-level one in case of 6 turns completed, a 3rd-level one if 9 turns have been completed.

They are led by a 1st-level Barbarian Captain and they have STRATEGY. If the entrance territory on the map is occupied by Barbarians, the invasion occupy this territory englobing the armies already present, otherwise they attack.

Flood Example: There is a Flood on the Danube, and the territory of Pannonia (a Plain) with its capital Buda is one of the territories affected. Buda has 1 3rd-level settlement, 1 Fort, 1 Agricultural Fair, and 1 Cathedral. The player has ARCHITECTURE and LAW, so the 3rd-level settlement does not suffer from damage, while the Fort is damaged, the Agricultural Fair and the Cathedral are eliminated. There are 3 levels of buildings damaged or destroyed that cause 3 FV of losses, the Plain causes 1 extra loss of FV, but LAW reduces the losses by 1, so the total loss is 3 FV.

Barbarian Invasion Example: if there are 8 players and it is the 7th game turn, the FV will be 8x5=40. Look at the Event card to determine the possible territories of entrance of the Barbarian invasion, then roll 1d6 to determine the entrance territory on the map between Mauritania (Almohade Sultanate), Eastern Atlas (Atlas Sheikdom), and Mesopotamia (the Khanate); a 5 is rolled, indicating Mesopotamia. Finally, rolling 1d6 for the direction of advance the result is a 4, so towards the Capital of the Byzantine Empire: Constantinople. Place 40 FV of Barbarian armies, 1 1st-level Barbarian Captain, and 1 Trebuchet on the outer side of the map, near Mesopotamia.

In Mesopotamia there are 2 FV of Barbarians, so the territory is englobed without fighting, the Barbarian invasion moves to Mesopotamia becoming of 42 FV.

5 FV are left in Mesopotamia, and the Barbarian invasion of 37 FV englobes also the territory of Armenia, which has 2 FV, total 39 FV. 5 FV are left in Armenia and 32 FV attack Cappadocia, with 5 FV of the Mamluk who does not own STRATEGY. The Barbarians roll 1d6+2 (+1 for the Barbarian Captain, +1 for the force ratio 3:1) and get 7 against the Mamluk's 1d6 which gets 2. Result: the Mamluk loses 5 FV and the Barbarians 2 FV; Cappadocia is occupied by 30 FV and the Barbarian Captain obtains the 2nd level.

5 FV are left in Cappadocia and 25 FV attack Paphlagonia, with 5 FV of the Mamluk who does not own STRATEGY. The Barbarians roll 1d6+3 (+2 for the Barbarian Captain, +1 for the force ratio 3:1) and get 9 against the Mamluk's 1d6 which is 4. Result: the Mamluk loses 5 FV and the Barbarians 2 FV; Paphlagonia is occupied by 23 FV and the Barbarian Captain obtains the 3rd level.

5 FV are left in Paphlagonia and 18 FV attack Bithynia where there is 1 Cathedral, 1 Tower, and 10 FV of the Byzantine who owns STRATEGY. The Barbarians besiege the tower in Bithynia for 1 turn (the Barbarian Captain does not hire any FV because the territory is contested), the Tower is pulled down and then a pitched battle is fought (the Barbarians roll 1d6+3 for the Barbarian Captain). The Barbarians win, but at a high price: only 5 FV, the Bar-

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If the entrance territory is fortified, it will be besieged for 1 turn and then attacked; all conquered buildings are reduced by 1 level, and for each reduction 1 FV is added to the Barbarian army. Once the territory is annexed or conquered, it will be occupied by the maximum possible number of Barbarian armies (see the types of terrain and buildings). If there are exceeding armies, to avoid the consequences of an provisions shortage, a new territory will be immediately attacked following the established direction. This Barbarian invasion acts just like every Barbarian army into play, but does not activate the Barbarian armies in the adjacent territories. If, during their advance, they meet a Barbarian territory, they annex it without attacking and occupy it with the maximum possible number of armies allowed by the provision rules; these territories act like every Barbarian army.

In any case, the Barbarian invasion, even when it finishes its initial push due to scarce provisions, will pursue the same purpose in the next turns unless destroyed, and/or its leading Captain eliminated. If they reach the target City of the invasion, they stop their advance in one single direction and start acting like normal Barbarians.

barian Captain, and the Trebuchet are left; the Cathedral is destroyed and 1 FV is added to the Barbarian army. On the next turn, the Barbarian army will hire 4 FV, 3 FV for the Barbarian Captain and 1 FV for Bithynia which is now Barbarian, and will try to conquer completely the Byzantine Empire; the target will always be Constantinople, unless the Barbarian Captain in command is eliminated.

3. Famine

It strikes the area signalled in the Event card. Losses depend on the type of terrain, eventual settlements, some acquired technologies, and if the player is at war:

3 losses on Mountains
3 losses in the Desert
2 losses on Hills
2 losses in the Woods
1 loss on Plains

Then apply these modifications:
+1 loss in the Village (1st-level settlements)
+2 losses in the Town (2nd-level settlements)
+3 losses in the City (3rd-level settlements)
+1 loss if the territory belongs to a player at war
-1 loss for each technology owned among: AGRICULTURE, BREEDING, HUNTING.

CROP ROTATION gives immunity to Famine. If the territory loses the last FV, it is replaced by 1 FV of Barbarian armies.

Famine Example: The Hungarian player has BREEDING and HUNTING, but is at war with the Mongol player, so the losses are reduced only by 1 (-1 for BREEDING, -1 for HUNTING, +1 for being at war): 0 losses in the Banat; 1 loss in Slovakia, Bihar, Transylvania, Slavonia, and Croatia; 3 losses in Pannonia (1 loss for Plains, +3 for the 3rd-level settlement, -1 loss for BREEDING, -1 for HUNTING, +1 for being at war).
The territory of Bessarabia borders with the Kingdom of Hungary, but the Mongol player, who has AGRICULTURE, therefore suffers 1 loss because at war with the Hungarian. All other territories bordering the Kingdom of Hungary are occupied by 1 or 2 FV of Barbarian armies and are all replaced by 1 Barbarian FV.

4. Conspiracy

Each player takes part in an auction (same procedure as the First Player Turn Order) to hire the Nizaris. The winner of the auction uses the Nizaris to try to assassinate all the Captains of the primary victim's and this player's allies. The Nizaris roll 1d8 for each Captain; players roll 1d4, 1d6, or 1d8 for each Captain according to their TL; if the Nizaris' result is higher the Captain is eliminated, otherwise he is safe. INVESTITURE and VASSALAGE give a +1 to the die roll, FEUDALISM gives immunity to the calamity.

Conspiracy Example: Players A, B, and C are allied between them, C and D are allied between them, E has no alliances. The auction is won by the E player, who picks as primary victim the C player. Since the C player is allied both with players A and B and with the D player, all these players need to defend themselves against the Nizaris' attack; the E players rolls 1d8 for the Nizaris.

5. Epidemic

It strikes 1 settlement of the primary victim; roll 1d4, 1d6, or 1d8 according to the level of the civilian building to determine the initial losses. In the following turn, during the Event phase, the Epidemic will continue to strike the settlement and will expand

Epidemic Example: The Byzantine has a TL 3 and ROADS; and Epidemic strikes the City of Constantinople with 20 armies, so 1d8 is rolled with a result of 6, +3 because it is a City, but -2 because it has a 2nd-level fortification, for a total of 7 losses. During the Placement phase, the Byzantine adds 10 more FV in Constantinople,

to adjacent territories in the next turns according to the following rules:

- losses will diminish in FV equal to the player's TL in all the territories already struck.
- territories with Mountains and Desert reduce losses by 4 FV.
- territories with Hills and Woods reduce losses by 2 FV .
- territories with Plains do not reduce losses.
- borders with Straits reduce losses by 4 FV.
- borders with Rivers reduce losses by 2 FV.
- MEDICINE reduces the losses for a number of FV equal to the player's TL (also in the territory that has just been struck).
- HOSPITAL reduces the losses to 0, therefore giving immunity to Epidemic.
- ROADS cancels the bonus from Rivers.
- settlements increase the losses by 1/2/3 FV according to the level of the civilian building (also in the territory that has just been struck).
- fortifications reduce the losses by 1/2/3 FV according to their level (also in the territory that has just been struck)
- if there are more territories that could infect the same territory, the infection propagates from the one with the highest infection level.
- if in an infected territory, there are other players' means of transport, the damages are equally divided between all; the means of transport cannot abandon the infected territory until the Epidemic stops causing damage in that territory.
- Barbarians suffer from the effects just like players; not having technologies, they are destined to destruction.
- The Epidemic spreads to adjacent territories only if during the previous turn it caused losses in the territory and there are surviving troops, otherwise it doesn't propagate. If it propagates, the number of losses is equal to the losses of the previous territory plus the various modifiers. If the Epidemic reaches a besieged territory, the besieged population remains unaffected, while the besieging army will suffer from its effects. If a territory loses its last FV, it will stop propagating the Epidemic and at the end of the event phase it will be replaced by 1 FV of Barbarian armies.

6. Heresy

It affects the players of 1 religion. Roll 1d8 for each territory with 1 Cathedral to determine the FV of the Barbarian (heretic) armies that will appear.

Reduce by 1 FV the heretic armies for each of the following technologies: MYSTICISM, MONOTHEISM, or THEOLOGY; reduce by 1 FV the heretic armies in 1 territory if the player plays 1 INQUISITOR. Increase by 1 FV the heretic armies for each of the following technologies: EDUCATION, LITERATURE, PHILOSOPHY, UNIVERSITY, ASTRONOMY, CARTOGRAPHY, SURGERY, and ALCHEMY. Players with FANATICISM are immune to Heresy. The heretic armies attack players' armies in the territory, if they are fortified they assault the walls; if the heretic armies win they act like Barbarians; they destroy the Cathedral and elect a Barbarian Captain.

for a total of 23 FV.

On the next turn, the Byzantine purchases EDUCATION; the losses in Constantinople start from 7, diminish by 3 for the player's TL and by 2 because it has a 2nd-level fortification, but increase by 3 because it is a City, so 5 losses altogether.

Meanwhile, the Epidemic spreads to adjacent territories with a value of 7 losses; on the other side of the Bosporous, in Mysia, they are reduced by 4 for the Strait and by 2 for the Hills, so 1 loss in Mysia; in Macedonia they are reduced by 2 for the Hills, so 5 losses in total; in the territory of Dobruja 7 losses, but there are only 5 FV, so 5 FV are taken and Dobruja does not propagate any more the Epidemic.

On the next turn, the Byzantine purchases MEDICINE; the losses in Constantinople start from 5, diminish by 3 for the player's TL, by 2 because it has a 2nd-level fortification, and by 3 for MEDICINE, but increase by 3 because it is a City, so 0 losses in total. The Epidemic spreads from Mysia with 1 loss in Bithynia, Lycia, and Lydia, but all these territories reduce by 2 for the Hills and by 3 for MEDICINE, so 0 losses in total; losses are reduced in Macedonia from 5 to 3 for the player's TL, 3 for MEDICINE, and 2 for the Hills, so 0 losses in total.

The Epidemic spreads to Thessaly, Albania, Raška, and Rumelia with a value of 5 losses. In Thessaly they are reduced from 5 to 3 for MEDICINE, so 2 losses; in Albania and Raška they are reduced from 5 to 3 for MEDICINE and by 2 for the Hills, so 0 losses; Rumelia reduces by 3 for MEDICINE, by 2 for the Hills and by 1 for the 1st-level fortification, but +1 for the 1st-level settlement, so 0 losses.

On the next turn, the Epidemic becomes extinct.

Epidemic example B: the Mamluk is at the 2nd LT and an Epidemic breaks out in the capital of Alexandria with 20 armies: then you oll 1d8 with result 5 + 3 because it is a City, but subtracts 1 because there is a fortification of level 1; total 7 losses.

At the next round the Mamluk acquires MEDICINA and goes to the 3rd LT, so the losses in Alexandria start from 7 +3 because it is a City, but decrease by 3 for the player's LT, 3 for MEDICINE, 4 for the Desert and 1 because there is a fortification of level 1: therefore 0 losses; meanwhile the Epidemic spreads in adjacent territories with a value of 7 losses; but Cyrenaica is a desert, losses are reduced by 4 and 3 for MEDICINE: so in Cyrenaica 0 losses; in Egypt instead it is Plain, but there is the River that reduces 2 losses and 3 for MEDICINE, so in Egypt 2 losses. At the next turn the Epidemic no longer creates losses and expires.

Civil War Example: A Civil War breaks out in the Mamluks' territories. The Mamluk own 6 territories of their Kingdom, 4 in the Khanate Kingdom, and their 2-ship fleet is in the Barbarian Harbour of Palermo. The Mamluk have only MYSTICISM, EDUCATION, and LAW, so 3 territories/transports of the second faction can be added to the first faction of their Kingdom: the decision is to add the territories of Persia and Mesopotamia and the fleet to Palermo; the armies in Armenia and Caucasus are converted into Barbarian armies.

Fire Example A: Fire calamity in the Kingdom of Hungary (player), Kingdom of Bohemia (Barbarian), and Holy Roman Empire (player). The Hungarian rolls 1d6 with a result of 3, but reduces the result by 2 for the player's TL, so the Capital City of Buda is safe.
The Barbarian rolls 1d6 with a result of 4: both Village and Tower in Prague are destroyed, Woods increase by 1 the losses, 3 FV are taken.
The Holy Roman Empire has a TL 2, ENGINEERING, and LAW; The player rolls a die for Frankfurt and one for Geneva. The result for Geneva is a 6, -2 (for TL 2) 4: the Fire breaks out, but thanks to ENGINEERING the Village and Tower are only damaged, LAW reduces by 1 the losses, so 1 FV of losses.
The result for Frankfurt is a 5, -2 (for TL 2) 3: the Fire breaks out, but thanks to ENGINEERING the City and Tower are only damaged, Woods increase the losses by 1 but LAW reduces them by 1, so 2 FV are lost in total.

Fire Example B: The Holy Roman Empire has ENGINEERING. A Fire breaks out in Frankfurt, where there are 4 buildings (City, Tower, Agricultural Fair, Cathedral), 2 transports, 5 FV, and 1 Captain. All 4 buildings are damaged, Woods increase the losses by 1, for a total of 5 FV lost; not being there any more armies, the 2 transports and the Captain are also removed.

Fire Example C: A Fire breaks out in Frankfurt: all buildings and transports are destroyed, also the Byzantine transport. Without provisions from the transport, all the Byzantine armies in Frankfurt are removed.

When a building is damaged, players must pay half its value within the next Purchase phase to repair and reuse it, otherwise it is converted into a lower-level building or removed from the game.

Inquisition Example: Inquisition against the Catholic Kingdoms of the Holy Roman Empire and Hungary. The Holy Roman Empire has 3 Cathedrals but their effect is cancelled by UNIVERSITY; a die must be rolled for each Empire card. The Kingdom of Hungary has THEOLOGY and 1 Cathedral, which gives immunity to all 3 of the player's Empire cards from the Inquisition.

Pirates Example: Pirates in the Mediterranean, 2 pirate ships, 1 with 8 FV and the other with 6; there's only 1 Barbarian Captain in the reserve, so a die is rolled to determine the ship where to place him.
The die roll determines also that the ships are placed in the

7. Civil War

The player with most territories in the land area marked in the Event card is the primary victim. All of the victim's territories are divided in 2 factions: the first is composed of the starting Kingdom territories still under the player's control, the remaining territories become the second faction and fall into rebels hands (Barbarians). Means of transport outside the player's territories are considered as territories, and thus fall under rebel control as well. For each purple (religion), orange (politics) and blue (education) Technology owned by the player, a chosen territory or means of transport moves from the second faction to the first one.

Once all territories are divided into both factions, the second faction armies are replaced by Barbarian armies, ships become pirate ships, Captains become Barbarian Captains; any means of transport still present in the second faction territories are destroyed, while the Siege engines are now Barbarian property.

GROUP B (3-4 RESULT ON 1D4)

1. Fire

The land area indicated by the Event card is struck; roll 1d6 for each settlement in this area:

In 1st-level settlements, a Fire breaks out with a result of 4+.
In 2nd-level settlements, a Fire breaks out with a result of 3+.
In 3rd-level settlements, a Fire breaks out with a result of 2+.

Note: LAW reduces by 1 the die roll. Subtract the player's TL from the die result.

- All buildings, means of transport, and siege machines are destroyed.
- For each level of destroyed or damaged building 1 FV is also lost.
- With ENGINEERING, buildings are only damaged.
- Woods increase the losses by 1 FV.

Also for Fire, LAW reduces the losses by 1 FV.

2. Inquisition

The primary victim and the other players of the same religion are affected. All their Empire cards are put on trial. For each owned Cathedral, the victim can choose 1 Empire card and avoid its trial. Having THEOLOGY avoids trial for 2 Empire cards. PHILOSOPHY cancels the effect of THEOLOGY, and UNIVERSITY cancels any Cathedral effect.

A non-victim player will manage the Inquisition and will be named Grand Inquisitor. The Grand Inquisitor and the victims roll 1d6 for each trial: if the Grand Inquisitor's roll is higher, the card is eliminated, otherwise it is saved; if the victims have FANATICISM, they subtract 1 from their die roll.

3. Pirates

Roll a d6 to determine the number of ships of the pirate fleet (1 ship with a result of 1 or 2, 2 ships with 3 or 4, 3 ships with

5 or 6); each ship will have 1d8 of Barbarian armies plus one 1st-level Barbarian Captain. The pirate ships will appear in a sea area bordering the territories indicated in the Event card. If there are more seas bordering the territories indicated on the card, roll a die to determine from which sea area the pirate fleet will set sail, and another to determine the single sea area. At the beginning of each player's Combat phase, the pirate ships will move individually and randomly over one sea area (roll a die to determine the direction); if they meet one of the players' fleet they will attack until either fleet is completely destroyed. If they have to go ashore on a land area, they do so only if the territory is occupied by a player's armies: in this second case, they attack until the territory is conquered or until their complete defeat (in both cases, the pirate ship is removed from the game). These pirates act exactly like all other Barbarian armies in the game.

4. Uprisings

All players and territories indicated in the Event card and the adjacent sea areas suffer the effects of this calamity. Slave goods become Barbarians (solve eventual fights in the territories or on means of transportation). All players' territories with 4 FV or less armies (3 FV with LAW) immediately rebel; place 1 Barbarian army in every territory of Kingdoms not completely conquered by players; all Mining Fairs, Agricultural Fairs, Textile Fairs are removed from the map (players who have MARKET remove them temporarily for 1 turn).

5. Storm

It strikes one sea area (determined with a die roll). All ships at sea sink.

All buildings overlooking this sea area are damaged. ENGINEERING gives the buildings immunity to damage. ASTRONOMY makes ships at sea only damaged; they lose half of the cargo (armies and goods) and take refuge in the nearest Harbour. CARTOGRAPHY gives refuge in the nearest Harbour without damage; if the ships are already docked they suffer from damage as if they were buildings (damaged or immune).

6. Earthquake

It strikes 1 territory with full effect and all adjacent territories with reduced effect. Roll 1d6:

- With a result of 1/2/3, all 1st-level buildings in the victim territory are damaged; no effect on neighboring territories
- With a result of 4/5, all 1st-level buildings are destroyed, the rest are damaged; in neighboring territories, 1st-level buildings are damaged
- With a result of 6, all 1st- and 2nd-level buildings are destroyed, 3rd-level ones are damaged; in neighboring territories all 1st-level buildings are destroyed, and the rest are damaged. ENGINEERING reduces by 1 the damages.
- For each level of destroyed or damaged building 1 FV is also lost.

7. Crusade

The Catholic players declare war on the defenders of the target. The Catholic player who controls the Papal States, meaning

sea area west to Peloponnesus; this sea area has 8 possible movement directions (clockwise starting from north: the sea area between Puglia and Albania, Thessaly, Peloponnesus, and then clockwise all the other 5 sea areas until the Gulf of Taranto), so 1d8 is rolled for each pirate ship to determine the direction where they will move.
There are 4 players, so during the Combat phase, before the first player begins, 1d8 is rolled for each ship. The results are 8 and 1: the first pirate ship moves to the sea area between Puglia and Albania, the second one attacks Peloponnesus occupied by the Byzantines; the attack is successful, 5 FV of Barbarian armies conquer the territory, the Barbarian Captain is promoted, and the pirate ship is removed.
Before the second player starts playing, 1d4 is rolled for the first pirate ship (there are 5 possible directions, but Puglia is occupied by Barbarians, so it does not count). The result is 2, so it attacks Albania occupied by Byzantines; the attack is not successful, and the pirate ship is removed.

Uprising Example: Uprisings in all Middle East (from Alexandria to Trebizond and in all adjacent sea areas); in Cappadocia there are only 4 FV of the Mamluk, so they rebel; in Lydia there are 4 armies of the Byzantine who has LAW, so they don't rebel.
In the sea area of the island of Rhodes there's one 2nd-level Merchant ship with 5 FV and 30 slave goods. The slaves rebel and defeat the Byzantine armies, of which only 25 FV are left; the slaves seize the Merchant ship, convert it into a 1st-level pirate ship and elect one Barbarian Captain; the provision limit allows a maximum of 20 FV, the exceeding ones are eliminated.

Storm Example: Storm in the Black Sea. The fleet of the Golden Horde Khanate is in a sea area out of the port and sinks. The Mamluks have CARTOGRAPHY and their fleet is in a sea area out of the port; unfortunately they don't have a Harbour in the Black Sea, there are no Barbarian harbors where to seek refuge, they don't have the Crossing Territories pact with the Byzantine player to cross the Dardanelles and leave the Black Sea, and they don't have any diplomatic pact with the players owning the harbors in the Black Sea that might allow to dock there; so the Mamluks' fleet sinks as well.
The Byzantines have ENGINEERING and their fleet is the port of Constantinople, so it does not suffer any damage.

Earthquake Example: Earthquake in Campania. Roll 1d6 to determine the effects, the result is 6: the Village and Tower in Campania (Barbarians) are destroyed, plus 2 FV of losses; in Puglia (Barbarian) the Tower is destroyed, plus 1 FV of losses. In Lazio there's the Hungarian player that has ENGINEERING: Village and Tower are damaged, plus 2 FV of losses.

the Pope, must organize the Crusade (if there isn't a Catholic player controlling the Pope, the Crusade will be declared by the Antipope; if neither is present, there won't be any Crusade). The highest will and the cry that rises from all corners of Europe "God wants it, God wants it" force all Catholic players to ally.

The POPE must decide:

- the CRUSADE TARGET; which existing settlement (without settlement it cannot be considered as a valid target) to strike among Jerusalem (5), Alexandria (4), Tunis (3), Novgorod (2), Constantinople (1); the number in brackets is the HP that each player, either attacking or defending the target, will gain or lose at the end of the Crusade.

The moment the Crusade happens, the target must belong to a non-Catholic player; if the target is conquered by Barbarians during the preparation turns or while the crusading army is moving, the target halves (rounding down, minimum 1 HP) the earned HP; if it is conquered by a Catholic player with armies different from those taking part in the Crusade, only that player gains the HP and the crusading army is free to separate and continue on its own way; if it's conquered by a non-Catholic player different from the initial owner, the Crusade continues.

- STARTING POINT OF THE CRUSADE: one of the Catholic settlements at the moment of the drawing of the calamity.

- PREPARATION TURNS: from 1 to 3 complete game turns, to allow the Catholic allies to transport their armies to the starting settlement. If in the meantime this settlement were conquered by Barbarians or non-crusader players (and weren't re-conquered by the end of the preparation turns) or destroyed (and weren't rebuilt by the end of the preparation turns), the Crusade won't be able to depart and will be automatically considered lost. During these preparation turns, the defenders of the designated target can in turn organize themselves.

- NUMBER OF PARTICIPATING ARMIES: the Pope decides a minimum number of armies that each Catholic ally will have to deploy. Each player with FANATICISM, either attacking or defending, will receive 5 more FV during the Reinforcement phase which will have to be used on this occasion.

The starting and arrival tokens of the Crusade are placed on the respective settlements.

According to the decisions taken by the Pope, all the other players decide if to ally themselves with the Pope and become crusaders, if allying themselves with the player that defends the target of the Crusade, or stay neutral.

Some restrictions must be respected:

- Catholic players cannot make any alliance with the target defender.

- Catholic players can decide not to take part in the Crusade; if they do so, they are automatically excommunicated.
- Players of the same religion as the defender of the target cannot ally themselves with the Pope, but if they don't take part in the defense of the target they lose as many HP as the target is worth.
- Players of a different religion from both the Pope and the defender of the target can decide with whom to ally themselves with, or to stay neutral.

Once the deployments are established, all diplomacies that put at conflict players of the same faction must be solved: all diplomatic pacts between players of different factions must be terminated, the 2 alliances are created, and the state of war between the players of the two factions is declared.

During the preparation turns both factions get prepared:

- Defenders fortify the target and gather armies around it.
- Attackers gather armies in the starting settlement according to the decisions taken by the Pope; each player of this faction must bring at least 1 Captain and the means of transportation necessary to reach the target; without the Captain they won't be able to attack, and without the means of transportation they won't be able to follow the other crusaders.

Once the preparation turns have passed, the crusading army must depart. At the beginning of the Combat phase, the player controlling the Pope will move the crusading army by land or sea so that the distance from the target remains constant or diminishes always by 1 (it is not possible to go back to a land territory or sea area where the army has already passed). If the crusading army's slower means of transport ends its MP, the crusading army will stop for that turn.

During this approaching phase, the crusader army can decide whether to attack and conquer the Barbarians and neutral players' territory and/or means of transportation (with a declaration of war during the diplomatic phase or with a sudden attack), but it must attack and conquer those belonging to the players defending the target.

If the crusading army meets a fortification and chooses to declare a siege, it interrupts the advance and will stop for the turns necessary to conquer the fortified territory.

The crusading army can be attacked during the approaching journey and, if destroyed, the Crusade will be considered automatically lost; all HP will be assigned or lost according to the target's value.

During the journey the crusading army can receive reinforcements, as can the target of the Crusade.

When the Crusade reaches its target, a normal fight takes place: pitched battle against the armies that defend the walls, siege, or assault to the walls: both formations decide secretly their

Example: *The Mamluk has AGRICULTURE and 5 FV in Syria; during the Placement phase, the player places 1 Village and 1 Tower in the Inhabited Area of Antakya (previously destroyed), but can add only 5 more FV because there are already 5 there (5 for the Plains and 5 for AGRICULTURE); the buildings have just been erected and cannot counted in the provision limits. In the next Placement phase, the player may add 15 more FV.*

Example: *The TL-3 Mamluk player gets 16 FV in each Reinforcements phase; in addition, there are 15 FV in reserve behind the player's Screen, thanks to LOGISTICS. During the Placement phase, the player places 5 FV in both Cyrenaica and in Sinai, because towers were built there in the previous turn, and 10 FV in Egypt, because not only a Tower was built there as well, but the Mamluk has purchased AGRICULTURE this turn. The remaining 11 FV are then placed in the Capital City.*

Example: *It is possible to attack armies, move, attack, move, and attack again.*

War transports (Galley and War wagon) have their own movement value and a specific carrying capacity, which allows them to load a certain number of armies, land transports and siege engines. Only war transports can load siege engines and Captains.
Each army occupies 1 point for the loading capacity of the means of transport; Captains do not occupy space; siege engines and transports occupy each 5 points of the carrying capacity of the transports.

IMPORTANT: *Player A can declare war on player B both during the Diplomatic phase and during the Combat phase (with due penalty). Everything outside player A's territories can be attacked, but cannot attack B's transport in A's territories: that transport is forced to move and leave those territories immediately (in this turn or the next if it has already moved), then A will be able to attack it. If B's transport cannot move or does not succeed in leaving A's territories, the transport and all its content are automatically removed*

players' combat sequence – it therefore may happen that, if the number of attackers differs from the number of defenders, an attacker won't always meet the same defender. Players will use their own armies with their own modifiers (Empire cards, Technologies, Siege engines, fortifications).

The battle continues until the target is conquered or the Catholic army renounces attacking.

Once the battle is over, the HP of the target attacked are assigned to the winners, while the defeated lose just as many. If the Catholics won the Crusade, the Catholic player who destroyed the last enemy armies will choose if seizing the conquered territory or means of transportation, otherwise they reach an agreement, or they choose randomly.

Once the Crusade is over, the armies of the various players move independently.

8. PLACEMENT PHASE

Players place all the miniatures and buildings (except for the besieged ones) purchased and/or obtained during the previous phases in their own settlements on the game map. They can place them in the territories or on the military means of transportation located in settlements or harbors (except for the Far Away Harbors). Civilian buildings must be placed in an inhabited area; for the purpose of the placement of other purchases, they won't be considered until the next turn.
With LOGISTICS, it is possible to place a maximum of 5, 10, or 15 FV according to one's TL behind one's own player screen; armies (only armies) can be placed in all the territories adjacent with one's own settlements, without exceeding the provisions limit.
If for any reason it weren't possible to place all the miniatures acquired during the Purchase and Reinforcement phases, the exceeding ones will be lost.

9. COMBAT PHASE

The current player can load and unload their armies on/from their war transports, move them and/or attack. It is also possible to use commercial means of transportation to move and attack, but only together with war transports. They can carry out these actions in the preferred order, and it is possible to repeat them more than once.
Note: it is possible to move commercial means of transportation during the Combat phase, but then they won't be able to move during the Commerce phase. It is only possible to move war transports during the Commerce phase if they have not moved during the previous Combat phase.

LOAD, UNLOAD
When transporting armies, vehicles, and goods on means of transportation they must be first loaded and then unloaded

once the destination has been reached. Loading and unloading armies and land means of transportation (the latter can be transported by ships) costs 1 MP, while loading/unloading goods and Siege engines costs 2 MP. These costs are reduced by 1 MP (becoming respectively 0 and 1 MP) if there is a settlement or a Captain, inside a Harbour or a Far Away Harbour (the last two cases concern only ships).

Land means of transportation must be in the same territory as the armies to load/unload. Ships must be in a sea area adjacent to the land territory where they have to load/unload.

MOVEMENT

Moving from one territory or sea area to another costs 1 Movement Point (MP). Some types of movement require additional MP to spend, as for example crossing a river (+1 MP) or a mountain territory. This is valid for all means of transportation.

Movement modifiers are summarized in the tables here on the right and on the Player Screen.

Only war transports can move, not armies. War transports need to load at least 1 army of its own colour to be able to move. There is the possibility that a means of transport remains without armies. If it is in one of its player's territories it remains their property, otherwise no one owns it; the owner's shield must be removed, it won't be able to move, and in case it isn't occupied by the end of the next turn by armies of any player, it will be removed.

The number of available MP for each means of transportation depends by its level, as well as its carrying capacity, as indicated in the next table:

War transport	Carrying capacity	MP
1st level	20	7
2nd level	40	8
3rd level	60	9

The ROADS, CARTOGRAPHY, and LOGISTICS Technologies give a +1 to the War wagon movement. WEAVING, ASTRONOMY, and CARTOGRAPHY give a +1 to the Galley movement.

BARBARIAN TERRITORIES

When a player attacks a territory that doesn't belong to another player, therefore devoid of armies, the Barbarian populations living there react with hostility. To represent this, place 1 Barbarian FV in the attacked territory. A fight will immediately follow.
In the territories of Major Kingdoms unoccupied by players at the beginning of the game, place 2 Barbarians instead of 1. Place also 2 Barbarians in the following territories when attacked: Kingdom of Aragon, Kingdom of Scotland, Kingdom of Denmark, State of the Teutonic Order, Kingdom of Bohemia, City of Milan, City of Florence, Republic of Genoa, Republic of Venice, Giudicato of Arborea, Kingdom of Serbia, the Khanate, Marinid Sultanate.

from the game. The same happens when player A is in a territory belonging to player B: A can declare war on B and attack with everything that is outside their territories, but A's transport in B's territories is first forced to leave immediately those territories (in this turn or the next if it has already moved). If it cannot move or does not succeed in leaving B's territories, A's transport is removed from the game.

Movement Points (MP) express the capacity for the means of transports (commercial or war transports) to move, load, and unload. For example, a transport that has 6 MP can move for 3 Plains, unload, and then move for 2 more Plains.

Movement table for Caravans and War wagons:

Plains	1 MP
Hills or Woods	2 MP
Mountains	3* MP
Crossing a strait	3 MP
Crossing a river	+1* MP
Desert for the Caravan	1 MP
Desert for the War wagon	2 MP

*Diminishes by 1 MP if one has ROADS

Movement table for Galleys and Merchant ships:

Inside/outside a Port	1 MP
Coastal sea	1 MP
Open sea	2* MP

*Diminishes by 1 MP if one has ASTRONOMY

The level of the means of transportation represents its evolution in terms of movement, carrying, and, in case of the Galleys, combat capacity. Such level is indicated placing a shield of the same level, so as to also indicate the Kingdom owning the transport.

Example: A 2nd-level War wagon can load 8 Heavy Infantrymen armies (5 FV each) spending 1 MP and make 7 movements with the remaining MP.

Siege engines are medieval siege machines to weaken or

destroy enemy fortifications: Catapult, Trebuchet, and Bombard. The latter also gives a bonus in pitched battles.

A territory becomes conquered when no more armies face the attacker. The territory is defended until the last army of the defender player; Only when this last unit is eliminated, can the attacker access buildings or transports present in the territory.

The situation differs if the combat happens in a sea area: if the defender has 3 ships and only 2 FV left, it will be possible to defend only 2 ships; the third one can be occupied by the attacker with sufficient armies.

If the territory belongs to Barbarians, and player A attacks player B's means of transport in the territory, this case works just as if they were in a sea area because the territory does not belong to B; the moment there are not enough armies (at least 1) to protect each transport, the transport does not belong to anybody and can be occupied.

The dice available in the game are 1d4, 1d6, and 1d8. They are used in battles and in other cases in the game, such as Events and Calamities.

Example: *3 Infantrymen, 2 Archers, and 3 Heavy Infantrymen (24 FV) attack and adjacent territory. A 1st-level War wagon is with them, which can transport up to 20 armies and has still 2 movements left. The attacking player can use only 20 armies in the attack (19 will effectively be able to fight, 1 will remain on the wagon), renouncing to 1 Archer and 1 Infantryman, since they cannot be transported by the wagon.*

Example: *The blue player, who has a TL-3, can play up to 3 Empire cards against the yellow player, who, having only a TL-2, can respond with at most 2 Empire cards.*

Example: *The Heroine card gives an upgraded die in battle: a player normally using 1d6, then uses 1d8.*

Example: *The Killer card allows the player to look at another player's Empire cards and select 1 to be removed. The Killer has an immediate effect and does not count for the combat total, just as the Thief, the Inquisitor, and the Cardinal.*

Example: *Behind fortifications, the defender plays both the Heroine and the Crossbowman, and rolls 1d8+3. The attacker loses the first die roll, but then plays the Thief and steals the Crossbowman before rolling again; the attacker then steals the Cathedral by playing the Cardinal, thereby cancelling the Heroine, and finally plays the just stolen Crossbowman, the Warlord, and the Genius with ENGINEERING, rolling 1d4+4 against the defender's 1d6+1.*

Example: *The attacker plays a Warlord card with TACTICS, getting +2 to the die roll; then plays the Genius card with ENGINEERING, getting +4 to the die roll.*

ATTACK

There are different types of battle: the **pitched battle,** the **siege** (carried out with the designated siege engines), the **assault** and the **naval battle**. Here we will illustrate the pitched battle. The pitched battle can be fought to conquer one territory and/or to conquer a means of transportation. If the territory is defended and one wants to conquer it, the attacking armies must be in an adjacent territory.

If the territory belongs to Barbarians or is in a sea area and only a player's means of transportation has to be conquered, the attacking armies need to be already in the same territory as the transport. To attack a territory, the war wagon needs the necessary MP to move within a conquered territory. Galleys must spend 1 MP to attack a territory. Attacking already includes the landing; for this reason, it costs only 1 MP. If the attack fails, the MP are spent anyway. An attack is one or more battles fought with dice. The procedure is the following:

1. The attacker announces which Captain will attack and the targeted territory/transport.
2. Play Empire cards.
3. Roll the dice.
4. Calculate the results.

Important notes:
- The attacking army needs a **Captain** to lead the attack. In case of a Captain absence, the army can only defend itself.
- A Captain can attack means and/or territories for **a maximum number of times per turn equal to his level at the beginning of the turn**.
- The defender must use all armies present in the territory to defend it, both in the territory or loaded on transports. Note: in case there is a defender army belonging to another player, the defenders take turns in the defense.

USE OF EMPIRE CARDS

Before rolling the dice, first the attacker and then the defender reveal the Empire cards they intend to play for that battle; **the maximum number of Empire cards playable by the players - for each roll - is equal to their TL**, but different from one another.

The cards can be played in combo with other cards and the Technologies acquired by the player. Some cards can be used only during an attack, others only for defense, others in both cases. These restrictions are indicated on the Empire cards.

USE OF TECHNOLOGIES

Many Technologies influence the combat: for example, STRATEGY gives a +1 bonus if the forces ratio is equal or superior to 3:1, or it cancels the other player's effect. There are many other Technologies that influence indirectly the combat, such as MYSTICISM and MONOTHEISM, TACTICS, MEDICINE, SURGERY, HOSPITAL, ENGINEERING, ALCHEMY, which are explained more in detail on the player's board in the designated section.

DIE ROLL

Both players roll 1d6, unless there are special modifiers, that we

shall see further on. Eventual bonuses given by Technologies and Empire cards are added to the result, which becomes the **combat total**.

COMBAT RESULT

The difference between the two combat totals (dice + bonuses) determines the losses for the player who had the lowest result, expressed in FV. The winner loses half of this value (rounded down). Players assign losses to their forces as they see fit. The winner cannot inflict more losses than the number of armies engaged in the battle, even when the difference in the combat totals would allow this. If one of the contenders does not have enough armies to assign the damages, the losses on both sides are adjusted, based on the actual number of armies In case of a tie, no one wins, and nothing happens.

RESULT FOR CARDS AND MINIATURES

During combat, after each die roll, if the losing player has played 1 or more Empire cards, then an Empire card is lost (loser's choice). At each die roll both contenders can modify the Empire cards played.

The destroyed armies are removed from the map and placed in the game reserve. 10% of them (20% with STRATEGY) rounded up (minimum 1 army) are written instead on the rival player's notebook (Prisoners).

RESULT FOR CAPTAINS

When a Captain wins a battle, he gains 1 level. Add the small banner to indicate the second level to the miniature, the big one for the third level. It is not possible to gain more than 1 experience level per turn and 3 levels for a single Captain. When a Captain leads one or more attacks against a target but does not conquer it, or he abandons a siege, he loses a level; if he only had 1 level he is removed from the game and returns to the player's reserve.

If more Captains attack the same target at the same time, the attacker will decide at each dice roll which Captain is attacking and which Empire cards to use; if the attack fails, all the Captains lose 1 experience level. If the player has TACTICS, only the last attacking Captain loses 1 level.

MULTIPLE ATTACKS

In case there is more than one player in defense (or more than one player attacking in case of a Crusade), players attack and defend alternately rolling the dice, using only their own Empire cards and the bonuses of their own Technologies. Each side decides in which order to attack or defend.

CONQUEST OF A TERRITORY

An attacker who destroys all enemy armies in a territory must occupy it with at least 1 FV.

In the conquered territory there might be Captains, transports, siege engines, settlements, or buildings (military, religious, and commercial) that belonged to the defeated; the winner can decide to:

- **Destroy them:** destroyed tiles and miniatures are removed

Example: *Neither the attacker nor the defender has a bonus; both roll 1d6, the attacker gets 2, the defender 3. The attacker loses 1 army, the defender none.*

Example: *The attacker plays the Crossbowman card (+1 in attack or in defense), the defender has no bonuses. Both roll, getting 6 and 2 respectively. The difference is 5 (7-2=5): the defender loses 5 armies, the attacker loses 2 armies.*

Example: *The attacker plays the Crossbowman card (+1 in attack or in defense), the defender plays the Genius card and has the Technology ENGINEERING (which combined give +2 in attack or in defense). The attacker rolls 3 (3+1=4) and the defender 2 (2+2=4): the result is a tie, there are no losses, nothing happens.*

Example: *The attacker plays the Crossbowman card (+1 in attack or in defense), the Heroine card (1 die upgraded), has the Technology STRATEGY (+1 in attack or in defense if the force ratio is at least 3:1), and uses 1 Bombard (+1 in attack or in defense); the defender has no bonus. The attacker rolls 1d8 and gets 5 (5+3=8), the defender rolls 1: the defender loses 7 armies, the attacker loses 3 armies. If the defender has only 4 armies, all of them will be lost, while the attacker will lose only 2 (the effective half).*

Example: *A 1st-level Captain that engages battle and conquers a territory becomes a 2nd level.*

Example: *A 2nd-level Captain attacks for the first time, wins, and becomes a 3rd level. He attacks a second time and loses, returning to the 2nd level; he has to stop because he already used 2 attacks.*

Example: *The blue player is attacking both yellow and green players who are defending together: Blue will first fight Yellow, and then Green.*

Special case: The yellow player attacks the white's territory, who is defending it with 5 FV. The red player, who is allied with the white, has also 50 armies in the territory. They will alternate in defence, but the last army to be eliminated must be a white one. First, the yellow player causes 8 losses, but the white loses only 4 FV. From then on, the red player will be defending alone; only when the last red army is destroyed, will the last white army be defending again.

Example: Player A wants to attack player B who is in a Barbarian territory, but A must attack the Barbarians first. B could also defend the Barbarian territory. But if B is not at war with A, B must first make a sudden declaration of war on A in order to defend the Barbarian territory.

If A is not at war with B and B does not defend the Barbarian territories, once the Barbarian armies are defeated, A must make a sudden declaration of war in order to attack B.

The Barbarians have priority to eventually defend themselves inside a fortification; depending on the fortification capacity, B's armies will be inside as well. Any armies in excess of the fortification capacity must fight a pitched battle.

The same situation would arise if it were a another player (e.g. player C) instead of the Barbarians

Example: A player with TL 2 and 2 Caravans cannot capture another Caravan; it would have to be either plundered or destroyed.

Example: Blue assaults a Fort that belongs to Red. Both players choose to not play any Empire card. The Blue rolls 1d4 and gets 3, while Red rolls 1d6 and gets 4, to which a +2 bonus is added from the Fort. The blue player removes 3 armies as losses, the red player does not remove anything.

Example: The blue player attacks a yellow territory, where there are 12 armies and 1 Tower. 10 armies are considered inside the Tower, 2 outside. Before laying siege to the Tower, the blue player must first resolve the pitched battle against the 2 armies outside.

from play and returned to their respective reserve. All Captains, buildings, transports, and siege engines give HP if destroyed. Barbarian buildings, transports, and siege engines do not give HP; 3rd-level Barbarian Captains give 1 HP (see the HP table in the End of Game chapter).

- **Plunder them:** for each of the aforementioned elements, the winner gains Florins for half of their value. The plundered elements return to their respective reserve.
- **Capture them:** settlements, siege engines and commercial/religious buildings that are neither destroyed nor plundered, are captured by the player who conquered the territory where they were located. The same applies to transports; the defeated player's shields are replaced by the winner's. It is not possible to capture Captains. Game limitations, such as the TL, must be respected with regards to transports and siege engines.

It is not mandatory to apply only one of these options. The winner may decide to destroy the Captain and the enemy Caravans, sack the Cathedral and conquer the City.

CONQUEST OF A MEANS OF TRANSPORTATION

When the last army on a transport is defeated, the process is the same as for the conquest of a territory. In case of commercial means of transportation destroyed or sacked, the goods transported by enemy caravans are unloaded in the territory (to be then loaded on another commercial means of transportation) and they can be loaded within the next turn, otherwise they are eliminated; goods transported by merchant ships can be loaded by the winner's merchant ships if they are in the same sea area of the naval battle, otherwise they are lost at sea.

ASSAULT ON A FORTIFICATION

This attack type occurs when the defender's territory has a fortification (Tower, Fort or Castle).

First, check how many defending armies are inside and outside the fortification, based on its capacity limit: a Tower contains a maximum of 10 FV, a Fort: 20 FV, and a Castle: 30 FV. FV exceeding the fortification capacity are considered to be outside; a pitched battle must be held against these forces first and they must be eliminated before the Assault.

If all the defending armies are inside the fortification, an Assault takes place. There are some differences with the pitched battle:

- The attacker starts using 1d4.
- The defender uses 1d6 +1 for a Tower, +2 for a Fort, or +3 for a Castle.
- A successful defender does not lose any armies.

Note: the pitched battle and following assault (or siege) count as only 1 attack (not 2) by the attacking Captain because it is the same territory.

SIEGE

This attack type can occur when the defender's territory has a fortification and the attacker has numerical superiority and at least one siege engine (Catapult, Trebuchet, or Bombard):

1. First pitched battle (only for the 1st turn of siege)
2. Artillery
3. Reduction (only from the 2nd turn of siege)
4. Second pitched battle (only from the 2nd turn of siege)
5. Attrition (only from the 2nd turn of siege).

First pitched battle: just like the Assault, check first if some of the defender's armies are considered to be out of the fortification, due to the fact that, as said, the fortification has a capacity limit (it can contain a maximum of 10 FV if it's a Tower, 20 FV if it's a Fort, 30 FV if it's a Castle). If some armies do not fit in the given space, a pitched battle must be held against these forces first. Once they have been eliminated (or in their absence), the attackers may declare a siege, provided they have at least one siege engine and a superior number of armies. Otherwise, the attackers must either mount an assault or abandon the siege (moving).

Artillery: once the player has declared the siege, if both besieger and besieged have siege engines, at the beginning of each turn of the besieger, 1d6 is rolled for each siege engine: with a result of 6 for the Catapult, 5+ for the Trebuchet, and 4+ for the Bombard, it is possible to destroy an adversary's siege engine. If after this, the besieger still has siege engines, the siege can continue.

Reduction: in the following turn, at the beginning of the besieger's Combat phase, if the besieger confirms the siege, the fortifications suffer from a reduction.
Siege engines have an increasing capacity to demolish fortifications: Catapult 1, Trebuchet 2, Bombard 3. Military buildings have an increasing resistance value: Tower 1, Fort 2, Castle 3.
When a fortification suffers 1 reduction, it must be replaced with the lesser fortification: when a Castle suffers 1 reduction, it becomes a Fort; when it suffers 2 damages, it becomes a Tower. If the Tower suffers 1 or more damages, it must be removed, just like a Castle that suffers 3 damages or a Fort with 2 or more damages. Siege engines combine; 1 Catapult and 1 Trebuchet can destroy 1 Castle in 1 turn.

Second pitched battle: if there are besieged armies out of the fortification, the pitched battle takes place.

Attrition: if the siege continues, at the end of each turn after the first where a Siege took place, armies from both sides suffer an attrition: 10% of the FV of the armies (rounded down, minimum 1) go to the player's reserve. LOGISTICS cancels this effect, ALCHEMY and the Genius (with ENGINEERING) cause 1 more damage.

Reduction and damage are two separate things: reduction is caused by sieges, damages are caused by calamities.

Example: With a Catapult, the attacker can besiege a Castle for 2 turns, and then assault the remaining Tower. In this case, the defender will only have 1 level of military building intact, so only 10 armies will be considered on the inside.

Example: If Tunis is besieged from the sea, a Caravan present there might leave by land, while a Merchant ship would be forced to stay.

Example: At the end of the second turn of a siege, a player, with 15 armies and a Catapult, is besieging a Fort with 10 defending armies. Both sides place 1 army back in their reserve because of attrition.

Example: Player A plays first and declares a siege from land with 30 FV against player B, who has 20 FV in the City of Naples. In the same turn, 20 FV of reinforcements from player C (allied with player B) arrive in Naples from the sea. Player A does not have numerical superiority anymore. In order to continue the siege, player A must regain numerical superiority, with reinforcements during the next Combat phase. Otherwise, player A must either assault the walls or lift the siege.

Example: The red player is besieged in Constantinople from both land and sea. The besieger has 1 siege engine on a Galley; the besieged has 1 Captain and 1 Galley in Constantinople, and 1 Captain with 2 Galleys in Caffa. Both red fleets successfully attack and repulse the besieging fleet. This brings reinforcements from the sea and forces the besieger to retreat for lack of siege engines.

Example: The red player is besieged from the sea in Constantinople where there is 1 Captain. There is another Captain with 2 Galleys in Caffa. The red player can only attack the besieger with the fleet from Caffa, because there are no ships in Constantinople.

Example: The green player uses a 3rd-level Galley loaded with 40 armies to attack the blue player's Merchant ship protected by a 1st-level Galley with 25 armies. Both ram each other, rolling 1d4: both rolls are « 2 ». The green player causes 5 losses (2 from the die roll + 3 from the Galley level), while the blue player causes 3 losses (2 from the die roll + 1 from the Galley level).

If the siege continues, the aforementioned phases repeat: artillery, reduction, second pitched battle, attrition.

The attacker can interrupt the Siege at any time, deciding then to either lead an assault or to abandon the siege and resume movement.

The following is valid only for coastal settlements with fortified civilian buildings or far away harbors with fortifications: if led on land, a Siege prevents both commercial and military transports from entering/exiting the territory by land, but not by sea. On the contrary, if the Siege is led by sea, the transports cannot exit/enter the territory by sea, but they can pass by land. If the Siege is from both land and sea, transports cannot move in any way. Note: only 1 siege engine is needed either on land or sea to declare a siege on both land and sea.

The besieged player can attempt to break the siege both attacking with the besieged armies or with armies on the outside; but each army must have a Captain. If the siege is by sea, the besieged can engage in a naval battle.

NAVAL BATTLES
In a naval battle, first the involved Galleys ram an adversary: roll 1d4 adding the Galley level as a bonus. The result is the losses suffered from the adversary fleet. The armies' owner chooses the losses and removes them from the board.
After this first clash, if there are still armies on both sides, the combat continues on a normal pitched battle.

The following changes can also be applied:
The player who has ALCHEMY has a stable +1 for each Galley in the first battle, and a stable +1 during the die rolling in the following pitched battles.
All the bonuses of the pitched battle are valid, included STRATEGY or the +1 bonus for each 3rd-level siege engine boarded.

- Galleys do not take part in land battles, neither when armies disembark from a fleet to a coastal territory.
- Naval battles only take place at sea. If the attack is led against a harbour, the initial ramming and relative losses do not occur; the battle continues with the normal combat.
- Players must attack a harbour and the relative settlement to be able to attack the ships docked there, even when the City belongs to Barbarians. If the docked ships DO NOT belong to the player who owns the settlement, and there is a pact that allows this (Crossing Territories), it is possible to attack the player's ships, but without the initial naval battle because the ships are in the Harbour.
- If the settlement is fortified, it is possible to decide whether to lead a siege from the sea, disembark to lead a siege from the land, or directly assault the fortification.

NAVAL BLOCKADE

Players can use their own armies to block the adversary ships, taking advantage of the coastal shape or placing themselves in the area opposite the enemy Harbour.

Naval blockade can be of 2 types: passive and active.

Passive: a player who controls both territories overlooking a channel automatically generates a naval blockade against the other players. Players who want to go through must either draw up a Crossing Territories pact or conquer 1 of the 2 coastal territories, thus breaking the blockade.

Active: a fleet with at least 1 Galley automatically generates a naval blockade in its sea area against any ships with which it is at war; the enemy fleets can bypass the blockade if they have a superior number of Galleys, otherwise they must engage in naval combat.

CAPITAL CITY

A Capital City is lost when another player conquers it. The conquered Capital then loses one settlement level (Ex.: a City becomes a Town). A player without a Capital must select a settlement to be converted into the new Capital. If no settlement is available, the Capital may be relocated in any of the player's territory, but it will not be possible to trade with it. A player who conquers a Capital gains 10% of the victim's Florins.

PLAYER ELIMINATION

A player without any territory or transport is eliminated from the game. The player who won the last territory or transport takes the eliminated player's Empire cards, Technologies (double Technologies do not count) and Florins.

Example: *The red player occupies both Thrace and Mysia (Dardanelles) imposing a naval blockade so that no adversary ship can move from the Black Sea to the Mediterranean Sea and vice versa.*

Example: A Caravan can move, purchase goods, and move again if it has still MP, but it will not be able to sell again this turn; only load or unload.

Example: The Mamluk buys 10 spices in Damascus and pays them 300 Florins. They are transported in a 1st-level Caravan (movement capacity 6 MP) to Alexandria. 5 MP + 1 MP are spent to unload the spices in the City of Alexandria.

Example: A 1st-level Merchant ship with movement capacity of 7 MP (thanks to WEAVING) loads spices in Alexandria spending 1 MP, then reaches the port of Palermo with ASTRONOMY and sells the 10 spices in the same turn (510 Florins).

Example: Buying 7 wine goods, 1 red cube is loaded on the Merchant ship.

Example: Buying 15 salt goods, 2 white cubes are loaded on the Caravan.

Example: The cereals price is 10 Florins in Palermo and 17 Florins in Antakya. Without AGRICULTURE, players will buy cereals in Palermo for 12 Florins and will sell them in Antakya for 15 Florins.

Example: The Holy Roman Empire has built a Mining Fair in Geneva. For every weapons and armours purchased in this City, players will spend 37 Florins instead of 40

10. COMMERCE PHASE

During this phase, commercial transports can perform the following actions: they can move, sell or buy, but only 2 of these actions are allowed in the same turn.

Players can move their commercial transports as they prefer. Commercial transports move with 6/7/8 MP according to their level, as indicated in the following table.

Transport	Goods carrying capacity	MP
1st level	10	6
2nd level	30	7
3rd level	50	8

- Loading or unloading works exactly as described in the Combat phase
- It is permitted to unload goods on a territory and load them with another commercial transport.

When buying or selling, players pay or receive a number of Florins as reported on the **commercial table**, depending on the goods, where the trading takes place, and other possible modifiers (commercial buildings and Technologies).
They then take the merchandise cubes from their transport (each cube represents 10 goods of a certain type) and place them in the game reserve (selling) or, alternatively, they take them from the reserve and place them on the transport (buying).

- Buying or selling does not cost MP for the involved transport.
- It is possible to sell all the goods on a transport or only part of them.
- It is only possible to buy and sell in a territory with a settlement (Village, Town, City).
- It is not possible to buy and sell the same goods in two settlements controlled by the same player, except with the technology MARKET.
- It is possible to buy and sell the same goods in two settlements controlled by Barbarians.

Technology Modifiers
Some Technologies (FORGING for weapons and armours, HUNTING for leather, AGRICULTURE for cereals and wine, WEAVING for cloths) allow to purchase/sell these goods at the price indicated on the commerce table; without the given Technology, players buy the associated goods for 2 Florins more and sell them for 2 Florins less.

The Technology GUILDS allows to sell all goods for +1, +2 or +3 Florins according to the player's TL.

Buildings Modifiers
Commercial buildings (Mining, Textile, and Agricultural Fairs) can be erected in inhabited areas if there is a civilian building,

and they give bonus to purchase/sell certain goods to all players trading in the inhabited area.

Agricultural Fair: -3 Florins purchasing cereals and/or wine
Textile Fair: +3 Florins selling leather and/or cloths
Mining Fair: -3 Florins purchasing salt or
weapons&armors; +3 Florins selling slaves

Selling Empire cards

During the Commerce phase, players with the MARKET Technology can, in turn order, auction a maximum number of Empire cards (among the ones they own) equal to their TL. The auction is public and open to all players, regardless if they are at war or not; they can set a starting price, and the minimum relaunch is 5 Florins.

Example: The blue player is the Pope. The green player, the Mamluk, attacks and conquers the Papal States. The Pope dies. In the following turn, the yellow Catholic player reconquers the Papal States and becomes the new Pope.

Example: 10 Barbarian armies with their Captain attack and conquer the Papal States. The Pope dies, but cannot be reelected because the territory is occupied by Barbarians.

Example: The blue Catholic player controls the Papal States with 15 FV and 2 means of transports. The calamity Epidemic strikes the Papal States causing the loss of 6 FV; 1d6 is also rolled, with a result of 5, so the Pope dies. The yellow player gets elected as the new Pope. At the end of the Event phase, 7 FV of the blue player are removed from the Papal States (2 FV are left for the 2 means of transport), and 10 FV belonging to the newly elected yellow player are added.

OTHER ELEMENTS

THE POPE

The Pope is randomly chosen among the Catholic players at the beginning of the game. The Papal States (i.e. Rome and its territory) belong now to the player acting as the Pope.

If the Pope is present, consider the following rules:

- When the Papal States are conquered, the Pope dies. If Catholic (Kingdom of Hungary or Holy Roman Empire), the conqueror becomes the new Pope. Otherwise, if the conqueror is not Catholic, the role of Pope is suspended until the Papal States are reconquered by a Catholic player.
- Pope election: If the Pope dies from other causes than conquest, such as a Calamity, and there is at least one Catholic player, a new Pope election takes place among all Catholic players at the end of the current phase. Each Catholic player votes openly and gains one extra vote per Cathedral, revealed Cardinal, revealed Heroine, as well as for each 250 Florins paid. Whoever gets most votes becomes the new Pope. In case of a tie, the one who offers most Florins in a secret auction becomes Pope. Up to 10 FV belonging to the player who used to be Pope are removed (at least 1 FV per means of transport must remain), while 10 FV of the player newly elected as Pope are added to the Papal States.

During the game, the Pope has three options unavailable to other players: proclaim a Crusade, collect the tithe, and excommunicate Catholic players.

Tithe: the Pope obtains 10% from the taxes collected by Catholic players as tithes. Catholic players lose 1 HP every turn they refuse to pay tithes to the Pope.

Crusade: see the Crusade Calamity.

Excommunication: the Pope can decide to excommunicate Catholic players under certain circumstances. To be excommunicated, a player must have either attacked the Papal States (while controlled by a Catholic) without conquering it, or refused to take part in a Crusade, or refused to pay the tithe for 3 turns or more. An excommunicated player loses HP, cannot take part in a Crusade, cannot become Pope in an election nor vote during an election. The Pope player may remove the excommunication (lost HP are reinstated, and other restrictions are cancelled). The Pope can also force a Catholic player to interrupt a war against another Catholic player under threat of excommunication.

The excommunicated player must break all diplomatic pacts with other Catholic players and excommunicated Captains cannot attack for 1 turn.

The excommunicated player who is now considered of another religion, can ask for absolution (through Florins, territories,

diplomatic pacts) to the Pope or start a new religious faction, thereby electing an Antipope and placing a 4th Religious Capital in the excommunicated territories, thus adding 10 more FV on its location.

The Antipope can collect tithes from players of the same religious faction, call them on a Crusade against Rome (worth 5 HP), or excommunicate them (a player excommunicated by the Antipope can ask for absolution or re-enter in the Catholic ranks if the Pope accepts it).

The Antipope can be reelected if he dies.

Players still standing with the Pope can abandon Catholicism and join the Antipope, but they will suffer from the same excommunication effects.

PROVISIONS

Each terrain type can contain a maximum of FV. Players cannot willfully breach these limits, but it may happen that these limits are breached because of Events or Calamities. In this case, a Provisions shortage occurred: all excess troops in the territory must be removed by the end of the turn and placed in the player's reserve.

Important note: armies travelling with a means of transportation cannot be out of provisions.

Territory	FV limit
Plain	5 AGRICULTURE (+5) CROP ROTATION (+15)
Woods	5 HUNTING (+5)
Hills	5 BREEDING (+5)
Desert	5
Mountain	5

Settlement and buildings give a bonus to terrains:

Village	+10
Town	+20
City	+30
Cathedral	+10
Tower	+5
Fort	+10
Castle	+15
Religious Capital	+10

Example: In a territory with Woods (5) there's a Town (+20) and a Tower (+5). There are 35 armies in the territory, therefore the provision limits are exceeded by 5 FV, which will be removed at the end of the turn. The player owning them chooses how to do so.

Example: In a Plain there are 2 Archers and 1 Barbarian Infantryman, for a total of 7 FV. The limit of provision (5) for the population has been exceeded: the Barbarians attack!
The Barbarians need 2 territories to complete their Kingdom, and both are adjacent: one is occupied by the yellow player, the other by the red. The yellow has 10 FV, the red 5 FV. The Barbarians attack the red player's territory.

CONTESTED TERRITORIES

A territory where there are armies of different players at war against each other is contested. It is therefore not assigned to any player.

A territory where there are armies of different players at peace with each other belongs to the player who owned it before the arrival of the other player's armies. It is possible to place a player's shield for the owning player on the board as a reminder.

When multiple players attack the same territory together, the territory is assigned to the player who eliminated the last defending armies; if this player refuses, it can be assigned by an agreement or chosen randomly.

BARBARIANS

Barbarians act during the Barbarian sub-phase in the Event phase. It takes place when Barbarians exceed the provision limits of their respective territories: if this occurs, the Barbarians in that territory attack a player's adjacent territory.

- If Barbarians can attack several players' adjacent territories, the attack will be on the territory that allows the conquest of an entire Kingdom. If several territories have this characteristic, the one with the lowest FV will be attacked. In case of a tie, the least fortified one will be attacked. In case of a further tie, Barbarians will then target the smallest settlement, and finally the territory with the fewest Captain levels. If the tie continues, a die roll will decide.
- A player's means of transport or territory cannot be attacked by Barbarians more than once per turn. If several Barbarian territories can attack the same territory (or transport), the Barbarian territory with the highest FV will attack. In case of 2 or more equivalent FV, the one with the highest-level Captain will attack. If the tie continues, roll a die to decide.

Barbarians continue the battle until the enemy is defeated or they are reduced to a FV of 1. In case of victory, they keep military and civilian buildings, but they destroy Cathedrals and commerce buildings.

Note: Barbarians attack even when they have a FV higher than a means of transport that passes through or stops in their territory without engaging battle. In this particular case, the battle takes place immediately during the turn of the player who is moving the transport.

If Barbarians exceed the provision limit of their territory, but they do not border players' territories, see the following list of actions:

1. Place a Tower if available in the game reserve.
2. Build a Village, if there's the icon of Inhabited Area on the map and a Village is available in the game reserve.
3. Place a Fort, if there's already a Tower and the Fort is avail-

Example: There are 6 FV of Barbarian armies in Paphlagonia; the territories of Pontus, Cappadocia, and Cilicia are occupied each by 5 FV of the Mamluk. The Barbarians will try to reconquer first Cappadocia, which belongs to the Sultanate of Rum, as well as Paphlagonia.

Example: In a Barbarian territory, there are both a Village and a Tower. The first time the provision limits will be exceeded, the Tower will be replaced by a Fort.

able in the game reserve. The Tower is removed and placed in the game reserve.

4. Place a Town, if there's already a Village and the Town is available in the game reserve. The Village is removed and placed in the game reserve.

5. Place a new Barbarian Captain.

6. Promote the 1st-level Captain.

7. (Only for coastal territories) Place one Barbarian Galley which will load a maximum of 20 Barbarian armies from that territory and 1 Barbarian Captain. Note: at least 1 FV of Barbarians must be left in the starting territory.

8. This ship will cover 1 sea area at the beginning of each Event phase, moving randomly. Count the territories or sea areas where the pirate ship may move (exclude from the count the Barbarian territories) and roll the most convenient die, that's to say a die able to give a result at least equal to the number of the counted territories (for example, if there are 5 possible directions, roll a d6); thus it is determined the territory or sea area the ship will aim to (in case of a non-valid result, roll again). If the ship arrives to a territory, it will unload all its armies and will attack following the normal Barbarians' rules. After the landing, the Barbarian Galley has to be removed and returns to the game reserve.

If, after this procedure, the Barbarian armies exceed the provision limits and cannot attack, at the end of the Event phase the exceeding FV are removed.

BARBARIAN CAPTAINS

Each time the Barbarian armies conquer a territory or a means of transport, the Barbarian Captain is promoted by 1 level until a maximum of 3, or a 1st-level Captain is added if not present. The Barbarian Captains increase respectively by +1, +2 and +3 the die roll result both in attack and defense. If the Barbarian army is attacked and defeated, the Captain has to be removed and returns to the game reserve. If the Captain was a 2nd- or 3rd- level, the player who defeated him draws 1 Treasure card.

BARBARIANS ACTIVATON

When players conquer a Barbarian territory, they "activate" the Barbarians in the adjacent territories: all Barbarian territories adjacent to the attacked territory and all Barbarian territories in the same Kingdom of the attacked territory immediately increase by 1 the Barbarian army; if in these territories there are Barbarian Captains, the armies increase respectively by +1, +2 and +3 according to the Captains' level.

Treasure cards: They represent the 2nd- and 3rd- level Barbarian Captains' war booty. Each card features 3 symbols and respective quantities: FV, Florins, and goods. Roll 1d8 to determine the kind of goods that must be placed where the Barbarian Captain has been killed. The FV counts as bonus in the next Reinforcements phase. The Florins are immediately available for the player.

VICTORY

Once the conditions established at the beginning of the game are reached, HP are calculated. Add to the owned HP (positive and negative) the ones for the end of the game.

During the game, HP are gained for:

Condition	HP
Eliminating a player's Captain	1
Eliminating a 3rd-level Barbarian Captain	1
Destroying a player's building	1
Every 7 Technologies	1
Each 4th-level Technology	1
Diplomatic actions	variable
Becoming Pope or Antipope	1
Each turn without paying the tithe	-1 (max -3)
Being excommunicated (Catholic)	-2
Taking part in a Crusade (attackers and defenders)	variable
Conquering a Religious Capital	1
Losing a Religious Capital	-2

At the end of the game the following HP are obtained:

Owned Small Kingdom	0
Owned Minor Kingdom	1
Owned Great Kingdom	2
Owned Major Kingdom	3
Each territorial loss within one's own Kingdom	-1
Every 1000 Florins	1
Owned Cathedral	1
Owned religious Capital	1
Being the Pope or the Antipope	2

Note: in order to yield HP, territories must be sufficiently garrisoned to prevent rebellions.

The player with most HP wins. In case of a tie, the player with most territories wins the game. If there is still a tie, the player with most armies wins, and lastly the player with most Florins.

Example: After conquering a territory, the blue player decides to destroy its City and eliminate the enemy Captain within, thus earning 2 HP.

EMPIRE CARDS

ARCHITECT: Purchase Phase: with the technology MATHEMATICS, pay all types of buildings at half price (pay attention to the prerequisites for the different types of buildings). Discard after use.

BARBER SURGEON: Combat Phase: after a battle, 1d4 FV are regained if the owner has MEDICINE ; or 1d6 if the owner has SURGERY; or 1d8 if the owner has HOSPITAL. The regained FV come into play during the next Placement Phase. Discard after use. It is not possible to regain more FV than those lost in one single battle.

BARD: Diplomacy Phase: all players not at war with the card's owner participate to a feast in their honour. They secretly put Florins in their fist; the owner will receive the highest sum, the one who offers it 1 HP. Discard after use.

CARDINAL: Diplomacy Phase: steal 1 Cathedral from an adversary and place it in one's own territory (maximum 2 Cathedrals in Major Kingdoms and maximum 1 in Great and Minor Kingdoms, none in Small Kingdoms). Alternatively, eliminate the Cathedral from the game. Discard after use.

CORSAIR: Commerce Phase: note secretly on paper in which sea area the Corsair will be active. When a player's Merchant Ship crosses this sea area, show (at will) the paper and play the Corsair card, seizing 3/6/9 goods (based on the card owner's TL) and, with GUILDS, killing 3/6/9 FV (based on TL as well). Seized goods must be sent to the nearest card owner's harbour or be eliminated if there is none. Discard after use. If the Merchant Ships are escorted by Galleys, the losses are reduced by 1 goods and 1 FV per Galley level.

CROSSBOWMAN: Combat Phase: +1 to the die roll in attack or defense, +2 in defense if one has fortifications. If not lost in battle, keep this card.

DIPLOMAT: Diplomacy Phase: give this card to another player (who gets to keep it) and establish a 1-4 turn truce depending on how which Technology is owned among EDUCATION, LITERATURE, PHILOSOPHY, and UNIVERSITY (if none of these are owned, the card is useless). The truce is complete and mutual: no attacks are possible, either with armies or Empire cards, but both players can reduce the truce length by spending 1 HP per turn. If the truce were to be interrupted before its natural end by either player, both are released from it.

GENIUS: Combat Phase: +1 to the die roll if one has the Technology MATHEMATICS, +2 and bonus to Sieges if one has the Technology ENGINEERING. If not lost in battle, keep this card.

Architect Example: Having MATHEMATICS, ARCHITECTURE, and ENGINEERING, Blue plays the Architect and purchases 2 Towers (100 Florins each), 2 Fort (200 Florins each), and 1 Cathedral (1000 Florins) for 800 Florins instead of 1600.

Barber Surgeon Example: Blue fights three battles. In the first battle, the player loses 3 FV, in the second, 5 FV, and in the third, 6 FV. Having HOSPITAL, Blue plays the Barber Surgeon and rolls 1d8 with a result of 8, but can recover at most the 6 FV lost in the third battle.

Bard Example: Player A plays the Bard. Players B and C, who are not at war with A, must participate to the feast; player D is at war with A and does not participate. B secretly bids 100 Florins and C, 250 Florins; player A gets 250 Florins, and C earns 1 HP.

Cardinal Example A: Player A plays the Cardinal, steals 1 Cathedral from player B, and places it in Persia, although the 3 other Khanate territories belong to someone else.
Cardinal Example B: Player A plays the Cardinal and steals 1 Cathedral from player B, but cannot place it in Persia, because there's already a Cathedral in another Khanate territory that belongs to someone else, so the Cathedral is removed from the game.

Corsair Example A: With a TL 2, Blue plays the Corsair in the Mediterranean Sea. The Corsair raids a Merchant ship escorted by a 2nd-level Galley; instead of 6 goods, only 4 are stolen because the Galley reduces the losses by 2.
Corsair Example B: With both a TL 3 and GUILDS, Blue plays the Corsair in the Black Sea. The Corsair raids a Merchant ship escorted by two 3rd-level Galleys; instead of stealing 9 goods and killing 9 FV, only 3 goods and 3 FV are lost because the escorting Galleys reduce the losses by 6. Blue does not have a harbour, so the goods are removed from the game.

Crossbowman Example: Player A wants to assault player B's Tower; both play the Crossbowman. A rolls 1d4 +1 (from the Crossbowman), getting 4+1=5; B rolls 1d6+1 (from the Tower) +2 (from the Crossbowman) and gets 1+1+2=4: A loses 0 armies, B loses 1 FV and the Crossbowman.

Diplomat Example A: Player A has PHILOSOPHY and gives the Diplomat to player B. Player B can decide to spend between 1 and 3 HP to reduce or cancel the 3-turn truce imposed by player A.
Diplomat Example B: Player A has UNIVERSITY and gives the Diplomat to player B (a 4-turn truce); after 2 turns, player A spends 2 HP to cancel the remaining 2 turns and declares war on player B.

Genius Example A: Player A owns MATHEMATICS and attacks player B using the Genius. Both roll 1d6: A gets 5+1 and defeats B who gets 3 (B loses 3 FV, A loses 1 FV). A **can** decide whether to replay or withdraw the Genius from the battle.
Genius Example B: Player A owns ENGINEERING and attacks player B using the Genius. Both roll 1d6: A gets 2+2, but loses 2 FV and the Genius because B got 6 (B loses 1 army).

Genius Example C: Player A has ENGINEERING and starts a siege with a Catapult on player B's Fort. On the second turn of siege, A shows the Genius and causes the loss of 1 FV to the besieged armies.

Heroine Example: Player A assaults a Barbarian Tower, plays the Heroine, and rolls 1d6 instead of 1d4. The result is a 3, so the player loses 4 FV and the Heroine because the Barbarians got a 6+1

Inquisitor Example: player A has THEOLOGY and gives the Inquisitor to player B, who has FANATICISM. Both roll 1d6: A gets 5+1, B 2+2. A draws 1 random card from player B's Empire cards and removes it from the game.

Killer Example A: Blue plays the Killer, looks at the victim's Empire cards and selects a card to be discarded.
Killer Example B: Blue plays the Killer against Red, but it gets countered by another Killer from Red's hand.
Killer Example C: Blue plays the Thief against Red, but Red has GUILDS and plays a Killer to counter the Thief.

Mercenary Example: Having a TL 2, COINAGE, FORGERY, and BANKS, Blue plays the Mercenary. But instead of purchasing 15 FV for 15 Florins each (=225 Florins), Blue will buy only 11 FV for 165 Florins because of a lack of funds.

Merchant Example: Having both BANKS and playing 2 Merchant Empire cards: during the Tax phase, Blue receives 180 Florins.

Miser Example: Player A has a TL 2, and gives the Miser to player B. For 2 game turns, player B cannot collect taxes, even if meanwhile player A reaches a TL 3.

Monk Example: Player A attacks one settlement of player B, who has MYSTICISM; B plays the Monk and gets +2 to the die roll.

Patron Example: Having both a TL 2 and BANKS, Blue purchases 2 Towers and 2 1st-level Technologies for a total of 400 Florins; but pays only 100 Florins by playing the Patron.

Princess Example A: Player A gives the Princess to player B. Player B breaks the commercial pact with A and pays 2 HP, player A breaks the Crossing Territories pact with B and pays 2 HP. B declares war on A, loses 6 HP because they are of the same religion, and discards the Princess.
Princess Example B: Blue has a TL 2 and plays the Princess to conquer the Kingdom of Bohemia occupied by the Barbarians (8 FV and 1 Barbarian Captain in the Kingdom of Bohemia, and 1 FV in Styria). Blue rolls 1d6 with a result of 4: the result is successful, all Barbarian armies are removed and replaced by 5 FV of the blue player in both territories.

Safe-Conduct Example: Player A gives the Safe-conduct to player B to gain a free commercial and Crossing Territories pact with B.

HEROINE: Combat Phase: increase by 1 the die level (from d4 to d6, or from d6 to d8) in attack or defense if one owns at least 1 Cathedral. If not lost in battle, keep this card.

INQUISITOR: Combat Phase: choose one adversary. Both roll 1d6 (+1/+2 to the die roll if one has the Technologies THEOLOGY/FANATICISM); if the Inquisitor wins, he discards one random adversary's Empire card. Reduces the effects of Heresy. Discard after use.

KILLER: Combat Phase: Select and remove an Empire card from another player's hand. Or, with the GUILDS Technology, neutralise another player's card being played against you (Cardinal, Inquisitor, Thief, or Killer). Discard after use.

MERCENARY: Reinforcement Phase: +5 FV for each Technology among COINAGE, FORGING, BANKS, by paying 15 Florins for each FV point. Discard after use.

MERCHANT: Tax Phase: receive either 30 Florins with MATHEMATICS, or 60 with COINAGE, or 90 with BANKS, up to a maximum of 120 Florins with GUILDS. Does stack with other Merchants. Keep this card.

MISER: Tax Phase: The player receiving it will not be able to collect taxes until the card is discarded, after a number of turns equal to giving player's TL.

MONK: Combat Phase: +1 to the die roll in defense if one has buildings in one's own territory, +2 if one has the Technology MYSTICISM. If not lost in battle, keep this card.

PATRON: Purchase Phase: reduce the cost for purchasing Technologies or constructing buildings according to one's own TL (-100/-200/-300 Florins in case of 1st, 2nd, or 3rd TL); further -100 Florins if one has the Technology BANKS.

PRINCESS: Diplomacy Phase: Giving it to another player will double the HP costs for breaking pacts and declaring war between both players. The recipient keeps the card as a reminder, until war is declared, in which case, the Princess returns to the Empire deck. Alternatively, a Small Barbarian Kingdom can be annexed without a fight with a 1d6 roll. Success comes with a result of 5+ if one has TL 1, 3+ with a TL 2, 1+ with a TL 3; in which case, the Barbarian armies are replaced by 5 FV of the player's armies in each of the Small Kingdom territories. Discard after use in this latter purpose.

SAFE-CONDUCT: gain one commercial pact and a permission for passing through another player's territories. The pact is unilateral and without any time limit. Discard after use.

TAX COLLECTOR: Tax Phase: gain the double of Florins from one's own territories if one has the Technology MATHEMATICS and from one's own Plains if one has MILL. Does not combine with other Tax Collectors. Keep this card.

TEMPLAR: Combat Phase: +1 to the die roll in attack if there are buildings in the attacked territory, +2 if one has the Technology MONOTHEISM. If not lost in battle, keep this card.

THIEF: Combat Phase: Select a card from another player's hand and steal it. Alternatively, if possessing the GUILDS Technology, copy a Technology or steal 1d4, 1d6, or 1d8 (depending on the Thief's TL) x100 Florins from another player. Discard after use.

USURER: Tax Phase: The card duration equals the player's TL; +20% when collecting taxes or +40% with the BANKS Technology, and the possibility of asking for a second loan. Alternatively, the card can be given to another player, who keeps it for the card duration as a reminder: -20% when collecting taxes or -40% with the BANKS technology, and the impossibility of asking for a loan. If the receiving player has ongoing loans and does not return the money within the USURER duration, there is a 1 HP loss per loan per turn.

WARLORD: Combat Phase: +1 to the die roll in attack, +2 if one has the Technology TACTICS. If not lost in battle, keep this card.

Tax Collector Example: Blue has a TL 2, owns MATHEMATICS and MILL, and possesses 10 territories, out of which 5 are Plains. Blue plays the Tax Collector and collects 10 Florins for each territory, plus 10 Florins for each Plain, for a total of 150 Florins.

Templar Example: player A has MONOTHEISM and attacks one settlement of player B. A plays the Templar and gets +2 as bonus on the die roll.

Thief Example: Blue has a TL 2, GUILDS, and plays the Thief against Red. Blue can either steal 1 Empire card, copy the ALCHEMY Technology (having already the ENGINEERING prerequisite), or steal 1d6 x 100 Florins, but not more Florins than possessed by Red.

Usurer Example A: Having both a TL 1 and BANKS, Blue plays the Usurer and keeps the card, after collecting 40% more taxes for 1 turn.
Usurer Example B: Blue has a TL 2 and plays the Usurer against Red who has BANKS. Red only collects -40% of the usual taxes for 2 turns. At the end of these 2 turns, Red cannot pay back a pending loan and thus loses 2 HP.

Warlord Example: player A attacks player B using the Warlord. Both roll 1d6: A gets 6+1 and defeats B who gets 5 (B loses 2 FV, A loses 1 FV). A can decide whether to replay or withdraw the Warlord from the battle.

Example: A Player has MYSTICISM and plays the Monk in defense, gaining +2 to the die roll instead of +1.
Example: A player has MYSTICISM and pays 950 Florins instead of 1000 to build a Cathedral.

Example: A Player has MONOTHEISM and plays the Templar in attack, gaining +2 to the die roll instead of +1.
Example: A player has MONOTHEISM and pays 900 Florins instead of 1000 to build a Cathedral.

Example: Blue has THEOLOGY and plays the Inquisitor against Red, gaining +1 to the die roll in the inquisition trial against one of Red's randomly drawn Empire card.
Example: A player has THEOLOGY and pays 850 Florins instead of 1000 to build a Cathedral.
Example: Blue has FANATICISM and plays the Inquisitor against Red, gaining +1 to the die roll in the inquisition trial against one of Red's randomly drawn Empire card.

Example: During the Reinforcement phase, a player with FANATICISM receives 2 free FV each turn, 7 free FV in the turn where the Crusade takes place.

Example: Without the Technology AGRICULTURE, buy 1 wine goods in Constantinople for 17 Florins instead of 15, and sell it in Jerusalem for 20 Florins instead of 22.
Example: A player has 5 FV in Bessarabia, buys AGRICULTURE to increase the provision limits by 5, and CROP ROTATION to reach the provision limit of 20 FV.

Example: On the second game turn, Blue has 6 Plains and acquires the MILL technology to receive 30 more Florins during the Tax phase. On the third game turn, Blue draws the Tax Collector and receives 60 more Florins during the Tax phase.

Example: The Mamluk wants to trade between Damascus and Tunis, but the player controlling Tunis does not accept the commercial pact. Even after conquering Tunis, to trade between these two cities the Mamluk must acquire the MARKET technology.
Example: Blue has a TL-2 and the MARKET technology. During the Commerce phase, From Blue's deck, two Empire cards are auctioned. The initial asking price is set by Blue at 50 Florins for one and 75 for the other. The auction is open to everyone and the minimum bid increment is 5 Florins.

Example: Byzantium acquires the BREEDING technology. This increases the provision limit by 5 in Macedonia, from 5 to 10 FV.

Example: The Holy Roman Empire acquires the HUNTING technology. This increase the provision limit by 5 in the Palatinate, from 5 to 10 FV. Moreover, this player can now trade leather between Danzig and Geneva without penalty (buying for 35 instead of 37, and selling for 46 instead of 44 Florins).

Example: Blue has FORGING and plays the Mercenary: Blue purchases 5 FV paying them 15 Florins each.

TECHNOLOGIES

MYSTICISM
Bonus to the Monk in defense and reduces the cost to erect religious buildings by 50 Florins. Reduces the effects of Heresy and Civil War.

MONOTHEISM
Bonus to the Templar in attack and reduces the cost to erect religious buildings by 100 Florins. Reduces the effects of Heresy and Civil War.

THEOLOGY
Bonus of +1 to the Inquisitor and reduces the cost to erect religious buildings by 150 Florins. Reduces the effects of Heresy, Inquisition, and Civil War.

FANATICISM
Bonus of +2 to the Inquisitor. During the Reinforcement phase, receive +2 FV for free, +5 FV if one takes part in the Crusade (both in attack and defense of the designated target). Increases the effect of Inquisition. Reduces the effects of Civil War, cancels the effects of Heresy.

AGRICULTURE
No penalty trading Cereals and Wine. +5 FV to the Plains provision limits. Reduces the effects of Famine.

MILL
During the Tax phase, receive +5 Florins per Plain ; or +10 Florins per Plain with the Tax Collector.

CROP ROTATION
+10 to the Plains provision limits. Cancels the effects of Famine.

MARKET
Allows trade between own cities and construction of commercial buildings at half cost. During the Commerce phase, allows to auction off own Empire cards. Reduces the effects of Uprisings.

BREEDING
+5 FV to the Hills provision limits. Reduces the effects of Famine.

HUNTING
No penalty trading Leather. +5 FV to the Woods provision limits. Reduces the effects of Famine.

FORGING
No penalty trading Weapons and Armours. During the Reinforcement phase, allows to purchase +5 FV with the Mercenary.

WEAVING
No penalty trading Textiles. +1 MP to ship movement.

MILITARY
Possibility to enlist Captains of 1/2/3 level equal to one's own 1/2/3 TL paying 100/200/300 Florins.

TACTICS
Bonus to the Warlord in attack. Possibility to combine attacks with more Captains and armies without intermediate penalty.

STRATEGY
+1 to the die roll in a battle when forces ratio is 3:1 or more, or possibility to cancel the opponent's bonus. Double the prisoners in battle.

LOGISTICS
+1 MP to land transports. Cancels the effects of attrition. Allows hiding 5/10/15 FV (with respectively TL 1/2/3) behind the player's screen. Reinforcements can be placed in territories adjacent to the player's Cities/Towns/Villages (territories bordering a strait are considered adjacent, islands are not), without exceeding the provision limits.

LAW
-1 to the Rebellion level. Reduces the effects of Flood, Fire, and Civil War.

INVESTITURE
During the Reinforcement phase, possibility to receive 1 FV of extra armies paying 15 Florins. Reduces the effects of Conspiracy and Civil War.

VASSALAGE
During the Tax phase, receive 10 Florins for each owned civilian building. Reduces the effects of Conspiracy and Civil War.

FEUDALISM
+1 to the Rebellion level. During the Reinforcement phase, receive 1 FV for each owned Castle and 50 Florins for each owned City. Immune to Conspiracy. Reduces the effects of Civil War.

MATHEMATICS
Bonus to the Merchant during the Tax phase. Possibility to use the Empire cards Genius, Tax Collector, and Architect.

COINAGE
Bonus to the Merchant during the Tax phase. During the Reinforcement phase, possibility to buy +5 FV when using the Mercenary.

BANKS
During the Tax phase receive +10% of all of one's own Florins as income. Bonus to the Merchant and the Usurer; +100 Florins when asking for loans. During the Reinforcement phase, possibility to buy +5 FV when using the Mercenary.

Example: With WEAVING it is possible to trade textiles between Geneva and Danzig without penalty (buying for 28 instead of 30 and selling for 41 instead of 39 Florins).

Example: Blue has a TL 3 and has lost every Captain in battle. In the next Purchase phase, Blue acquires MILITARY, so that in the following Purchase phase Blue can buy 3 Captains, 2 1st-level and 1 3rd-level.

Example: A player has TACTICS and plays the Warlord in attack, gaining +2 in the die roll instead of a +1.

Example: Blue has STRATEGY and attacks Red with 30 FV in a territory defended by 12 FV. The initial force ratio is not 3:1 so Blue does not have the +1 bonus to the die roll. After the first losses, Blue has 27 FV and Red only 8: the force ratio now is superior to 3:1, so Blue attacks with a +1 bonus to the die roll.

Example: Blue lost 25 FV in a battle against Red, who has STRATEGY. Red thus gains 5 FV of prisoners instead of 2 FV.

Example: Blue has a TL-2 and LOGISTICS. Thus, a maximum of 10 FV of reserve armies can be hidden behind Blue's player screen.

Example: With LOGISTICS, Byzantium can add armies directly in Macedonia and Bithynia during the Placement phase. When Thessaly is conquered, the Byzantine can do so in the Peloponnesus as well, but it will never be possible in Rhodes.

Example: With INVESTITURE: Blue can purchase 1 extra FV by paying 15 Florins.

Example: Blue has VASSALAGE, 3 Villages and 1 City. During the Tax phase, Blue will receive 40 Florins from them.

Example: Blue has FEUDALISM, 4 Castles, and 2 Cities. During the Tax phase, Blue will receive 4 FV and 100 Florins from them.

Example: With MATHEMATICS, Blue gains 30 Florins extra for each Merchant card owned.

Example: With COINAGE, Blue gains 60 Florins extra for each Merchant card owned.
Example: Having COINAGE, Blue plays the Mercenary and purchases 5 FV, paying them 15 Florins each.

Example: Having BANKS, Blue gains 90 Florins extra for each Merchant card owned.
Example: Blue has BANKS and 1117 Florins in reserve. At the beginning of the Tax phase, Blue gains 111 (i.e. 10%) extra Florins.
Example: Having BANKS, Blue plays the Mercenary and purchases 5 FV, paying them 15 Florins each.
Example: Blue has a TL-2 and usually collects taxes worth 100 Florins. By playing the Usurer, Blue would collect 120 Florins for 2 turns, but if Blue also had BANKS, then 140 Florins (instead if 120) would be collected for 2 turns. If

another player with TL-3 plays the Usurer against Blue, only 60 Florins of tax will be collected for 3 turns (if Blue did not have BANKS, it would have been 80 Florins).
Example: Blue, a TL-3 player with BANKS, asks for a loan. Blue rolls 1d8x100 to which 100 Florins are added for the BANKS Technology.

Example: A player has GUILDS and earns 120 extra Florins for each played Merchant.
Example: Having a TL-2 and GUILDS, Blue asks for a loan. Blue rolls 1d6x100 to which 200 Florins are added for the GUILDS Technology.

Example: A player needs TL 2 and ARCHITECTURE to build a Town (2nd-level civilian building).
Example: A player needs ARCHITECTURE to build a Cathedral or a Agricultural Fair.

Example: A player needs TL 3 and ENGINEERING to build a Castle.

Example: Blue attacks an enemy Merchant ship with a 3rd-level Galley. During the initial ramming, Blue rolls 1d4, and adds +3 for the Galley level, and +1 for the ALCHEMY Technology. Only the +1 ALCHEMY bonus will be applied the next 1d6 rolls.
Example: A player has ALCHEMY and is besieging an enemy Castle with 1 Bombard; at the beginning of the next Combat phase, the Bombard causes 1 FV of damages to the enemies, and the Castle's walls fall.

Example: A With ASTRONOMY: a player's Merchant ship spends only 3 MP instead of 4 to leave the port of Palermo and enter the port of Tunis.

Example: With has CARTOGRAPHY, a player's 1st-level Merchant ship can move for 7 MP instead of 6.

Example: With ROADS, a player's 1st-level Caravan can move for 7 MP instead of 6. Moreover, it spends only 2 MP to move in a territory with Mountains; 0 MP to cross Rivers.

Example: Blue has EDUCATION and plays the Diplomat against Red. For 1 turn, they cannot attack one another with Empire cards or armies, unless they spend 1 HP to cancel the Diplomat effect.

Example: Blue has LITERATURE and plays the Diplomat against Red. For 2 turns, they cannot attack one another with Empire cards or armies, unless they spend 1 HP per turn of cancelled truce.

Example: Blue has PHILOSOPHY and plays the Diplomat against Red. For 3 turns, they cannot attack one another with Empire cards or armies, unless they spend 1 HP per turn of cancelled truce.

Example: A player purchases UNIVERSITY: from the next turn, all Technologies will be at half price.
Example: A player has UNIVERSITY and plays the Diplomat against another player. For 4 turns, they cannot attack

GUILDS
Bonus to the Merchant during the Tax phase; +200 Florins when asking for loans. Bonus to the Killer and the Thief. +1/+2/+3 Florins when selling goods with 1/2/3 TL.

ARCHITECTURE
Possibility to erect civilian buildings (2nd and 3rd level), commercial, and religious, and to use the Architect to halve their cost. Reduces the effects of Flood.

ENGINEERING
Possibility to erect military buildings (2nd and 3rd level) and to use the Architect to halve their cost. Bonus to the Genius in attack and defense. Reduces the effects of Earthquake, Storm, Flood, and Fire.

ALCHEMY
Greek Fire: +1 to the die roll on a combat with Galleys. +1 damage during sieges and pitched battles. Gunpowder: possibility to build Bombards. Increases the effects of Heresy.

ASTRONOMY
Possibility to cross open sea borders by spending only 1 MP. +1 to ship movement. Increases the effects of Heresy. Reduces the effects of Storm.

CARTOGRAPHY
+1 MP to all means of transport. Increases the effects of Heresy. Reduces the effects of Storm.

ROADS
+1 MP to land transports. Movement on mountains becomes 2 MP, on Rivers 0 MP. Increases the effects of Epidemic.

EDUCATION
During the Diplomacy phase, possibility to use the Diplomat to impose a truce on another player for 1 turn. Reduces the effects of Civil War. Increases the effects of Heresy.

LITERATURE
During the Diplomacy phase, possibility to use the Diplomat to impose a truce on another player for 2 turns. Reduces the effects of Civil War. Increases the effects of Heresy.

PHILOSOPHY
During the Diplomacy phase, possibility to use the Diplomat to impose a truce on another player for 3 turns. Reduces the effects of Civil War. Increases the effects of Heresy. Cancels the bonus of THEOLOGY for the Inquisition.

UNIVERSITY
Buy Technologies at half price. During the Diplomacy phase, possibility to use the Diplomat to impose a truce on another player for 4 turns. Increases the effects of Heresy. Cancels the Cathedral bonus for the Inquisition. Reduces the effects of Civil War.

MEDICINE

Possibility to use the Barber Surgeon to heal 1d4 FV lost after 1 single battle. It is not possible to regain more FV than those lost excluding the prisoners; they will return in game during the next Reinforcements phase. Reduces the effects of Epidemic and Civil War.

SURGERY

Each turn recover 1 FV lost in battle. Possibility to use the Barber Surgeon to heal 1d6 FV lost after 1 single battle. It is not possible to regain more FV than those lost excluding the prisoners; all regained FV will return in game during the next Reinforcements phase. Reduces the effects of Civil War. Increases the effects of Heresy.

HOSPITAL

Each turn recover 2 FV lost in battle, also lost in different battles. Possibility to use the Barber Surgeon to heal 1d8 FV lost after 1 single battle. It is not possible to regain more FV than those lost excluding the prisoners; all regained FV will return in game during the next Reinforcements phase. Immune to Epidemic. Reduces the effects of Civil War.

one another with Empire cards or armies, unless they spend 1 HP per turn of cancelled truce.

Example: Blue loses 10 FV in a battle against Red: of these 10 FV, Red captures 2 FV as prisoners because Red has STRATEGY. Blue has SURGERY and recovers 1 FV; Blue also uses the Barber Surgeon and recovers 1d6 of extra armies.

Example: Player A loses 2 FV in a battle against player B: of these 2 FV, 1 FV is captured as prisoners by player B. Player A has HOSPITAL, but can recover only 1 FV.

The following options can be added to the game if all players agree.

OBJECTIVES: at the beginning of the game each player is given a random objective card regarding their starting Kingdom. The card features the 7 starting territories in green, 8 yellow territories, close to the starting ones, and 9 red territories, farther from the starting ones.

Example: At the end of the game, players show their objective cards. One of them has lost one starting Kingdom territory (green), but has conquered 6 yellow and 4 red territories for a total of 6 HP (-1+3+4). Other territories were conquered as well, but they do not count for the final HP.

At the end of the game, instead of calculating the HP listed in the table with the different types of Kingdoms (Small, Minor, Major, Great), the HP obtained from the objective card are calculated; for each green starting territory lost, 1 HP is lost; for each yellow territory conquered ½ HP is gained; for each red territory conquered 1 HP is gained.

Other territories have no value concerning HP.

Example: At the end of the game, the blue player declares to have completed an objective: Blue gains 4 HP for the yellow territories, 8 HP for the red ones, and 3 extra HP for a total of 15 HP.

Note: the valid territories to obtain HP are exclusively those with a sufficient number of armies not to risk any rebellion. If a player conquers all the territories on the objective card, this player declares the creation of an Empire and gains 3 extra HP.

FAR AWAY HARBORS: during the Purchase phase it is possible to purchase the far away Harbour tiles, which will be placed later in the Placement phase.

A far away Harbour can be placed in any coastal territory that does not contain already a Harbour and is considered a Harbour under every aspect.

Example: The Mamluk player places a far away Harbour in Judea: it is now possible to trade by sea with Jerusalem.

Ships can dock on a far away Harbour and therefore not remain on the open sea; the loading and unloading of goods costs as if a settlement were there.

DIFFICULT MOORING: players can decide that Galleys, when loading and/or unloading outside of a Harbour, spend MP according to the terrain they are mooring, therefore according to the terrain costs listed in the table on page 21.

Example: Attacking an adversary from the sea costs 1 MP in a Plain territory, 2 MP in Hills/Woods/Desert, 3 MP in Mountains.

Likewise, MP are spent also to attack by sea according to the type of terrain.

COMBAT RESERVES: with the Technology LOGISTICS it is possible to carry out one more action: adding combat reserves.

Example: The Hungarian player has LOGISTICS, BREEDING, and the 3 territories in the Kingdom of Sicily, each occupied by 5 FV. The Mamluk is attacking Sicily from the sea: the Hungarian can add armies in Sicily up to a maximum of 5 FV from the reserve, because it borders with the settlement of Naples; the Mamluk cannot add any reserve.

Once per pitched battle (in attack or defense) it is possible to add the reserves gathered behind one's own player screen to the battling army.

Note: reserves can be a maximum of 5, 10, or 15 FV according to one's own TL; it is possible to repeat this action once per pitched battle, either in attack or in defence. This action can be carried out only at the beginning of the battle and if the pitched battle territory borders with one of the player's settlement, and without exceeding the provision limits.

In case of a pitched battle preceded by a siege, it is not possible for the defenders to add reserves.

ADDITION TO THE PLUNDERING: instead of the normal plundering, for each 2nd- or 3rd-level Captain players draw 1 Treasure card.

KILLER + GUILDS: it is possible to try and kill the Pope or the Antipope. The player controlling the Pope or the Antipope and the one controlling the Killer both roll 1d6; the Killer succeeds with a higher roll result, and at the end of the next Combat phase there will be the election of a new Pope (see the paragraph "Pope Election" on page 30). Killer + GUILDS can also kill Empire cards (Miser, Diplomat, Princess, Usurer) given to any player during the current turn or on previous turns.

Example: Blue has UNIVERSITY and gives the Diplomat to Red for a 4-round truce; Green has GUILDS and plays the Killer to assassinate Blue's Diplomat and cancel the truce.

CORSAIR + GUILDS: instead of killing 3/6/9 FV, one can choose to convert them into prisoners or in slave goods.

REDUCING THE REBELLION LEVEL: fortifications reduce the rebellion level in the territory according to their level.

Example: The Mamluk has LAW, builds a Tower in Cyrenaica and a Castle in Sinai: the rebellion level in Cyrenaica will be reduced by 2, in Sinai by 4.

RELICS: the Event cards might feature the Gral icon♟. In this case, roll 1d8 and determine where the relic was found, looking at the back of the card. Then place 1 Relic token in such territory.

The first player to bring a Captain in that territory can gain possession of the relic as a free action. The relic is thus associated to that Captain and can be transported to a Cathedral.

Taking a Relic gives immediately 1 HP. At the end of the game, a Relic with a Cathedral is worth 2 HP instead of 1 HP.

Example: an Event card with Graal icon.

KHANATE RELIGION: the Golden Horde Khanate can, only once per game, change religion at any moment and become Catholic, Muslim, or Orthodox, losing 2 HP.

BYZANTINE RELIGION: Byzantines can become Catholics, but they lose 4 HP and the rebellion level of their territories increases by 1/2/3 according to the player's TL.

Example: The Byzantine has a TL 2 and decides to become a Catholic: the rebellion level increases by 2. When the Byzantine gets to TL 3, the rebellion level also increases by 3.

CALAMITY TABLE

GROUP A (1-2 result on 1d4)

1. Flood
2. Barbarian Invasion
3. Famine
4. Conspiracy
5. Epidemic
6. Heresy
7. Civil War
8. Roll again

GROUP B (3-4 result on 1d4)

1. Fire
2. Inquisition
3. Pirates
4. Uprisings
5. Storm
6. Earthquake
7. Crusade
8. Roll again

This is the rulebook of the prototype of Medioevo Universale by Nicola Iannone, as he has created it. Please consider that this is a **prototype and experimental game version**, and it can result much more complex and intricate than a normal retail board game rulebook.

Please refer to the designer's personal website www.medioevouniversalis.org for game Scenarios, to clarify any doubts, to suggest or read about any improvements and updates about the game.

Thank you for your contribution to this epic work!