giochix.it

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by Nicola Iannone

Medioevo UNIVERSALE



PROTOTYPE RULES



DANDOLO PREDICA LA CROCIATA NEL TEMPIO DI SAN MARCO.

PREFACE

This is the regulation of the official prototype of the game "Medioevo Universale" by Nicola Iannone, as the author created it. We have included it in its original form to pay tribute to the 10 years of splendid and epic work that it took to create it. "Medioevo Universale" has crossed the history of Italian board games since 1988, growing year after year, astonishing anyone who stopped to observe it. We believe it is a great contribution to our common passion for board games.

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COMPONENTS

Each player's set contains (in their color):



10 Property tokens
x2 level I-III, x4 I-II, x2 II-III e x2 I



20 Heavy Infantry



10 Knights



20 Light Infantry



10 Archers



3 Captains



13 Diskettes



1 set of dice:
1d4, 1d6, 1d8



12 cubes
"Core"



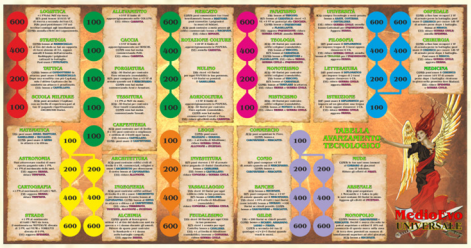
8 dice 6-sided



1 screen

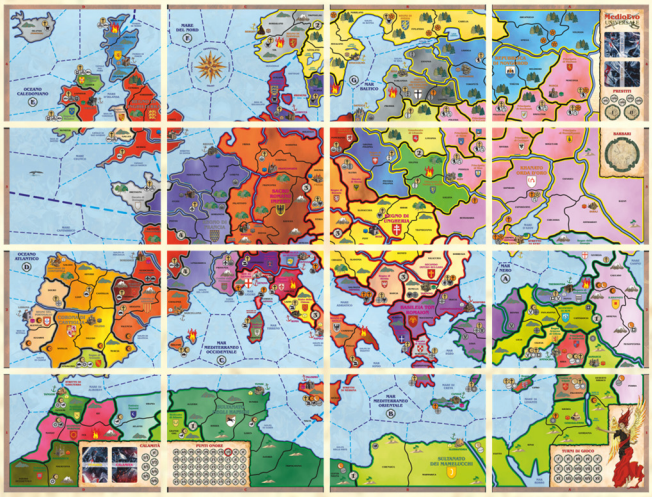


1 double-sided player sheet



1 technological advancement board

Other game elements are:



1 Modular map



216 Empire Cards



106 Objective Cards



10 Treasure Cards



40 Seasons Cards



30 Galleys



30 Merchant ships



30 War chariots



30 Caravans



20 Catapults



20 Trebuchets



20 Bombards



40 Barbarian infantry



20 Barbarian archers



7 Barbarian Captains



30 Small banners



30 Large banners



1 Barbarian dice set



30 Coins
(30 of each type)

The components related exclusively to the Giochix version are not shown on these pages.
For the complete list of game components, please refer to the back of the box.



12 arab Castles
28 european Castles



18 arab Forts
36 european Forts



50 european Tower
20 nordic Tower
26 arab Tower



16 european Cathedrals
8 arab Cathedrals (Mosques)



160 goods cubes
in 8 colors



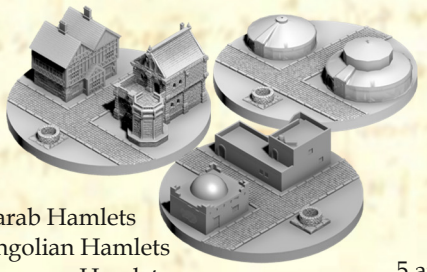
3 chests
of gold



3 silver
chests



6 arab Cities
3 mongolian Cities
14 european Cities



5 arab Hamlets
2 mongolian Hamlets
14 european Hamlets



5 arab Villages
2 mongolian Villages
24 european Villages



10 tiles or
miniatures
Graal



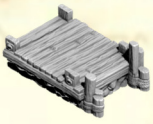
10 tiles or
miniatures
Agricultural fair



10 tiles or
miniatures
Mining fair



10 tiles or
miniatures
Textile fair



10 tiles or
miniatures
Far port



40 Mills



30 white discs
60 gray discs
30 red discs



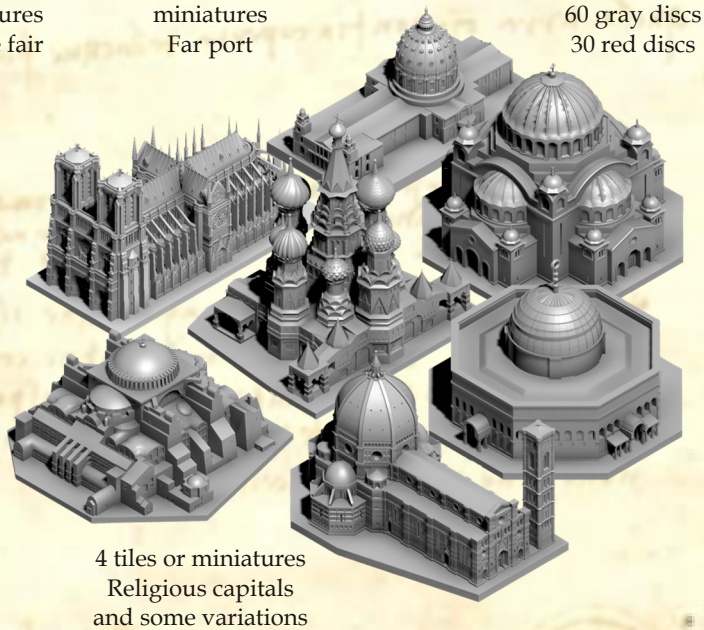
1 Rulebook



4 Battle boards:
to be used to place miniatures in larger battles (instead of on the board).



4 Battle tokens:
Place on the board to indicate where the big battle is taking place.



4 tiles or miniatures
Religious capitals
and some variations



30 Event
Cards



1 Notepad



10 tiles or swords
Turn order



2 Crusade
tokens

The components related exclusively to the Giochix version are not shown on these pages.
For the complete list of game components, please refer to the back of the box.



BATTAGLIONI MUSULMANI SBARAGLIATI DAL DUCA DI LORENA.

INTRODUCTION

The 13th century: the largest empires and the most powerful kingdoms vie for absolute dominance. It is a period of strong divisions and great contradictions: the desire to unify Europe and the entire Mediterranean basin, the longing to restore a great universal power, a memory of a distant past, still survives in the Holy Roman Empire in the West and the Eastern Roman Empire.But in the military and political clash, powerful adversaries from glorious cultures and infinite energies now oppose these great empires, coming from the south, east, and within Europe itself. This time, the confrontation will take place on a different, higher, more delicate level, more important and harder to conquer: the victor will not only rule over mere lands, seas, cities, Fortes, strategic positions; they will not only control wealth, trade, political power; this time the victor will achieve absolute dominion over every single soul in this world.

In a period of struggles and clashes that transcend human finiteness, of Holy Empires, religious schisms, Holy Lands to be reconquered, Wars to be proclaimed, Popes and Antipopes, we need a universal power that subjects others and rises to the role of undisputed ruler. Who will this be?

In the Universal Middle Ages, players must develop their Kingdom in the commercial, diplomatic, military and technological fields, facing catastrophic events, wars and betrayals.
Whoever obtains the most Honor Points (HP) will be the winner.

GAME DURATION

There are 3 modes to modulate the duration of the game and adapt it to your needs:

Time Limit (recommended): a maximum time is set for the game. When time runs out, the current game turn is completed and the game ends: the player with the most 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 most HP wins the game.

HP limit: the number of HP to be reached to finish the game is set.

This can happen in two ways:

1) when a player reaches or exceeds this limit, considering the points already scored and those that must be scored at the end of the round, he can declare it and the game ends at the end of the current round.
   Note: if he made a mistake, the game continues normally.
2) when a player reaches this limit at the end of the round considering only the points already scored.

You can use all modes together, or choose just two or just one.
HP acquired during the Game are recorded on the scoreboard.

Example: Players decide to play with a limit of 30 HP; during the match, Blue has already counted 28.
After a successful attack, he realizes that he has fulfilled his Objective card, which is worth another 5 HP; at the end of the turn, after all the players have finished playing, if he still has 30 or more HP, he immediately declares victory to end the game.

Example: you decide to play a game with a time limit set at 3 hours and/or 10 turns.
If the 10 game turns are completed before 3 hours the game stops.
Otherwise, regardless of the number of turns completed, the game ends after 3 hours of play.

KINGDOMS

The players' Kingdoms must be contiguous to each other when they are chosen: for example, if the first player chooses the Holy Roman Empire, the second player will have to choose between the Kingdom of Hungary, the Republic of Novgorod or the Kingdom of France; if the Kingdom of Hungary is chosen, the third player will be able to choose between the Republic of Novgorod, the Khanate of the Golden Horde and Basileia Ton Romaion... and so on for the other players.
The game area will include all the Kingdoms bordering the players' Kingdoms and all the Kingdoms contiguous between one player's Kingdom and another.
As a reminder, you can place a miniature of a non-player color on the excluded territories.
Alternatively, the new modular map and the new Objective cards can be downloaded for free in the DOWNLOAD section of the official forum.

LEGEND

Keep page. 98 with the abbreviations and syntax used in this regulation, will be very useful to you.

SETUP

Separate the cards from the 3 different decks (Empire, Events, Treasure), then shuffle them and place them face down near the game board (use the Historical Prototype side as shown).
Each player chooses a game color (alternatively it can be drawn) and a relative Kingdom from those available: Basileia Ton Romaion, Sultanate of the Mamluks, Kingdom of Hungary, Holy Roman Empire, Khanate of the Horde Gold or Novgorod Republic.
He then receives his own gaming equipment:

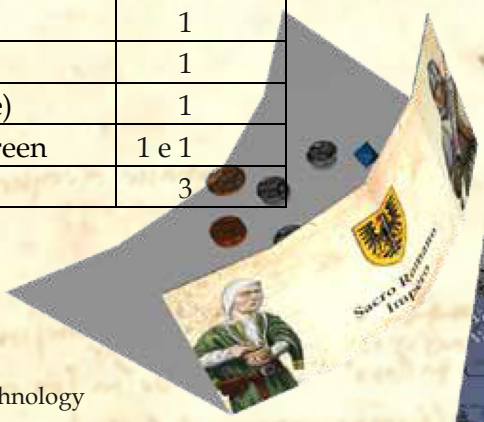
Coins for a total of	1000 Florins
Merchant (miniature)	1
Caravan (miniature)	1
Galley (miniature)	1
War Wagon (miniature)	1
Captain (miniature)	1
Catapult (miniature)	1
Cathedral (miniature)	1
Player Board and Screen	1 e 1
Dice	3

1. If there is at least one Catholic player, the Pope is assigned: lots are drawn among the players who have a Catholic Kingdom (Holy Roman Empire and Kingdom of Hungary).
2. 1 Village and 1 Tower are placed on each Town Center on the map, with the exception of one Town Center chosen for each player's Kingdom, where 1 Hamlet (Capital of the Kingdom) and 1 Fort must be placed instead. Note: 1 Castle must be placed on Constantinople instead of 1 Tower, no buildings must be placed on Kiev.
3. On each Barbarian Major Kingdom, instead of 1 Village and 1 Tower, 1 Hamlet and 1 Fort are positioned to represent the Capital; if this Kingdom has more than 1 population center, roll 1 die to determine which will be the Capital; add 1 Barbarian Captain to the Capital.
4. Players place their Cathedral in any territory of their Kingdom.


Event Cards


Treasure Cards





Technology tokens

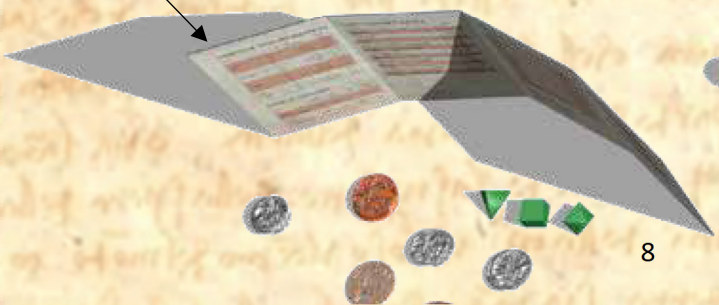


The board is divided into land territories and sea areas.

Territories can form Kingdoms of different sizes:
- Major (7 territories)
- Large (5-6 territories)
- Minors (3-4 territories)
- Small (1-2 territories)



Screen





5. The respective Religious Capital tiles must be placed in the settlements of Rome, Constantinople and Jerusalem.
6. Players place 1 Heavy Infantryman on each of the 7 territories they own. The player assigned to the Pope places 1 additional Heavy Infantryman in the Church State territory, since it is a territory he owns.
   Note: the State of the Church is represented by the territory containing the City of Rome.
7. Players then place the Caravan, War Wagon, Captain and Catapult in the Villages/Hamlets of their Kingdom as they wish.
   Galleys and Merchant Ships go to Villages/Hamlets with a Port (⚓).
   Note: players who start the game without Villages/Hamlets with a Port can place their Merchant Ships and/or Galleys in any settlement of a neighboring Barbarian Kingdom that has a Port.
8. One of the Objective cards relating to their starting Kingdom is randomly distributed to each player.
9. Each player then, in turn, positions a total of 35 Strength Value (SV) points from their armies as they prefer (40 points for the Pope player), keeping in mind that the Infantryman is worth 1 SV, the Archer 3 SV, the Heavy Infantryman 5 SV, the Knight 10 SV.
   He can place them in his own territories: with Villages +10 SV, where there is the Capital +20 SV, Cathedral +10 SV, Tower +5 SV, Fort +10; the 3 religious capitals (Rome, Constantinople, Jerusalem) +10 additional SV.
   It is also possible to place armies in your own Galley and/or War Wagon (maximum 20 SV per vehicle) or Caravan and Merchant (maximum 10 SV each vehicle); Player ships that start the game in a Barbarian port must contain at least 5 SV.

Example: the blue player adds 3 Heavy Infantry (5+5+5=15 SV) in the territory where he has his Capital. Here there was already a heavy Infantryman (5 SV), so the total is 20 SV, lower than the Capital limit which is 30. He therefore adds 2 Archers and 4 Infantrymen (3+3+1+1+1+1= 10 SV) in the territory where he has the Cathedral and 1 Knight (10 SV) on his War Chariot.

See the SUPPLY chapter (see index) for all the details on placement limits.

10. Finally, each player places their 13 Technology disks next to their board.

The strength values (SV) depending on the type of army:

TYPE	SV
Light infantryman	1
Archer	3
Heavy Infantryman	5
Knight	10

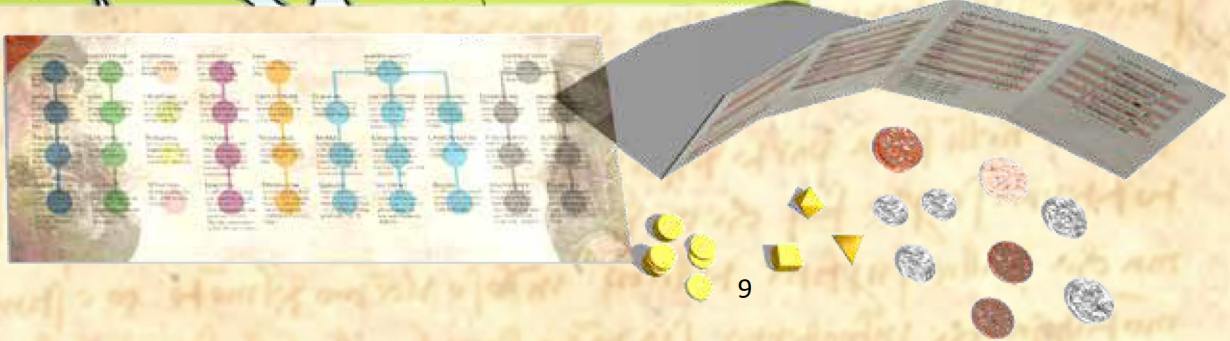
Empire cards







Player Board



The side columns of this regulation serve to clarify the concepts expressed in the central columns.
When you encounter a term in red, it will be explained in these columns.

These are the 10 game **Phases**:

1. **Turn order**	6. **Reinforcements**
2. **Imperial Cards**	7. **Events**
3. **Diplomacy**	8. **Placement**
4. **Purchase**	9. **Combat**
5. **Tax**	10. **Trade**

In this rulebook, whenever a Phase is mentioned, it is underlined and in bold.

Florins: coins used to trade goods, collect taxes, construct buildings, means of transport and siege engines, purchase mercenary armies, Captains and technologies, negotiate diplomatic pacts and betrayals.
There are 6 denominations: 1, 5, 10, 50, 100, 500.
If a player scores 5000 Forints he can return them to the bank in exchange for a credit note.

Example: in a 4-player game only the first position of the game turn is up for auction. The blue player bids first in the auction and chooses to offer 10 Forints; the yellow player raises to 15 Forints (minimum raise 5 Forints) and then the green player raises to 20 Forints.
The red player passes; the blue player raises and offers 25 Forints, the yellow player folds, while the green player bets 40 Forints. The yellow player passes, then the green player wins the first position of the game turn and pays the 40 Forints staked.
The remaining turn order is determined at random.

Imperial Cards: they represent particular characters, each specialized in one or more fields, such as combat, espionage, taxes, diplomacy, trade. The combinations available with the technologies enhance and expand their characteristics.
In this rulebook, whenever an Empire card is mentioned, it is in blue UPPERCASE font.

Technology Level (**TL**) affects many aspects of the game and depends on the number of technologies acquired by the player: less than 8 equals TL I, 8 to 15 technologies equals TL II and 16+ technologies equals TL III.

The acquisition of a Technology indicates progress and development in a given field and has numerous consequences: for example, it can increase the capabilities of the characters on the Empire cards or reduce the effects of some Calamities. There are 7 technology trees: Military, Science, Commerce and Finance, Religion, Agriculture and Crafts, Politics, Education and Medicine.
A special marker on the board indicates the progress in each branch for each player.
In this regulation, whenever a Technology is mentioned, it is in green UPPERCASE font.

GAME PHASES

A complete game turn is divided into 10 **Phases**.
All phases, except **Imperial Cards**, **Diplomacy** and **Combat**, can be carried out simultaneously among all players.

1. TURN ORDER PHASE

At the beginning of the game, the turn order for the first turn is randomly determined (use the swords if you have them).
From the second turn onwards, an auction is held to obtain the privileged positions in the turn order.
The auctioned positions depend on the number of players: the 1st position if playing with 3-5 players; 1st and 2nd positions if playing with 6-7; the first 3 positions if playing with 8-10.
The auction is public, and any amount of Florins can be bid, with a minimum raise of 5 Florins.
The last player to have made a raise, at the time when all others pass, is the first player.
The process is similar for any other auctioned positions, the remaining positions are determined randomly (use the swords).

2. IMPERIAL CARDS PHASE

Players draw, following the turn order, a number of Imperial Cards equal to their Technology Level (TL) +1, choose 1 card to keep for free, the second to keep by paying 100 Florins (optional), and the remaining cards are placed at the bottom of the deck.

The Imperial Cards present a series of symbols:

- In the top left corner, the phase of the turn in which the card can be played.


Diplomacy


Purchase


Tax


Reinforcements


Events


Combat


Trade

• at the bottom left if it generates Casus Belli (see page 12) when played.



Casus Belli

- at the top right if the card is cumulative, non-cumulable, can be kept or must be discarded.



Not cumulative, to be kept.



Cumulative, to be kept.



Not cumulative, discarded after use.



Cumulative, discarded after use.



To be kept if not lost in battle.



It lasts a number of turns equal to the TL of the player who played it.

Phase of the turn in which the card can be played

Cumulative, non-cumulative, if it can be kept or must be discarded



The card generates Casus Belli (CB)

*Example (not cumulative, to be kept): I have 2 **COLLECTOR**, during **Tax** I can only play 1 and I keep it.*

*Example (cumulative, to be kept): I have 3 **MERCHANTS**, during **Trade** I play all 3 and keep them.*

*Example (not cumulative, discarded after use): I have 2 **CARAVANERS**, during the **Trade** I can only play 1 by showing it to the other players and discarding it.*

*Example (cumulative, discarded after use): I have 2 **CARDINALS**, during **Reinforcements** I can play them both by showing them to the other players, then I discard them.*

*Example (to be kept if it is not lost in battle): I have the **LEADER**, during the **Combat** I use it in battle and win the die roll; I can decide whether to reuse it in the next dice roll or withdraw it from the battle.*

*Example (lasts a number of turns equal to the TL of the player who delivered it): I am a TL II player, I deliver the **MISER** to another player, who will not be able to collect taxes for 2 turns.*

The new Empire cards can be downloaded for free in the DOWNLOAD section of the official forum.

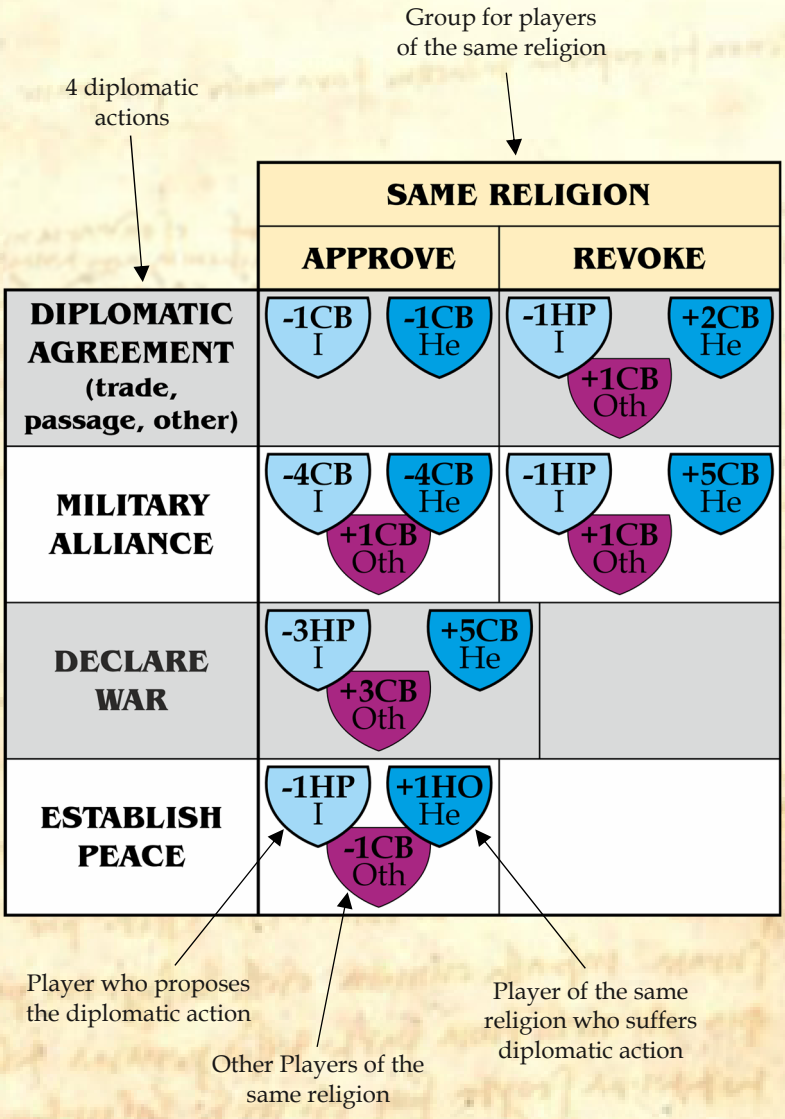
3. DIPLOMACY PHASE

Following the turn order, each player can carry out a maximum number of diplomatic actions equal to his TL; if the pact is not accepted by the other party, the player has still used 1 diplomatic action.
Below is the diplomacy table with **Casus Belli** (**CB**) and **Honor Points** (**HP**) valid for diplomacy between players (not between players and barbarians):

- 4 diplomatic actions (left column): generic diplomatic pact (commercial, passage, etc.) military alliance, act of war, establishing peace.
- 2 groups (top): same **religion** and different religion.
- 2 columns for each group: approve and revoke.

Inside the cells a series of shields of 5 different colors:

- light blue (the player who proposes the diplomatic pact or declares war)
- blue (the player of the same religion as blue who accepts or undergoes the diplomatic pact)
- purple (all other players of the same religion as blue)
- yellow (the player of a religion other than blue who accepts or undergoes the diplomatic pact)
- orange (all other players of the same religion as yellow).



Casus Belli (**CB**) it is an expression used to indicate an offensive event; the accumulation of a certain number of CBs becomes the official motivation for a declaration of war, generally for economic, political, military and social reasons.
In the Middle Ages the concept of war legitimated by just cause was fundamental.

Honor Points (**HP**) are the Victory Points that can be obtained or lost both during the game and at the end of the game (see VICTORY chapter).

Religion: the religions present in the game are:

- Catholics (under the control of the Pope: Kingdom of Hungary, Holy Roman Empire, Kingdom of France, Kingdom of England, Crown of Castile).
- Orthodox (Basileia Ton Romaion, Novgorod Republic).
- Muslims (Mamluk Sultanate, Hafsid Sultanate).
- Tibetan Buddhism (Khanate of the Golden Horde).
- Catholics excommunicated (under the control of the Antipope).

*Example: if, during **Combat** (without prior declaration of war during **Diplomacy**) I attack a player of the same religion as me I pay 3+2=5 HP and if of a different religion 1+2=3 HP.*

Here are some examples of Diplomatic Pacts:

"I have the right to cross your territories by any means of transport; this pact does not expire".

"I have the right to trade with your cities, I will give you 50 Florins for each load of goods; this pact lasts 3 game turns".

"You lend me 500 Florins, at the end of the Agreement I will give you back 600; this pact lasts 2 turns".

"If I were attacked, you undertake to intervene to my rescue with at least 30 armies; these armies will follow my instructions on your turn. This pact lasts 4 turns".

*Example: the red player will take 15 armies during **Reinforcements**, with a diplomatic pact he gives 10 armies to the green player; the green player will have 10 more armies to place during **Reinforcements**.*

Example: the red player has 15 armies in his territory and gives 10 armies to the green player due to a diplomatic pact; the green player must load them onto an MoT in the same game turn otherwise they will be eliminated due to lack of supply.

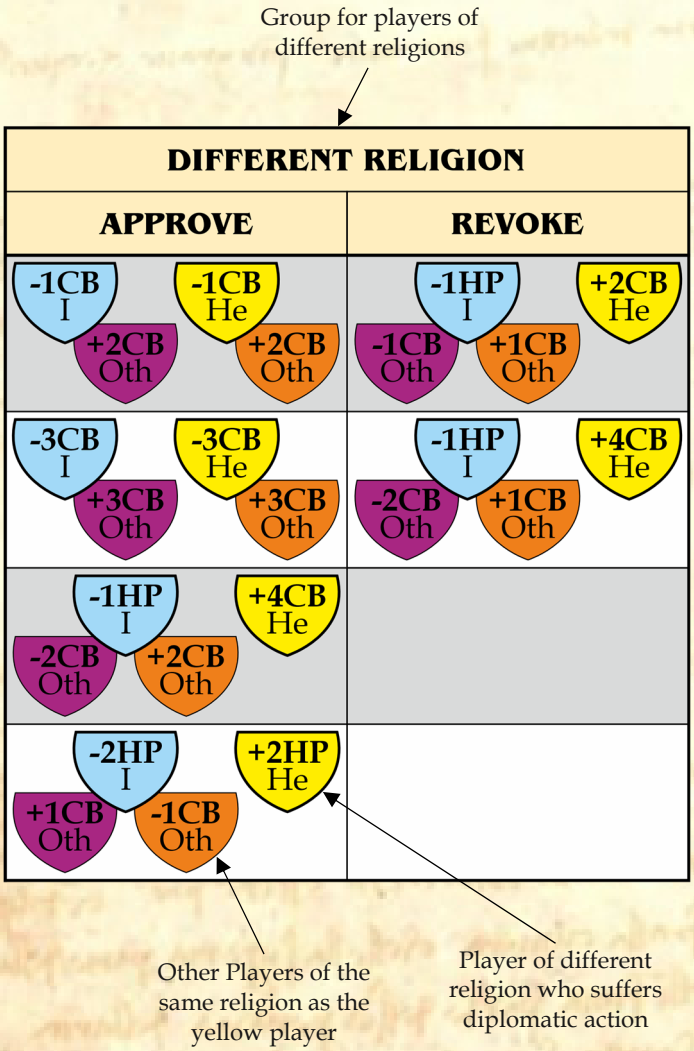
Diplomatic actions can be:

- **Diplomatic Pact**. It is any agreement between 2 or more players; it can be commercial, passage of territories, whatever it may be, but not of a war type (see **Military Alliance**, **Declaring war** and **Enacting peace**).
  The agreement must be stipulated in writing and may be secret; the duration must always be specified, which can also be unlimited. The breaking of an agreement occurs when one party cancels/does not respect the agreement.

- **Military Alliance.** It is a diplomatic pact of the war type: defense, attack, whatever it may be.

- **Declaring war** to one player; attacking by surprise in **Combat** without a prior declaration of war in **Diplomacy** instantly costs +2 HP. Pacts between two players at war expire at the moment of declaration, the declaring player must revoke them using the table below as a guideline.

- **Establish peace** by asking to end a previous state of belligerence, peace cannot be imposed unilaterally; it can be made partially between individual players of the factions in question, who will then have to abandon the state of belligerence and any alliances with players still at war.



Example: The Kingdom of France proposes a trade agreement with the Kingdom of Hungary.
The Kingdom of Hungary accepts, then the Kingdom of France reduces 1 CB towards the Kingdom of Hungary and the Kingdom of Hungary reduces 1 CB towards the Kingdom of France.

Example: The Kingdom of France revokes the trade agreement with the Kingdom of Hungary.
The Kingdom of France loses 1 HP, the Kingdom of Hungary gains 2 CB towards the Kingdom of France, and all other Catholic Kingdoms gain 1 CB towards the Kingdom of France.

Example: The Kingdom of France declares war on the Mamluk Sultanate. The Kingdom of France loses 1 HP, the Mamluk Sultanate gains 4 CB towards the Kingdom of France, all other Catholic Kingdoms reduce 2 CB towards the Kingdom of France, and all other Muslim Kingdoms gain 2 CB towards the Kingdom of France.

Example: At the beginning of the game turn all players are at EPace.
1. The Mamluk has a military alliance with the Hafsids, Hungary and the Byzantines.
2. Hafsidi has a military alliance with Mamluks, Castile and France.
3. Castile has a military alliance with Hafsids, France and Mamluks.
4. France has a military alliance with the Hafsids, Castile, Hungary and the Byzantines.
5. Hungary has a military alliance with the Byzantines, France and the Mamluks.
6. The Byzantines have a military alliance with France, Hungary and the Mamluks.

The game turn is as follows:
1st Hafsid Sultanate
2nd Kingdom of Castile
3rd Kingdom of France
4th Mamluk Sultanate
5th Kingdom of Hungary
6th Basileia Ton Rhomaion.

*In the **Combat** phase, France (3rd) declares war on the Hafsids by surprise, first having to break the 2 Military Alliances by paying 2 HP.*
It is necessary to follow the turn order to resolve diplomacy between the various players and define any alliances and who is at war with whom.
4th the Mamluk chooses to remain an ally of the Hafsids and go to war against France.
5th Hungary chooses to confirm the Military Alliance with France, it must break the Military Alliance with the Mamluks by paying 1 HP.
6th The Byzantine confirms the Military Alliance with the Mamluks, he must break the 2 Military Alliances by paying 2 HP.
At this point we finish resolving diplomacy starting from the 1st player.
1st Hafsid nothing.
2nd Castile chooses to break all 3 Military Alliances and pays 3 HP.

Example: Player A proposes to player C: if I declare war on player B within two turns, for the next three turns, player C will give me half of his FVs collected during Reinforcements and 200 Florins.
For each HP gained against player C, B will give me an extra 100 Florins. Once peace is declared with player C, half of the territories conquered by player A will be transferred to player C, along with all their contents.

The 2 alliances at war are of different religions: France and Hungary (Catholics) against Hafsids, Mamluks (Muslims) and Byzantines (Orthodox); France should pay 1+2=3 HP for the surprise declaration of war, Hungary should pay half as much, i.e. 1.5 HP as France's ally.
France and Hungary are outnumbered by 1 player compared to the alliance of Hafsids, Mamluks and Byzantines, so they get a bonus of -0.5 HP; France pays 2.5 HP and Hungary 1 HP.

XP: are the decimals of HP, 10 XP is equivalent to 1 HP.

Example: the Kingdom of Hungary declares war on the Hafsid, Mamluk and Byzantine alliance; he should pay 1 HP, but he must apply the -5 XP bonus twice because there are 3 defenders, so he pays 0 HP.
The next turn the Kingdom of France joins the Hungarians, it should pay 0 HP then apply a bonus of -5 XP because 2 against 3 players, but it cannot go negative, so it pays 0 HP.

Example: The Kingdom of Hungary declares war on the Hafsids and pays 1 HP. The next turn the Mamluks and Byzantines ally themselves with the Hafsids; the Mamluks ally first, pay 1 HP and 5 XP because they are 1 against 2; then the Byzantines join forces, they pay 1 HP and another 5+5 XP because they have become 1 against 3 players (total 2 HP).
The following turn the Kingdom of France allies with the Kingdom of Hungary, he should pay 1 HP and then apply the -5 XP bonus because they have become 2 against 3 players, so the Kingdom of France pays 5 XP.

Example: the Kingdom of France has 10 CB with the Kingdom of Hungary, declares war on it using 9 CB instead of 3 HP; at the end of the game the Kingdom of Hungary does not lose HP because the Kingdom of France only has 1 CB against it.

Example: the Kingdom of Hungary has 5 CB towards the Kingdom of France, its ally; he wants to break the alliance pact, so he spends 3 CB and 1 HP instead of 2 HP.

Example: at the end of the game the Kingdom of France owes 4 CB to the Mamluk Sultanate and 7 CB to the Kingdom of Hungary; 1 HP is lost for every 5 CB towards the same player, the Kingdom of France loses 1 HP for the 5 CB to the Kingdom of Hungary.

During diplomatic negotiations, players can offer: Florins, territories with at least 1 VF, MoT, MoS, VF already present on the map or collected during ***Reinforcements***, Captains, goods, Relics, but not Empire cards or acquired Technologies.
Diplomatic pacts can have a limited or unlimited duration, but in general, players determine all the clauses they wish.

It may happen that a player has Military Alliances with multiple players who, in turn, could be in the same situation; when a player declares war, the alliances must be defined, which alliances will be at war against whom and who will remain neutral.

The player who has declared war on a player alliance will pay the worst case, i.e. the cost of the most expensive declaration of war in terms of HP; his allies will pay half, plus the costs of a possible surprise attack.

Then a bonus/malus of 0.5 HP (equivalent to 5 XP) is applied to the attackers (it cannot go negative):
- - 5 XP for each attacking player less than the number of defenders
- +5 XP for each attacking player greater than the number of defenders.

Any players who wish to ally themselves with one of the two sides in the following turns will have to pay the same HP as the player who declared war (plus the costs of a possible surprise attack) and apply the bonus/malus of 5 XP based on the new number of players present on both sides.

If there is any doubt as to whether a pact has been respected or not, the pact will be made public and all players will vote clearly indicating “respect” or “break”.
With an equal vote, one is considered "respected".
In diplomatic pacts the following can be used as "bargaining goods": territories with buildings, Forints, armies, MoT and MoA;
Empire and Technology cards cannot be exchanged.

Playing the **DIPLOMATIC** does not consume diplomatic actions and imposes a truce between two players of variable duration; the truce is total, both in terms of Empire cards and military actions. Forced truce turns can be reduced by both sides by paying 1 HP per turn.

3 CB equals 1 HP: if a player has 3 CB towards another player, he can use them instead of 1 HP for a diplomatic action. If a player declares war on another player of his own religion, he can use 9 CB or a combination of CB and HP (example: 3 CB + 2 HP or 6 CB + 1 HP).

The Pope always obtains, towards all players, double the CB indicated in the table.
At the end of the game, 1 HP is lost for every 5 CB caused to the same player if they have not been used.

During the game there are various ways to increase or reduce the CB between 2 players:

- If a player attacks 1 territory, it causes 1 CB towards other players of the same religion as the attacked territory, be it barbarian or another player's (to be used with the new modular map).



On the map you will find the symbols of the various religions (Shiite, Sunni, Catholic, Orthodox, Tibetan Buddhism, Pagan): those with a golden background represent the religion of the entire Kingdom, those with an orange background represent the religion of the individual territory; a territory can have multiple religions.
Note: In a standard game, consider Shiites and Sunnis to be one religion.

- All offensive Empire cards (🔥) used by the current player always cause 1 CB, while those used defensively do not.
- Play the **DIPLOMATIC** to reduce by 2-4-6 CB if given to another player based on the Technologies you possess between **EDUCATION**, **LITERATURE**, **PHILOSOPHY**.

Example: the Holy Roman Empire attacks the Municipality of Milan (Catholic Barbarian); the Kingdom of Hungary (Catholic) increases by 1 CB towards the Holy Roman.

Example: The Holy Roman Empire attacks the Bohemian territory of the Kingdom of Bohemia (Catholic Barbarian); the Kingdom of Hungary (Catholic) increases by 1 CB towards the Holy Roman. The following turn the Holy Roman Empire attacks the Styrian territory of the Kingdom of Bohemia without causing further CB towards the Kingdom of Hungary.

*Example: the Kingdom of France plays **THIEF**, **MURDERER** and **INQUISITOR** against the Kingdom of Hungary; the Kingdom of Hungary increases by 3 CB towards the Kingdom of France.*

*Example: the Kingdom of France plays **THIEF** against the Kingdom of Hungary, who defends himself by killing the **THIEF** with the **HUNKMAN**; the Kingdom of Hungary increases by 1 CB towards the Kingdom of France.*

*Example: the Kingdom of France owns **LITERATURE** and plays the **DIPLOMATIC** towards the Kingdom of Hungary reducing 4 BC.*

*Example: Player A has **PHILOSOPHY** and gives the **DIPLOMAT** to Player B for a 3-turn truce; player C owns **GUILDS** and decides to use his **HITMAN** to assassinate that **DIPLOMAT** and cancel the truce.*

The new Player Sheet with diplomatic tables can be downloaded for free in the DOWNLOAD section of the official forum.

DIPLOMACY	PASSAGE OF TERRITORIES	TRADE	MILITARY ALLIANCE	WAR	PRISONERS	CASUS BELLI
HOLY ROMAN EMPIRE						
KINGDOM OF HUNGARY						
KINGDOM OF FRANCE						
CROWN OF CASTILE						
KINGDOM OF ENGLAND						
GOLDEN HORDE						
BASILEIA TON RHOMAION						
NOVGOROD REPUBLIC						
MAMELUK SULTANATE						
HAFSIDE SULTANATE						

The **Buildings** are divided into settlements (Village, Hamlet, City), commercial buildings (agricultural, mining, Textile fair), military buildings (Tower, Fort, Castle), religious (Cathedral) and maritime (Far Port).
Settlements can only be built in the presence of Population Centres, commercial buildings only in the presence of settlements; military and religious buildings can be built anywhere.
In a territory there can be a maximum of one building of each type.

The **Means of Transport** (**MoT**) are both land and sea and can be specialized in trade (merchant and caravan) or in the transport of armies and MoS (war wagon and galley); they can evolve by increasing their load capacity, movement and combat capacity.
Ships can also carry land MoT and/or MoS taking up 5 SV of the ship's carrying capacity (cargo carrying capacity cannot be used, only armada carrying capacity).

Example: 1 Tier II Galley can carry 1 War Wagon, 1 Catapult and 10 SV of army.

The **Population Center** is represented on the map by the image of a building in the city.
Indicates the possibility of building a settlement that will allow trade and placement of reinforcements.

Example: you can convert a Village into a City by paying 200 Florins (300-100=200) or a Tower into a Fort by paying 200 Florins (300-100=200).

Example: you can convert a level I Merchant Ship to level II by paying 50 Forints (250-200=50) or a level I Galley to level III by paying 100 Forints (350-250=100).

Example: a player with TL II can build 10 Towers and improve the Towers he already owns in Fort, same thing for all his settlements from Village to Hamlet; he can also build 1 Cathedral and 3 Fairs.

Example: To purchase a Tier II Galley, the player must have a TL II.

Example: a player with TL II can upgrade his Caravan from level I to level II by paying 50 Forints and buy a second level I or directly level II Caravan by paying 100 or 150 Forints respectively.

4. PURCHASE PHASE

The player can purchase Technologies, **Buildings**, **Means of Transport** and MoS or can improve existing Buildings, MoT and MoS; finally he can buy Captains.
Purchases and improvements can only be made in your territories and in the presence of the required requirements.

Technologies are purchased by paying the amount due in Forints, depending on the row and column in which the chosen Technology is located (100, 200, 400 or 600 Forints respectively for level I, II, III or IV).
To purchase a Technology of a branch, you must possess all previous Technologies at the beginning of the phase.
The corresponding marker is then moved to indicate the progress made.
A maximum of 3 Technologies can be purchased per turn.

Buildings are purchased by paying the amount due and taking the appropriate tile or miniature from the game reserve.

TYPE	PRICE	PREREQUISITE
Village	100 Florins	**Population Center**
-> Hamlet	200 Florins	**ARCHITECTURE**, Population Center, TL II
-> City	300 Florins	**ARCHITECTURE**, Population Center, TL III
Tower	100 Florins	---
-> Fort	300 Florins	**ENGINEERING** e TL II
-> Castle	500 Florins	**ENGINEERING** e TL III
Cathedral	1000 Florins	**ARCHITECTURE** (no Small Kingdoms)
Agricultural fair	300 Florins	Settlement
Mining fair	300 Florins	Settlement
Textile fair	300 Florins	Settlement
Far port	100 Florins	**CARPENTRY**

As indicated in the table, Hamlet and City are improvements of the Village, just as Fort and Castle are of the Tower; it is therefore possible to convert a basic building into an improvement by paying the difference in cost; or build a building directly if you meet the required prerequisites, paying the full cost indicated.

Means of transport (MoT): all MoTs have the player's LT as a pre-requisite, equal to the maximum level of the MoT purchased.
As indicated in the tables below, Mercantile II and III are improvements of Mercantile I, just as Caravan II and III are improvements of Caravan I; same thing for military MoTs: Galley and War Wagon.
If the MoTs are in your own settlement, you can convert them into improvement by paying the difference in cost; or directly build a level II or III MoT if you have the required prerequisites, paying the full cost indicated.

In the presence of a Level II or III Civilian Building, the upgrade of the lower level Commercial MoT is free, maximum 1 level per turn.
In the presence of a Level II or III Fortification, the upgrade of military MoTs and lower level MoSs is free; maximum 1 level per turn. It is not possible to have more MoTs of the same type than your TL.

Commercial MoT:

MoT	TL	PRICE	MP	ARMY	GOODS
Merchant ship I	I	200 Florins	6	10	10
-> Merchant ship II	II	250 Florins	7	10	20
-> Merchant ship III	III	300 Florins	8	10	30
Caravan I	I	100 Florins	6	10	10
-> Caravan II	II	150 Florins	7	10	20
-> Caravan III	III	200 Florins	8	10	30

Military MoT:

MoT	TL	PRICE	MP	ARMY
Galley I	I	200 Florins	7	20
-> Galley II	II	250 Florins	8	30
-> Galley III	III	300 Florins	9	40
War chariot I	I	100 Florins	7	20
-> War chariot II	II	150 Florins	8	30
-> War chariot III	III	200 Florins	9	40

The **WEAVING**, **ASTRONOMY** and **CARTOGRAPHY** Technologies increase the MP by 1 for naval MoTs, **CARTOGRAPHY**, **ROADS** and **LOGISTICS** increase the MP by 1 for land MoT.

Furthermore, MoTs can be **customized** with regards to MP (+1), armed transport capabilities (+10, military MoT only) and cargo transport (+10, commercial MoT only); maximum 1 customization per type for each MoT level; each customization costs 50 Florins.
Place the gray disks for MP improvement, red disks for army transport and white disks for goods transport under the MoT.

Siege Engines (MoS):

MoS	TL	PRICE
Catapult I	I	100 Florins
Trebuchet II	II	200 Florins
Bombard III	III	300 Florins

All MdA have the player's LT as a prerequisite, affecting both the quantity and the maximum level of MdA that can be purchased; it is not possible to have a quantity or level of MdA that exceeds one's LT.

Captains. **MILITARY SCHOOL** Technology allows you to purchase level II and III Captains (level I ones can always be purchased); Level I Captains cost 100 Florins, Level II 200 Florins, and Level III 300 Florins.
It is not possible to have more Captains than your TL.

*Example: the Byzantine is TL III, in Constantinople (Civil Building and Fortification level III) he can improve his Caravan from level I to level II for free, improve one of his Galleys from level II to level III for free; If he has **ALCHEMY**, he can upgrade a Trebuchet (level II) into Bombarda (level III) for free.*

*Example: the Mamluk is TL III, in Jerusalem (Civil Building and Fortification level II) he can improve his War Chariot from level I to level II for free; If he has **ALCHEMY**, he can upgrade a Trebuchet (level II) into Bombarda (level III) by paying 50 Florins.*

Example: a player with TL II cannot have more than 2 MoTs of the same type, regardless of their level, therefore he can have a maximum of 2 Galleys, 2 War chariot, 2 Caravans and 2 Merchant ships of level I or II.

*Example: if a player has **WEAVING**, **ASTRONOMY** and **CARTOGRAPHY**, his level II Galley will have 11 MPs overall (8+1+1+1).*

Customizing MoTs consists of improvements of 3 types: MP (grey disks), army transport (red disks), cargo transport (white disks); customizations must be made in your own facility, both at the time of purchasing the MoT and during a subsequent **Purchase** phase.
There are no limits to the number of customizations that can be purchased in a single **Purchase** phase.

Example: a player with TL III can purchase 1 level III Galley (300 Florins) and immediately customize it by +3 MP (150 Florins) and +30 army transport (150 Florins), spending a total of 600 Florins.

Example: 1 Level III Caravan with +1 MP and +30 goods improvements will have 1 white and 3 gray disks.

*Example: To purchase a Trebuchet, players must have a TL II. A player with a TL III cannot have more than 3 MoS, but can have 1 Catapult and 2 Trebuchets, or 3 Bombards if he has **ALCHEMY**.*

Example: a TL II player cannot have more than 2 Captains.

*Example: The Novgorod Republic player is at war with the Golden Horde Khanate and decides to move 2 War Chariots to the Barbarian Principalities of Polotsk and Smolensk respectively; the Golden Horde Khanate will receive 10 fewer florins during the next **Tax** phase.*

Example: a player who has 10 territories and 500 Florins aside, BANKS, 1 Cathedral and TL I collects: 50 (5 x 10 territories) + 50 (10% of 500 for BANKS) + 50 (50 x 1 for Cathedral) +50 (50 x 1 per TL) = 200 Florins.

Example: a player with 12 territories, COLLECTOR and MATHEMATICS collects 12 x 5 x 2 = 120 Florins from the territories.
If he also has 4 Settlements and VASSALLY he collects 10 x 4 = 40 Florins.
If he also has 2 Cities and FEUDALISM he collects 2 x 50 = 100 Florins. Total: 120 + 40 + 100 = 260 Florins.

The **Player Sheet** taken from the pad is used to note down some important game information and facilitate the calculation of some elements such as taxes, reinforcements, diplomacy.

The new Player Sheet with the table for calculating taxes can be downloaded for free in the DOWNLOAD section of the official forum.

TAX CALCULATION	
BANKS (10% of all your Florins)	10 % ____ = ____
USURER (±20%, ±40% if you own **BANKS**)	__ ___ % x ___ = ____
CATHEDRALS	50 x ___ = ____
TL (Player's technological level)	50 x ___ = ____
Territories (2x if you own **TAX COLLECTOR**)	— x 5 x ___ = ____
Russian kingdoms (Golden Horde Khanate only)	5 x ___ = ____
PLAINS (MILL) (2x if you own **TAX COLLECTOR**)	— x 5 x ___ = ____
VASSALAGE (10 Florins for each Village)	10 x ___ = ____
FEUDALISM (50 Florins for each City)	50 x ___ = ____
Various	- ___ + ___ = ____
	TOTAL ____

5. TAX PHASE

Taxes are calculated as follows:

- +5 Florins from each territory owned.
- +50 Florins for each Cathedral.
- +50 Florins for each TL owned.
- The Golden Horde Khanate player also receives +5 Florins from each Russian principality (Kiev, Turov, Chernigov, Polotsk, Smolensk, Rostov, Murom/Ryazan', Vladimir) as long as they are not conquered or occupied by enemy player units.

There are also the following modifiers for Empire cards and Technologies:

- **COLLECTOR**: if you have **MATHEMATICS**, double the Florins obtained from the territories. It is not cumulative.
- If you own **BANKS**, you receive 10% interest on all Florins you own at the start of **Tax**.
- **MILL**: if you have **MATHEMATICS**, you get +5 Florins for each PLAIN you own, +10 Florins if you have the **COLLECTOR**.
- **VASSALLAGE**: get +10 Florins for each Settlement you own.
- **FEUDALISM**: get +50 Florins for each City you own.

You can use a **Player Sheet** to track and calculate taxes.
In this phase it is possible to ask for a loan from the bank: the player rolls 1d4, 1d6 or 1d8 (based on his TL) and multiplies the result x100; the total represents the Florins obtained as a loan.
BANKS increases the loan obtained by 100 Florins, **GUILDS** increases it by 200 Florins.
There is no time limit for repaying the loan, but it must be repaid with 10% interest.
You cannot ask for a second loan if the previous one has not been repaid (**USURER** exception), but you can return the old loan and ask for a new one at the same stage.
For each loan not repaid at the end of the game the player will lose 1 HP.

SALE OF GOODS

If a player needs Florins, he can sell off his buildings, MoTs and MoSs to the game for half price, but only if they are in his territories (not besieged or contested territories).

BANKRUPTCY

If a player is unable to pay off his debts, he can declare bankruptcy once per game:

- all debts are cleared
- each player who had contracted debts with those who declared bankruptcy gets 3 CB for each debt cleared.
- receives 1000 Florins as at the start of the game
- loses 3 HP.



STUPORE DEI CROCIATI ALLA VISTA DEL LUSSO ORIENTALE.

The **Armies** are represented by the miniatures of Infantry (strength value 1), Archers (3), Heavy Infantry (5) and Knights (10).
When we talk about the value of armies, or more simply about armies, we are referring to their overall Strength Value (SV).



Example: a player receives 10 armies; it means that he receives a number of armies equal to an SV of 10, it is up to the player to choose how many and which ones: in the figure above the 3 territories all contain 10 SV of armies.

*Example: a player plays the **MERCENARY** and shows **FORGING** and **MINTING**; he could buy 10 SV, but he only has 125 Florins, so he buys 8 SV by spending 120 Florins.*

*Example: a player who controls his entire starting Kingdom, 2 small Kingdoms and has **FANATISM**, receives 11 SV of reinforcement armies.*

The new Player Sheet with the table for calculating reinforcements can be downloaded for free in the DOWNLOAD section of the official forum.

REINFORCEMENT CALCUL.	
Starting kingdom (max 7 territories)	1 x ___ = ____
Religious Capital	2 x ___ = ____
Rus. Principalities (Golden Horde Khanate only)	1 o 2 = ____
Small Kingdoms (1-2 territories)	1 x ___ = ____
Minor Kingdoms (3-4 territories)	2 x ___ = ____
Great Kingdoms (5-6 territories)	3 x ___ = ____
Greater Kingdoms (7 territories)	4 x ___ = ____
INVESTITURE (15 Florins, optional)	1 x ___ = ____
FANATICISM	2 x ___ = ____
FEUDALISM (1 army for each CASTLE)	3 x ___ = ____
Various	- __ + __ = ____
	TOTAL ____

Prisoners represent 10% of losses suffered in battle (rounded down, but at least 1 SV).

6. REINFORCEMENT PHASE

Possessed Kingdoms, Empire Cards and Technologies provide reinforcement **Armies**.

Kingdoms: receive armies for a total of 1 SV for each territory of your starting Kingdom you still own, +1 SV for each Small Kingdom you entirely own, +2 SV for each Minor Kingdom, +3 SV for each Large Kingdom and +4 SV for each Major Kingdom excluding the starting Kingdom.

Religious Capital: receive armies totaling 2 VF for each Religious Capital (Rome, Constantinople, Jerusalem, or any Religious Capital of the Antipope) you own.

The following changes also apply:

- **MERCENARY**: show it to other players and buy armies, paying 15 Florins each.
- You can purchase up to 5 armies for each of the following Technologies: **FORGING**, **MINTING** and **BANKS** (combinable with each other).
- **FANATISM**: you get 2 SV as a bonus, which becomes 7 (5+2) if you participate in a Crusade.
- **INVESTMENT**: you can get 1 extra SV by paying 15 Florins.
- **FEUDALISM**: get 1 bonus SV for each Castle you own.
- The Golden Horde Khanate player receives 1 SV for every 3 Russian principalities (Kiev, Turov, Chernigov, Polotsk, Smelensk, Rostov, Murom/Ryazan, Vladimir) as long as they are not occupied by any player.

In this phase you can exchange an equal number of **Prisoners** in your possession with prisoners owned by other players, or negotiate a sum in Florins to free them and reposition them on the map in the next **Placement**.



ARRIVO AL CAIRO DEI PRIGIONIERI DI MINEH.

Sub-phases: some phases are divided into sub-phases which must be carried out consecutively, even several times in the same phase; are underlined in this regulation.



*Example: the blue player has a territory with 3 of SV Armies and one with 2 SV. During the **Events** he rolls 1d4 and get 2 (2+1=3); the second territory rebels, while the first does not.*



Then 1d6 SV of barbarian armies replace the two light infantry.

*Example: the Mamluk has **LAW** and builds 1 Tower (level I fortification) in Cyrenaica and 1 Castle (level III fortification) in Sinai; the rebellion level in Cyrenaica will be reduced by 2 (3 SV is enough) and in Sinai it will be reduced by 4 (1 SV is enough).*



Example: the territories affected by the event are indicated in red on the map (whether light or dark, it makes no difference).

When a building is **damaged** you must pay 25% of its value within the next **Purchase** phase to repair it and be able to use it again, otherwise it is converted into the lower level building or eliminated from the game.

7. EVENTS PHASE

This phase is divided into 4 **sub-phases** listed below and ordered as follows:

Rebellion**:** each player's territory has a base Rebellion level of 5 and must be garrisoned by an equal number of VF Armies to prevent a Rebellion from breaking out; the difference between 5 and VF present in the territory determines the Rebellion level: if you have **LAW** you reduce your Rebellion level by 1, **VASSALAGE** and **FEUDALISM** each increase it by 1; fortifications reduce it based on their level.
If the Rebellion level is not compensated, roll 1d4+1: if the result is higher than the SV in the territory, the territory rebels with 1d6 SV of barbarian armies and with a result of 6, 1 level I barbarian Captain must also be added to the die roll; the barbarian armies attack the armies of the territory, if they win, 1 barbarian Captain is elected or the existing one promoted.

Events**:** the player whose turn is first draws 1 Event card from the top of the deck.
The Event takes place in the territories indicated on the card.
On each card there are 3 icons that indicate events that could occur.
The player whose turn is first rolls 1d6 to see which of the 3 events takes place: with a result of 1-2 the effects of the first icon occur, with 3-4 the second, with 5-6 the third.



Each building, in a territory randomly determined from those indicated on the event card, suffers damage (**damaged**) equal to 25% (rounded down) of its value, but if the damage is not repaired by the Purchase of the following turn, the The building will be reduced by 1 level (if the building is level 1 it will be eliminated from the game).



All MoTs in affected territories and adjacent sea zones cannot move for the current turn; if instead the player has **ASTRONOMY** he halves the MP of MoTs by sea, if he has **CARTOGRAPHY** he halves the MP of MoTs by land.



Each player suffers 1d6 SV losses among their troops in the affected territories and adjacent sea areas.



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

Note: the numbers indicated under the icons, as well as those on the back of the cards, are not used in this game mode and should simply be ignored.

Relics: the Grail icon may be present on event cards  .

In this case, roll 1d8 several times and determine, by looking at the territories highlighted in red of the Event card, where the relic was found; then place 1 Relic token in the territory in question.
The first player to bring his Captain to that territory can take possession of the Relic with a free action.
The Relic is associated with that Captain and can be transported and/or stored in a Cathedral; being the first to take a Relic is immediately worth 1 HP.
If the territory is disputed, you will have to wait for the end of hostilities to determine which Captain will take possession of the Relic.
At the end of the game a Cathedral with a Relic is worth 2 HP instead of 1 HP.

Insurrection**:** it is recalled by the new "historicized" Event cards (see page 100); if 1 or more territories rise up, they behave as follows:

- If the territory belongs to the barbarians, 3 SV of barbarian armies and 1 level 1 barbarian captain must be added.
- If the territory does not belong to the barbarians, 1d6 SV of barbarian armies must be added and with a result of 6, 1 level I barbarian Captain must also be added to the die roll; the barbarian armies attack the armies of the territory, if they win, 1 barbarian Captain is elected or the existing one promoted.

If an insurgent territory is reconquered, it is subject to the payment of certain sanctions (it was traditional to set the value of land at ten times its annual yield): 50 Florins.

During the **Events** phase the Barbarians are activated (see page 58).

Calamity**:** from the 2nd game turn onwards the first turn player rolls 2d6; a double 1 causes **Calamity**.
If the result is not a double 1, the following turn the double 1 and double 2 results will be valid for the activation of the Calamity.
For each turn in which a Calamity does not occur, the valid results will progressively increase (all doubles up to 3, all doubles up to 4, all doubles up to 5, all doubles up to 6); once you reach 6, the combinations will no longer increase.
After the resolution of the Calamity the combinations are reset, on the following turn there is no roll for the Calamities, but from the following turn it starts again with the valid result of double 1, and so on.
If a valid result is obtained, a Calamity occurs, which must be determined randomly by first rolling 1d4 to determine group A or B) and then 1d8, checking the result on the list on page. 24.
To determine where the Calamity occurs (unless otherwise indicated by the Calamity itself) the player whose turn is first draws 1 Event card: the territories highlighted on the card indicate the area of effect.



Example of an event card with the Grail icon.
Divide the area highlighted in red according to d8. Start with larger areas (example: 1-2-3 East area, 4-5-6 West area, 7-8 Islands and Southern Italy) and then smaller areas until you get to the individual territories (example: 1-2 Balearic Islands, 3-4 Sardinia, 5-6 Sicily, 7-8 Puglia).

Calamity: in this regulation whenever a Calamity is mentioned, it is in purple UPPERCASE font.

Example: on the second turn of the game you get a double 1 on the die roll. Then the player whose turn is first rolls 1d4 and 1d8 to determine the Calamity (see table on page 24).
*He determines that it applies against the Hungarian King and therefore the law: "**HERESY**. Affects players of 1 religion..."*

CALAMITY TABLE

GROUP A (1-2 on 1d4)		GROUP B (3-4 on 1d4)	
1d8	Calamity	1d8	Calamity
1	Flood	1	Fire
2	Barbarian invasion	2	Inquisition
3	Famine	3	Pirates
4	Conspiracy	4	Riots
5	Epidemic	5	Storm
6	Heresy	6	Earthquake
7	Civil war	7	Crusade
8	Drought	8	*Reroll the die*

Use this table to locate the Calamity:

- *roll 1d4 to determine whether the Calamity will be group A or B*
- *roll 1d8 to determine the Calamity.*

*Example (**FLOOD**): it affects the Danube and the territory of Pest (PLAIN) with the capital Buda is one of the affected territories. Buda has 1 level 3 settlement, 1 Fort, 1 Agricultural Fair and 1 Cathedral. The player has **ARCHITECTURE** and **LAW**, therefore the level 3 settlement does not suffer damage, the Fort is damaged, the Agricultural Fair and the Cathedral are eliminated; there are 3 levels of damaged or destroyed buildings that cause 3 SV losses, the PLAIN causes 1 SV extra losses, but **LAW** reduces losses by 1 SV, therefore 3 SV losses.*

*Example (**BARBARIAN INVASION**): if there are 8 players and the 7th turn is being played, the SV of barbarian armies will be: 8x1d6, let's suppose 8x5=40.*
You look at the Events card to determine the possible entry territories of the barbarian invasion, then roll 1d6 to determine the entry territory on the map between Mauritania (Almohad Sultanate) and Mesopotamia (The Khanate); 5 comes out, then Mesopotamia.
Finally, 1d6 is rolled for the direction of advance and a 4 comes out, therefore towards the capital of the Byzantine Empire: Constantinople.
40 SV barbarian armies, 1 Level II Barbarian Captain and 1 Trebuchet are placed on the outside of the map near Mesopotamia.
*In Mesopotamia there are 2 barbarian SV, so the territory is incorporated without fighting; the **BARBARIAN INVASION** moves to Mesopotamia which becomes 41 SV plus 1 SV which remains to garrison the territory.*
*THE **BARBARIAN INVASION** also includes the territory of Armenia which has 2 SV of barbarians, a total of 42 SV plus 1 SV which remains to garrison the territory.*
*Then he attacks Cappadocia defended by 5 SV of Mamluk armies which has no **STRATEGY**.*

LIST OF CALAMITIES

Read this section only if strictly necessary during the game and go directly to page. 34.

Note: if a Calamity kills all the armies present in a territory (or all the armies of a MoT in a sea zone), all Captains, MoTs and MoSs are eliminated; if the territory in question is the State of the Church, the Pope dies.

If a Calamity affects the state of the Church, the Pope also risks dying: each turn in which the Calamity causes damage, 1d6 is rolled, the Pope dies on the 1st turn with a result of 6, on the 2nd turn with a result of 5+, on the 3rd turn with result 4+ and so on.

GROUP A (1-2 on 1d4)

1. FLOOD

Affects 1 RIVER and its tributaries causing damage in all adjacent territories, even if they are in a different land area; use the Events card to determine the area where the RIVER is located, then roll a die to determine which RIVER is subject to the Calamity.

- tall level 1 and 2 buildings are destroyed, level 3 buildings only damaged.
- if you have **ARCHITECTURE**, level 1 buildings are destroyed, level 2 buildings are only damaged and level 3 buildings do not suffer damage.
- if you have **ENGINEERING** the buildings are not damaged.
- for each level of building destroyed or damaged, 1 SV is also lost.
- PLAINS cause 1 SV extra casualties.
- HILLS, MOUNTAINS and DESERT reduce losses by 1 SV.
- if you have **LAW** reduce your losses by 1 SV.

2. BARBARIAN INVASION

You look at the Events card to determine the possible entry territories of the **BARBARIAN INVASION**, then you roll a die to determine the entry territory on the map and finally a roll to select the direction of possible advance, represented by the players' Capitals: entry from Mesopotamia (The Khanate) to Mamluk Sultanate, Byzantine Empire or Khanate of the Golden Horde; entry from Rostov (Principality of Rostov) to the Republic of Novgorod, Kingdom of Hungary or Khanate of the Golden Horde; entry from Mauritania (Almohad Sultanate) towards the Kingdom of Castile or Sultanate of the Hafsids; entry from Norrland (Kingdom of Sweden) to the Novgorod Republic or the Holy Roman Empire; entry from the Highlands (Kingdom of Scotland) to the Kingdom of England or the Kingdom of France.

The number of SV of armies that make up the **BARBARIAN INVASION** is given by the following formula: N° of players x 1d4 if 3 complete turns have passed, 1d6 if 6 complete turns have passed, 1d8 if 9 complete turns have

passed; the army moves without MoT, but is equipped with 1 MoS and 1 level I Captain if 3 complete turns have passed, level II if 6 complete turns have passed, level III if 9 complete turns have passed; has **STRATEGY**.
If the entry territory on the map is occupied by barbarians, the **BARBARIAN INVASION** occupies the territory by incorporating the armies already present, otherwise it attacks the player's armies; if, during the advance, it encounters a barbarian territory, it occupies it by incorporating the armies already present.
The sea areas crossed are managed like territories, in the case of a naval battle the initial ramming is equal to a Galley of the same level as the Barbarian Captain.
If the attacked player's territory is fortified, he will be put under siege and then attacked. All buildings, MoTs, MoSs and Captains present in the player's conquered territory are destroyed, for each destruction 1 SV is added to the barbarian army. When the territory is incorporated or conquered, it does not activate the barbarian armies in the neighboring territories, it will be occupied by 1 barbarian army and the remaining armies will continue to be part of the **BARBARIAN INVASION**.
The number of attacks that the **BARBARIAN INVASION** can carry out each turn depends on the level of the barbarian captain, the incorporated barbarian territories are not counted. The Barbarian Captain has a supply level of +10/+20/+30 based on his Level, the excess armies at the end of the Events phase, once the available attacks have run out, will be removed from the game.
The **BARBARIAN INVASION** in subsequent turns will always aim at the same objective, unless it is destroyed and/or the Barbarian Captain who commands it is eliminated. If the barbarian invasion conquers one of the above-mentioned settlements, it stops advancing in only one direction and begins to behave like normal barbarians.

3. FAMINE
It affects 1 territory and all adjacent territories within a radius of 1 to 4 (roll 1d4). Losses depend on the type of terrain, any settlements, some Technologies acquired and whether the player is at war:
3 losses in MOUNTAINS
3 losses in the DESERT
2 losses in HILL
2 losses in the WOODS
1 loss in the PLAIN

The following modifiers then apply:
+1 losses in the Village (level I settlements)
+2 losses in the Hamlet (level II settlements)
+3 City losses (Tier III settlements)
+1 loss if the territory belongs to a player at war
-1 loss for each Technology possessed among these: **AGRICULTURE**, **FARMING**, **HUNT**.
CULTURE ROTATION makes you immune to **FAMINE**.
If the territory loses the last SV of armies, it is replaced by 1 SV of barbarian armies.

The barbarian rolls 1d6+3 (+2 for the level II Barbarian Captain, +1 for the 3:1 strength ratio) and gets 7 against the Mameluke's 1d6 who gets 2; result: the Mamluk loses 5 SV and the barbarians 2 SV; Cappadocia is occupied by 40 SV and the Barbarian Captain becomes level 3.
*1 SV of barbarian armies remains in Cappadocia and 39 SV attack Paphlagonia defended by 5 SV of Mamluk armies which has no **STRATEGY**.*
The barbarian rolls 1d6+4 (+3 for the level III Barbarian Captain, +1 for the 3:1 strength ratio) and gets 9 against the Mameluke's 1d6 who gets 4; result: the Mamluk loses 5 SV and the barbarians 2 SV; Paphlagonia is occupied by 37 SV.
*The Barbarian Captain has finished attacking for this turn, the **BARBARIAN INVASION** will continue in the next **Events** phase.*

*In the subsequent **Events** phase, 3+1 SV of barbarian armies are hired, 1 SV remains in Paphlagonia and 40 SV attack Bithynia defended by 1 Cathedral, 1 Tower and 10 SV of Byzantine armies which possess **STRATEGY**.*
The barbarian besieges and destroys the Tower in Bithynia (because the Trebuchet has a siege value of 2 compared to the Tower with a fortification value of 1), then a pitched battle is fought (the barbarian rolls 1d6 +3 for the Barbarian Captain). The barbarian wins, but at a high price: only 15 SV remain, the Barbarian Captain and the Trabucco; the Cathedral is destroyed and 2 SV are added to the Barbarians army (Tower and Cathedral).
*The **BARBARIAN INVASION** attacks Mysia with 16 SV, leaving 1 SV in Bithynia: it wins and occupies it with 10 SV.*
*Then advance into one of the 2 sea areas in front of Thrace, both garrisoned by 1 Byzantine Level III galley; the **BARBARIAN INVASION** also places 1 Level III Galley (having 1 Level III Captain), but is defeated by the Byzantine.*
The Byzantine decides to keep the Galley, gains 1 HP for killing the Level III Barbarian Captain (see page 72) and draws 1 Treasure card (see page 59).

*Example (**FAMINE**): the affected territory is Banat with a radius of 2. The Hungarian player has **FARMING** and **HUNT**, but is at war with the Mongolian player, so he reduces losses only by 1 (-1 for **FARMING**, -1 for **HUNT**, +1 for being at war): 0 losses in the Banat; 1 loss in Slovakia, Bihar, Transylvania, Slavonia and Croatia; 3 losses in Pest (1 loss for the PLAIN, +3 for level 3 settlement, -1 loss for **FARMING**, -1 for **HUNT**, +1 for being at war).*
*The territory of Bessarabia borders the Kingdom of Hungary, but the Mongolian player owns **AGRICULTURE**, so he suffers 1 loss because he is at war with the Hungarian.*
All other territories bordering the Kingdom of Hungary are all occupied by 1 or 2 SV barbarian armies and are all replaced with 1 barbarian SV.

*Example (**CONSPIRACY**): player A, B and C are allied with each other, C and D are allied with each other while E is not allied with anyone. The auction is won by player E who chooses player C as his primary victim; since player C is allied with both players A and B and player D, all these players must defend themselves from the attack of the Nazarites; player E rolls 1d8 for the Nazarites.*

*Example (**EPIDEMIC**): Byzantine is at TL III and has **ROADS**; an **EPIDEMIC** breaks out in the City of Constantinople with 20 SV of armies, so you roll 1d8 with a result of 7 to which 3 are added because it is a City, but they decrease by 3 because there is a Castle (level III fortification): total 7 losses; During the **Placement**, the Byzantine adds another 10 SV armies to Constantinople for a total of 23 SV.*
*On the next turn the Byzantine buys **EDUCATION**; losses in Constantinople start from 7, decrease by 3 for the player's TL and by 3 because there is a Castle, but increase by 3 because it is a City, therefore 4. Meanwhile the **EPIDEMIC** spreads to the adjacent territories with a value of 7 losses; in Mysia on the other side of the Bosphorus they are reduced by 4 for the STRAIT and by 2 for the HILL, therefore 1 loss in Mysia; in Macedonia they are reduced by 2 per HILL: therefore 5 losses; in the territory of Dobruja 7 losses, but there are only 5 SV, therefore 5 SV are removed and Dobruja no longer spreads the **EPIDEMIC**.*
*On the next turn the Byzantine buys **MEDICINE**; losses in Constantinople start from 4, decrease by 3 for the player's TL, by 3 because there is a Castle and by 3 for **MEDICINE**, but increase by 3 because it is a City: so total losses are 0. From Mysia the **EPIDEMIC** it propagates with a value of 1 loss in Bithynia, Lycia and Lydia, but in all these territories there is a reduction of 2 for HILL and 3 for **MEDICINE**, therefore 0 losses; in Macedonia from 5 they are reduced by 3 for the player's TL, 3 for **MEDICINE** and 2 for HILL, therefore 0 losses. In Thessaly, Albania, Rascia and Rumelia the **EPIDEMIC** spreads with a value of 5 losses; in Thessaly from 5 they are reduced by 3 for **MEDICINE**, therefore 2 losses; in Albania and Rascia from 5 they are reduced by 3 for **MEDICINE** and by 2 for HILL, therefore 0 losses; the Rumelia is reduced by 3 for **MEDICINE**, by 2 for HILL and by 1 for the level 1 fortification, but increases by 1 for the level 1 settlement, therefore 0 losses. In the next round the **EPIDEMIC** ends.*

*Example (**EPIDEMIC**): hits the village of Trebizond, total 8 losses which are divided between the Byzantines and the Mamluks. The Byzantines have **HOSPITAL** and are therefore immune, the Mamluks have **MEDICINE** and TL II and eliminate losses to zero (4-2-2=0).*

4. CONSPIRACY

Each player participates in an auction with the same mechanics as that of swords to hire the Nazarites; whoever wins the auction uses the Nazarites to attempt to assassinate the Captains of the primary victim and all the Captains of his allies.
The Nazarites roll 1d8 for each Captain, the players roll 1d4, 1d6 or 1d8 for each Captain depending on their TL; if the Nazarites' result is higher the Captain is eliminated, otherwise he is safe.
INVESTITURE and **VASSALLY** increase the die roll for victims by 1, **FEUDALISM** makes you immune to Calamity.

5. EPIDEMIC

The primary victim is determined randomly among players with at least 1 settlement in the red area of the Events card (no settlement, no **EPIDEMIC**).
Then the settlement of the primary victim that will be affected is randomly determined; roll 1d4, 1d6 or 1d8 depending on the level of the civil building to determine its initial losses.
In the following turn, during the Events, the **EPIDEMIC** will continue to affect the settlement and will expand into neighboring territories, and so on in subsequent turns, following the following rules:

- SV losses decrease equal to the player's TL in all territories already affected.
- Territories with MOUNTAIN and DESERT reduce losses by 4 SV.
- Territories with HILL and FOREST reduce losses by 2 SV.
- Territories with PLAIN do not reduce losses.
- Borders with STRAITS reduce losses by 4 SV.
- Borders with RIVERS reduce losses by 2 SV.
- **MEDICINE** reduces SV losses equal to the player's TL (even in the newly hit territory).
- **HOSPITAL** eliminates losses and therefore makes you immune to the Epidemic.
- If the territory is occupied by multiple players, the losses must be divided equally and each player applies their own bonuses.
- **ROADS** cancels the RIVERS bonus.
- The settlement increases losses by 1-2-3 SV based on the level of the civilian building (even in the newly hit territory).
- The fortification reduces losses by 1-2-3 SV based on its level (even in the newly hit territory).
- If there are multiple territories that could infect the same territory, the one with the highest infection value is infected.
- If there are 1 or more other players' MoTs in an infected territory, the damage is divided equally among everyone; MoTs cannot leave the infected territory until the **EPIDEMIC** stops causing damage in that territory.
- Barbarians suffer the effects like players and, not having Technologies, are destined for destruction.

- The **EPIDEMIC** spreads to neighboring territories only if it caused losses in the territory infected during the previous turn and there are surviving armies left, otherwise it does not spread; if it propagates, the number of losses is equal to the losses of the previous territory to which the various modifiers must then be applied.
  If the **EPIDEMIC** reaches a territory under siege, the besieged remain immune while the besieging army will suffer the effects.
  If a territory loses the last SV of armies, it stops spreading the **EPIDEMIC** and at the end of the Events it is replaced by 1 SV of barbarian armies.

6. HERESY

The primary victim is determined randomly among players with at least 1 Cathedral in the red area from the Events card (no Cathedral, no **HERESY**).
It affects players with the same religion as the primary victim who own at least 1 territory in the red area from the Events card. Roll 1d8 for each territory with 1 Cathedral to determine the SV of barbarian (heretical) armies that appear.
Reduce heretical armies by 1 SV for each following Technology: **MYSTICISM**, **MONOTHEISM** or **THEOLOGY**; reduce heretical armies in 1 territory by 1 SV if the player plays 1 **INQUISITOR**.
Increase heretical armies by 1 SV for each following Technology: **EDUCATION**, **LITERATURE**, **PHILOSOPHY**, **UNIVERSITY**, **ASTRONOMY**, **CARTOGRAPHY**, **SURGERY** and **ALCHEMY**; if the player has **FANATISM** he is immune to **HERESY**.
The heretical armies attack the players' armies in the territory, if fortified they attack the walls; if the heretical armies win they behave like the barbarians, destroy the Cathedral and elect 1 Barbarian Captain.

7. CIVIL WAR

The player who has the most territories in the land area marked on the event card is the primary victim; all his territories are divided into 2 factions: the 1st faction is made up of the territories of the starting Kingdom and remains with the player, the 2nd faction is made up of all the other territories and is in the hands of the rebels (barbarians); MoTs outside the player's territories are still considered "territories" of the 2nd faction.
For each purple (religion), orange (politics), and blue (education) Technology the player owns, he can choose one of the territories or MoTs that should be from the 2nd faction and move it to the 1st faction.
Once the territories have been divided into the 2 factions, the armies of the 2nd faction are replaced by barbarian armies, the ships become pirate ships, the Captains become barbarian Captains; other MoTs present in the territories of the 2nd faction are destroyed, as are cathedrals and fairs.
Other buildings remain intact while the MoS are used by the barbarians.

*Example (**EPIDEMIC**): the Mamluk is at TL III and an **EPIDEMIC** breaks out in the Capital of Alexandria with 20 armies: therefore 1d8 is rolled with a result of 5 to which 3 is added because it is a City, but 1 is subtracted because there is a level 1 fortification; total 7 losses.*
*On the next turn the Mamluk buys **MEDICINE**, so the losses in Alexandria start at 7, increase by 3 because it is a City, but decrease by 3 for the player's TL, 3 for **MEDICINE**, 4 for the DESERT and 1 because there is a level 1 fortification: therefore 0 losses; meanwhile the **EPIDEMIC** spreads to adjacent territories with a value of 7 losses; Cyrenaica, however, is a DESERT, losses are reduced by 4 and 3 for **MEDICINE**: therefore in Cyrenaica 0 losses; in Egypt instead it is PLAIN, but there is the RIVER which reduces losses by 2 and 3 for **MEDICINE**, so in Egypt 2 losses.*
*On the next turn the **EPIDEMIC** no longer creates losses and becomes extinct.*

*Example (**CIVIL WAR**): a **CIVIL WAR** breaks out in the Mamluk player's territories.*
The Mamluk owns 6 territories of his Kingdom, the 4 territories of the Khanate Kingdom and his fleet of 2 ships located in the barbarian port of Palermo.
*He only has **MYSTICISM**, **EDUCATION** and **LAW**, so 3 territories/MoT of the 2nd faction can be added to the 1st faction of his Kingdom of him: he decides to add the territories of Persia and Mesopotamia and the fleet in Palermo; the armies in Armenia and the Caucasus are converted into barbarian armies.*

*Example (**DROUGHT**): player A has 10 SV in 5 territories without buildings affected by the disaster; by the end of the turn he will have to change the supply limit of these territories and/or move the 25 excess SV.*

*Example (**DROUGHT**): Player A attacks Player B who is in a territory affected by the disaster. A has moved from a territory not subject to **DROUGHT**, B will defend himself with a -1 penalty on the die roll.*

*Example (**FIRE**): affects 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 due to the player's TL, so Capital Buda is safe.
The barbarian rolls 1d6 with a result of 4: both the Village and the Tower are destroyed in Prague, the WOOD increases the losses by 1 so 3 SV are removed.
*The Holy Roman Empire is of TL II and has **ENGINEERING** and LAW; he rolls one die for Frankfurt and one die for Basel.*
*For Basel he gets a 6, -2 (for TL II) result 4: the fire breaks out, but having **ENGINEERING**, the 2 buildings Village and Tower are only damaged, **LAW** reduces the losses by 1 so 1 SV of losses.*
*For Frankfurt he gets a 5, -2 (for TL II) result 3: the fire breaks out, but having **ENGINEERING**, the City and the Tower are only damaged, the WOOD increases the losses by 1 and **LAW** reduces the losses by 1, total 2 SV losses.*

*Example (**FIRE**): The Holy Roman Empire has **ENGINEERING**, **FIRE** breaks out in Frankfurt where there are 4 buildings (City, Tower, Agricultural Fair, Cathedral), 2 MoT, 5 SV armies and 1 Captain.*
All 4 buildings are damaged, the FOREST increases losses by 1, total 5 SV losses; as there are no more armies, the 2 MoT and the Captain are also removed.

*Example (**FIRE**): hits Frankfurt, all buildings and MoTs are destroyed, even the Byzantine MoT.*
In the absence of supplies from the MoT, all Byzantine armies in Frankfurt are removed.

*Example (**INQUISITION**): affects the Catholic Kingdoms of the Holy Roman Empire and Hungary.*
*The Holy Roman Empire has 3 Cathedrals, but also **UNIVERSITIES**, so you will have to roll the die for each of your Empire cards.*
*The Kingdom of Hungary has **THEOLOGY**, 1 Cathedral and 1 Religious Capital, therefore making all 4 of its Empire cards immune to the **INQUISITION**.*

8. DROUGHT

It affects 1 RIVER (randomly selected among those in the red zone on the Events card), all its tributaries and all the territories bordering them.
The **AGRICULTURE**, **MILL**, **CROP ROTATION**, **FARMING**, **HUNT** technologies have no effect (change supply).
Price doubled for Wine and Grain in affected settlements; MPs of MoTs that start moving from affected territories are halved. 0 MP to cross affected RIVERS and STREAMERS.
Armies defending in these territories have a fixed -1 to the die roll if they are not supported by a Captain and losses in battle are doubled.
Captains who start **Combat** in these territories cannot attack. Sieges can continue if the besieger has **LOGISTICS**, but losses double on both sides.

GROUP B (3-4 on 1d4)

1. FIRE

The area indicated on the Events card is hit; for each settlement in this area roll 1d6.

- A fire breaks out in level I settlements on a 4+.
- A fire breaks out in level II settlements on a 3+.
- A fire breaks out in level III settlements on a 2+.

LAW reduces the die results by 1.
The die result is reduced by a value equal to the player's TL.

- All buildings, MoTs and MoSs are destroyed, if you have **ENGINEERING** only damaged.
- For each level of building destroyed or damaged, 1 SV is also eliminated.
- If you have **ARSENAL** you cancel the **ENGINEERING** effects for ships.
- The FOREST increases losses by 1 army.
- If you have **LAW** reduce your losses by 1.

2. INQUISITION

Each player with at least 1 territory in the red area from the Events card rolls 1d6, the lowest result is the primary victim; it affects players with the same religion as the primary victim who own at least 1 territory in the red area from the Events card.
All victims' Empire cards are processed.
For each Cathedral or Religious Capital owned, victims can avoid prosecution with 1 Empire card of their choice; if the victims have **THEOLOGY** they can avoid the trial with 2 extra Empire cards.
PHILOSOPHY cancels the effect of **THEOLOGY**, **UNIVERSITY** cancels the effect of Cathedrals.
A non-victim player will manage the Inquisition and will be appointed Grand Inquisitor: Grand Inquisitor and victim roll 1d6 for each trial; if the Grand Inquisitor's result is higher, the Empire card is eliminated, otherwise it is safe; if the victims have **FANATISM**, they subtract 1 from their die roll.

3. PIRATES

Roll a die to determine the number of ships that make up the pirate fleet (maximum 3 ships); each ship will carry 1d8 SV of barbarian armies plus 1 level I Barbarian Captain.
Pirate ships appear in a coastal sea area bordering the territories indicated on the Events card.
If there are multiple seas bordering the territories highlighted on the Events card, roll a die to determine which sea the pirate fleet will depart from, while another roll of the die will determine the single sea area.

At the start of each player's Combat, pirate ships will move individually and randomly across a sea area (roll a die to determine their direction); if they encounter a player fleet they attack it until complete victory or defeat; if the player being attacked has **MUDE**, the **PIRATES** have a -1 penalty on the die roll).
If the **PIRATES** must land in a land territory, they can only do so if the territory is occupied by a player's armies; in this case they attack until they conquer the territory, or until they are completely defeated; these pirates behave exactly like all other barbarian armies in the game.

4. RIOTS

All players, all territories indicated on the event card and adjacent sea areas suffer the effects of this Calamity: Slaves' goods become barbarians (resolve any combats in the territories or on the MoTs); all player territories with less than 5 SV (4 SV if you have **LAW**) rebel immediately; all territories that are part of Kingdoms not completely conquered by the players increase by 1 barbarian army; all Fairs are removed from the map (players who own **HANSA** remove them temporarily for 1 turn).

5. STORM

It hits one of the sea areas (determine by rolling a die).
All ships at sea sink. All the buildings overlooking this sea area are damaged.
ENGINEERING makes buildings immune to damage.
ASTRONOMY allows ships at sea to only be damaged, lose half their cargo (arms and goods) and repair to the nearest port; **CARTOGRAPHY** allows you to repair in the nearest port without damage; if there aren't available ports, the ships sink.
If the ships are already in port they suffer damage following the building rules (damaged or without damage).

6. EARTHQUAKE

It hits 1 territory (randomly selected from those in red on the Events card) with full effect, all neighboring territories with effect reduced by 1, ditto the territories bordering the previous ones with effect reduced by 1. Roll of 1d6:

- with a result of 1-2 all level 1 buildings are damaged in the victim territory; no effect in neighboring territories
- with a result of 3-4 all level 1 buildings are destroyed and all the others damaged; in the neighboring territories all level 1 buildings are damaged

*Example (**PIRATES**): 2 pirate ships in the Mediterranean, one with 8 SV armies and the other with 6; There is only 1 Barbarian Captain in the reserve, so you roll the die to determine which ship to place him on. Again with the roll of the dice it is determined that the pirate ships are positioned in the sea area west of the Peloponnese; this sea area has 8 possible directions for movement (clockwise from the north: the sea area between Puglia and Albania, Thessaly, the Peloponnese and then continuing clockwise all the other 5 sea areas up to the Gulf of Taranto), then 1d8 must be rolled for each pirate ship to determine which zone they will move to.*
*There are 4 players, so during the **Combat**, before the 1st player starts playing, 1d8 is rolled for each pirate ship, and 8 and 1 are obtained: the 1st pirate ship moves to the sea area between Puglia and Albania, the 2nd attacks the Peloponnese occupied by the Byzantines; the attack is successful, 5 SV of barbarian armies conquer the territory, the Barbarian Captain is promoted and the pirate ship is removed.*
Before the 2nd player starts playing, roll 1d4 for the 1st pirate ship (there are 5 possible directions, but Puglia is occupied by the Barbarians, so it doesn't count), result 2, then it attacks Albania occupied by the Byzantines; the attack is unsuccessful and the pirate ship is removed.

*Example (**RIOTS**): it affects the entire Middle East (from Alexandria to Trabzon and in all bordering sea areas); in Cappadocia there are only 4 Mamluk SV, so they rebel; in Lydia there are 4 Byzantine armies that have **LAW**, so they don't rebel. In the sea area of Rhodes Island there is 1 level 2 Merchant Ship with 5 SV and 30 Slave goods; the Slaves rebel and defeat the Byzantine armies, 25 SV remain who take over the Merchant Ship, convert it into 1 Level I pirate ship and elect 1 Level I Barbarian Captain; the supply capacity allows a maximum of 20 SV, those in excess are eliminated.*

*Example (**STORM**): hits the Black Sea: the Golden Horde Khanate fleet is in a sea area outside the port and sinks.*
*The Mamluk has **CARTOGRAPHY** and his fleet is in a sea area outside the port; unfortunately it does not have its own port in the Black Sea, there aren't barbarian ports to take refuge in, it does not have the passage of territories with the Byzantine player to cross the Dardanelles Strait and exit the Black Sea and it does not have diplomatic pacts with the players who own the ports of the Black Sea that allow him to dock, so the Mamluk fleet also sinks.*
*The Byzantine has **ENGINEERING** and his fleet is in the port of Constantinople, so he takes no damage.*

*Example (**EARTHQUAKE**): hits Campania: roll 1d6 to determine the effects and obtain 6: in Campania (barbarians) the Village and the Tower are destroyed and 2 SV losses; in Puglia (barbarians) the Tower is destroyed and 1 SV is lost. In Lazio there is the Hungarian player who has **ENGINEERING**: Village and Tower are damaged and 2 SV losses.*

- with a result of 5-6 all level 1 and 2 buildings are destroyed, level 3 buildings damaged; in the neighboring territories all level 1 buildings are destroyed and all the others damaged, in the territories bordering the previous ones all the buildings are damaged
- **ENGINEERING** reduces damage by 1 level
- for each level of building destroyed or damaged, 1 SV is also lost.

7. **CRUSADE**

It is an automatic declaration of war by the Catholic players against the defenders of the goal.
The Catholic player who controls the State of the Church, therefore the Pope, must organize the **CRUSADE** (if no Catholic player controls the Pope, the **CRUSADE** will be declared by the Antipope, if the latter is not even there, there will be no **CRUSADE**).
The supreme will and the cry that rises from every corner of Europe "God wants it, God wants it" requires that all Catholic players ally with each other.

The Pope must decide:

- GOAL OF THE CRUSADE: which existing settlement (without settlement, it cannot be considered a valid objective) conquer between Jerusalem (5), Rome (5) as the objective of a **CRUSADE** called by the Antipope, the Religious Capital of the Antipope (5) as the objective of a **CRUSADE** announced by the Pope, Alexandria (4), Tunis (3), Novgorod (2), Constantinople (1); the number in brackets indicates the Honor Points that each participating player, both attacking and defending the chosen objective, will gain or lose at the end of the **CRUSADE**.
When the **CRUSADE** is drawn, the objective must be a non-Catholic player; if the objective is conquered by the barbarians during preparation turns or while the crusader army is moving, the objective halves (rounding down, minimum 1 HP) the HP gained; if it is conquered by a Catholic player with armies different from those participating in the **CRUSADE**, only that player gets the HP and the crusader army is free to divide and each take their own path; if it is conquered by a non-Catholic player other than the initial owner, the **CRUSADE** continues.

- STARTING PLACE OF THE CRUSADE: one of the settlements in Catholic hands at the time of fishing for the Calamity.

- PREPARATION TURNS: from 1 to a maximum of 3 complete turns to allow the Catholic allies to transport their armies to the starting settlement.
If this settlement, in this period of time, is conquered by barbarians or non-crusader players (and is not reconquered by the end of the preparation turns) or destroyed (and is not rebuilt by the end of the preparation turns), the **CRUSADE** it will not be able to leave and will be automatically considered lost.

Example: the Pope is not there because the State of the Church is in the hands of the Barbarians, the Hungarian Antipope is forced to organize the CRUSADE, but he is alone and does not feel like risking it, so he chooses Constantinople as his objective and decides to leave with Only 1 SV and the CRUSADE fails.

*Example: the Pope decides that the starting point of the **CRUSADE** will be the settlement of Venice in 3 turns; after 1 turn Venice is conquered by the Byzantines and the Catholics are unable to take it back within the 3rd turn: the **CRUSADE** fails.*

During these preparation rounds the defenders of the designated objective can also organize themselves.

- QUANTITY OF PARTICIPATING ARMIES: the Pope decides a minimum quantity of armies that each Catholic ally will have to field.
Each player, participating in the expedition or defense of the objective, who has **FANATISM**, will receive 5 additional SV during the **Reinforcements** that he will have to use on this occasion.

Then the starting and finishing markers of the **CRUSADE** are placed on the respective settlements.
Based on the decisions made by the Pope, all other players decide whether to ally with the Pope and become crusaders, to ally with the player defending the **CRUSADE** objective, or to remain neutral.

Some restrictions must be respected:

- Catholic players cannot ally themselves with the defender of the objective, if they do they are automatically excommunicated
- Catholic players can decide not to participate in the **CRUSADE**, if they do they are automatically excommunicated
- players of the same religion as the defender of the objective cannot ally themselves with the Pope, but if they do not participate in the defense of the objective they lose as many HP as the objective is worth
- players of different religions of both the Pope and the defender of the objective can decide who to ally with or remain neutral.

Once the sides have been defined, all diplomacies that put players of the same faction in conflict must be resolved: all diplomatic pacts between players of the opposite faction are dissolved, the 2 alliances are created and the state of war is set between the players of one and of the other faction.
During the preparation rounds, both factions organize themselves:

- the defenders fortify the objective and accumulate armies and MoS on it
- the attackers accumulate armies in the starting settlement according to the decisions made by the Pope; each player belonging to this faction must bring the MoTs necessary to reach the objective and at least 1 Captain, otherwise they will not be able to attack.

Once the preparation rounds are over, the crusader army must leave.
At the start of the **Combat**, the player who controls the Pope will have to move the Crusader armies, by sea and/or by land, in such a way that the distance from the objective remains constant or always decreases by 1 (it is not possible to return to a territory or sea area where you have already passed); if the Crusader army's slowest MoT runs out of MP, the Crusader army stops for that turn.

*Example (**CRUSADE**): the Pope decides that the minimum armies must be 30 SV: the players who participate in the **CRUSADE** as attackers, possessing **FANATISM**, must participate with at least 35 SV.*
*Defenders of the objective who have **FANATISM** will also receive 5 additional SV, but without any minimum army quantity requirement.*

*Example (**CRUSADE**): the Hungarian player refuses to participate in the **CRUSADE** alongside the Pope, so he is excommunicated and loses 2 HP.*
If he decides to remain excommunicated he could join the defenders of the objective, otherwise if he elects the Antipope he could no longer ally himself with the defenders of the objective.

During this approach phase the Crusader army can decide whether to attack and conquer territories and/or MoTs of barbarians or neutral players (with a declaration of war during **Diplomacy** or with a sudden attack), but it must attack and conquer those of the players in defense of the objective (the Catholic player who destroyed the last enemy armies chooses whether to physically take over the territory or the conquered MoT, otherwise we reach an agreement or draw lots).
If the Crusader army encounters a fortification and chooses to declare a siege, it stops its advance and will stop for the turns necessary to conquer the fortified territory.
The crusader army can be attacked during the approach and, if destroyed, the **CRUSADE** will automatically be considered lost; HP will be assigned and removed based on the value of the objective.
During the journey the crusader army can receive reinforcements, the same goes for the objective of the **CRUSADE**.

When the CRUSADE reaches the destination, a normal combat takes place, i.e. a pitched battle against the armies defending outside the walls, siege or assault on the walls: both sides secretly decide the combat sequence of their players (it could therefore happen that, if the number of attackers is different from those of defenders, an attacker will not always collide with the same defender).
Each player will use their own armies with their own modifiers (Empire cards, Technologies, MoS, fortifications); the fighting continues until the objective is conquered or the Catholic army gives up the attack. Once the fighting is over, the equivalent HP of the attacked target is assigned to the winners, while the losers lose the same amount.

If the Catholics win the **CRUSADE**, the Catholic player who destroyed the last enemy armies will choose whether to physically take over the conquered objective and any enemy MoT and MoS, otherwise we reach an agreement or draw lots.
Once the **CRUSADE** is over, the armies of the various players move independently.



L'ESERCITO SIRIACO DISPERSO DA UN URAGANO.



*Example: the Mamluk owns **AGRICULTURE** and **LOGISTICS** and has 5 SV in Syria; during **Placement** he places 1 Village and 1 Tower in the Inhabited Center of Antioch (previously destroyed), but he can only add 5 SV armies because there are already 5 of them (5 for the PLAIN and 5 for **AGRICULTURE**); the buildings have just been constructed and do not count towards your supply capacity.*
*During the next **Placement** you will be able to add a further 15 SV.*

*Example: the Mamluk owns **AGRICULTURE** and has 4 SV in Syria; during **Placement** he places 1 Village and 1 Tower in the Town Center of Antioch (previously destroyed), but cannot add SV because he does not have **LOGISTICS**.*

*Example: the Mamluk has 1 Village, 1 Tower and 5 SV in the Population Center of Antioch with a supply limit of 20 SV; during **Placement**, place the Hamlet and Fort improvements and a maximum of 15 SV.*
*The supply limit has increased to 35 SV, but will be usable from the next **Combat** phase.*

*Example: the Mameluke of TL III has **LOGISTICS** and gets 16 SV **Reinforcements** each phase, he also has 15 SV as reserves behind his Screen.*
*During **Placement** he decides to place 5 SV in Cyrenaica and Sinai because in the previous turn he built 1 Tower, 10 SV in Egypt because in the previous turn he placed 1 Tower and during the **Purchase** of this turn he purchased **AGRICULTURE**.*
He places the remaining 11 SV armies in his Capital.

8. PLACEMENT PHASE

The player must place all the SV, Captains, MoT, MoS and buildings purchased and/or obtained in the previous phases in his settlements (excluding those under siege) on the game map.

He can place miniatures in territories or MoT located near settlements or ports (with the exception of Far Ports).

Level I civilian buildings go into a population center, but for the purposes of placing other purchases, they will not be considered until the following turn (as will upgrading to a higher level).
If you have **LOGISTICS** you can place a maximum of 5, 10, 15 SV armies based on the player's TL behind your screen and you can place the armies (only the armies) in all your territories contiguous with your settlements, but without overcome supply limits.

If for any reason it is not possible to place all the miniatures acquired during the **Purchase** and **Reinforcements**, the excess ones will be lost.



SAN LUIGI ARRIVA INNANZI A DAMIATA

Example: You can load armies, move, attack, move and attack again.

*The **war vehicles** (Galea and War Chariot) have their own movement value and a specific load capacity, which allows them to load a certain number of armies, land MoT and MoS.*
Only war vehicles can charge MoS and Captains.
Each army occupies 1 point of the MoT carrying capacity, Captains do not take up space, MoS and MoTs each occupy 5 points of the MoT carrying capacity.

***IMPORTANT:** player A can declare war on player B both during **Diplomacy** and during **Combat** (with relative penalty); A can attack everything outside of its territories, but cannot attack B's MoT that is in its territories: that MoT is forced to move and exit A's territories immediately (either this turn or the turn next if he has already moved), then he can be attacked by A.*
If player B's MoT cannot move or fails to leave player A's territories, the MoT and all its contents are automatically captured by A (MoT and MoS change ownership, but without exceeding the limit given by A's TL; the Captains are eliminated; the armies are converted into prisoners; the goods are deposited in the territory).

Ditto when player A is in player B's territory: A can declare war on B and attack him with
everything that is outside of B's territories, but A's MoT must first immediately leave B's territories and stay outside for at least 1 turn, then it can use it to attack.
If he cannot move or fails to exit B's territories, A's MoT is captured by B.

Movement Points (**MP**) express the ability of MoTs (commercial or war) to move, load and unload.
For example, a MoT that has 6 MP can move 3 MP, unload goods in a settlement by paying 1 MP, and then move another 2 MP.

2 territories divided by a RIVER or a **STRAIT** are considered adjacent and contiguous.

STRAIT: stretch of sea between 2 territories, highlighted in red on the map.

Movement table for Caravans and War Wagons:

PLAINS	1 MP
HILL or FOREST	2 MP
MOUNTAIN	3* MP
Cross a STRAIT	3 MP
Cross a RIVER	+1* MP
DESERT for the Caravan	1 MP
DESERT for the War Chariot	2 MP

* Decreases by 1 MP if you have **ROADS**.

9. COMBAT PHASE

During this phase the player whose turn it is can carry out various actions with the **war vehicles**: load/unload (armies, Captains, land MoTs on naval MoTs, MoS), move and/or attack.
Commercial MoTs can also move during this phase, but to attack they must do so together with war vehicles.
You can carry out these actions in any order you prefer and you can also repeat them several times.

Note: MoTs that moved during **Combat** will no longer be able to move during **Trade**.

LOADING, UNLOADING

When transporting armies, MoS and cargo onto MoTs you must initially load them.
Important: when fighting it is not necessary to download armies and MoS.
Loading/unloading land armies or MoTs (the latter can be transported by ships) costs 1 MP, while loading/unloading goods and MoS costs 2 MP.
These costs decrease by 1 MP (therefore they become 0 and 1 MP respectively) in the presence of a settlement or a Captain, inside a distant port or port.

Land MoTs must be in the same territory as the armies to be loaded/unloaded.
Ships must be in port or in a sea area adjacent to the land area where they are to load/unload.

MOVEMENT

Moving from one territory to another or from one sea area to another costs a certain number of **Movement Points** (**MP**).
Some types of movement require more MP than others, such as crossing a river (+1 MP) or mountainous terrain (3 MP); MPs are counted to enter the territory or sea area of arrival, not the one of departure.

The movement cost is summarized in the column opposite and in the player's screen.
Only MoTs can move, not Armies. The MoT must have loaded at least 1 army of its color to be able to move.

It may happen that a MoT runs out of armies; if it is in a player's territory, it remains in his possession, otherwise it no longer belongs to anyone: the shield that marks its belonging is removed, it will not be able to move and if it is not occupied by a player's armies by the end of the turn any, it will be removed.

The number of MP available for each warship depends, as does its carrying capacity, on its level and the technologies possessed, as indicated on page. 17.

The MoT level represents its evolution in terms of

movement, transport and, in the case of Galleys, also combat capabilities; this level is indicated by placing a shield of the corresponding value, so that it also indicates the Kingdom that owns the MoT.

BARBARIAN TERRITORIES

When a player attacks a territory that does not belong to another player, and therefore has no armies, the barbarian peoples who live there react with hostility; to represent this, place 1 barbarian SV in the attacked territory.
A fight will immediately follow.

In the territories of the Major Kingdoms not occupied by the players at the start of the game, 2 barbarians must be placed instead of 1.
Similarly, 2 barbarians are placed in the following territories when they are attacked: Kingdom of Aragon, Kingdom of Scotland, Kingdom of Denmark, Monastic State of the Teutonic Knights, Kingdom of Bohemia, Municipality of Milan, Municipality of Florence, Republic of Genoa, Republic of Venice, Giudicato of Arborea, Kingdom of Serbia, The Khanate, Marinid Sultanate.

ATTACK

There are different types of battles: the pitched battle, the siege (which takes place with the appropriate **siege engines**), the assault on the walls and the naval battle.

In this section we will discuss the pitched battle.
The pitched battle can be used to **conquer** a territory and/or to conquer a MoT.
If the territory is defended and you want to conquer it, the attacking armies must be in a territory adjacent to it and their MoT must have the necessary MPs to move within the territory once conquered.
If you want to conquer a MoT in a barbarian territory or in a sea area, the attacking armies must be in the same territory/area as the defender.
Same reasoning for attacking a territory from the sea: the ships must be in the adjacent sea area and must have the MP necessary to move within the territory once conquered; if the conquered territory has a port, they will move into the territory. If the attack fails, the MP is still spent.

An attack consists of one or more battles (rounds) fought with **dice** to which any Empire card modifiers and Technology bonuses apply.

This procedure is followed for each round:

1. The attacker announces aloud the Captain or Captains from which the attack starts and the territory/MoT attacked.
2. The Empire attack and defense cards are played.
3. The dice are rolled.
4. The results are calculated.
5. The attacker decides whether to start a new round or retreat.

Movement table for Galleys and Merchant Ships:

Entering/Exiting a Port	1 MP
Coastal sea	1 MP
Open sea	2* MP

* Only 1 MP if you have **ASTRONOMY**.

Example: a level II War Wagon could load 8 Heavy Infantry Armies (5 SV each) by spending 1 MP and make 7 moves with the remaining MP.

Medieval **siege engines** (MoS) are used to weaken or destroy the enemy's fortifications: Catapult, Trebuchet and Bombarda; the latter also grants a bonus in field and naval battles.

Conquering a territory means when there are no more armies of the defender to face those of the attacker.
The territory is defended up to the last army of the defending player; until the last army is eliminated, the attacker cannot access buildings or MoTs in the territory.
It is different if the combat takes place in a sea area: if the defender has 3 ships and only 2 SV are left, he will only be able to defend 2 ships while the third can be occupied by the attacker if he has sufficient SV.
If the territory belongs to the barbarians, then player A attacks player B's MoTs present in the territory: this case is treated as if it were a sea area because the territory is not B's, so when he does not have enough armies to protect each MoT with at least 1 army, the MoT no longer belongs to anyone and can be occupied.
If the barbarians' territory is fortified, player B's MoTs will defend together with the barbarians behind the walls (they will defend every other round).

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

Example: 3 Light Infantry, 2 Archers and 3 Heavy Infantry (value 24) attack an adjacent territory.
With them there is a level I War Chariot, which can transport 20 armies and which has a residual movement of 2. The attacking player can only use 20 Armies in the attack (19 will actually be able to fight and 1 will remain on the chariot), giving up 1 Archer and 1 Light Infantryman, as they are unable to be transported by the War Chariot.

Example: the blue player attacks the yellow player.
Having a TL III, he can attack up to 3 yellow territories, but the second territory is fortified: he resolves the pitched battle outside the walls and then declares a siege (since the pitched battle and siege are in the same territory, they count as a single attack), therefore he is forced to end his combat turn without being able to exploit the third attack.

Example: player A is attacking B in a barbarian territory.
B has 1 war MoT with Captain and 1 commercial MoT with 20 Fabrics goods.
At the start of the 5th combat round, player B has 5 SV, loses 4VF and must decide whether to leave the last SV on the war MoT to save the Captain or on the commercial MoT to save the goods.

*Example: the **HEROINE** card grants the use of a higher die in battle: 1d4 becomes 1d6, 1d6 becomes 1d8.*

*Example: the **SICARIO** card allows player A to look at player B's Empire cards and remove one of their choice.*

Important: **ASSASSIN**, **CARPENTER**, **CONSTABLE**, **FLAGELLANT**, **GUARD**, **INFILTRATOR**, **HUNKMAN**, **INQUISITOR**, **THIEF**, **MARSHAL**, **MILITIAN**, **PIRATE**, have instant effect, must be played before the start of the combat round and do not count in the total number of cards that can be used during the round.

*Example: the defender is fortified, uses **HEROIN** and **CROSSBOWER** and rolls 1d8+3; the attacker loses the 1st roll of the dice, but before rolling again, the latter plays the **THIEF** and steals the **CROSSBOWER**.*
*So he plays the just stolen **CROSSBOWER**, the **LEADER** and the **GENIUS** with **ENGINEERING** and rolls 1d4 + 4 against the defender's 1d8 + 1.*

*Example: the attacker plays a **LEADER** card with **TACTICS** getting +2 to the die roll; he then also plays the **GENIUS** card with **ENGINEERING** thus obtaining +4 to the die roll.*

Example: when the blue player with TL III attacks, he can play up to 3 Empire cards; the yellow player with TL II in defense can play up to 2.
The defender wins the first round, so the blue player removes, in addition to the armies, 1 Empire card of his choice; next round he can decide whether to attack using 1, 2 or 3 Empire cards. The yellow player can decide whether to defend himself with 1 or 2 Empire cards.

Some important notes:

- The attacking army must be accompanied by a Captain in order to attack; in its absence it can only defend itself.
- The attacking army must be loaded onto 1 or more MoTs, but at least 1 of them must be a War Wagon or a Galley.
- A Captain can attack MoT and/or territories a maximum number of times per turn equal to his level at the start of the turn (pitched battle, wall assault, naval battle).
- If a Captain decides to besiege a fortification, he can only do so once per turn and cannot attack anything else, regardless of its level.
- The attacks of 2 Captains cannot be chained together if the first attack is a siege.
- Losing 1 round only implies the loss of armies and possibly 1 Empire card used in battle, the Captain is reduced by 1 level only if he gives up attacking.
- The defender is obliged to use all the armies present in the territory in defense, whether they are in the territory itself or loaded onto the MoTs.
  Note: if there is an allied army of another player in defense, the defenders defend alternately.

USE OF EMPIRE CARDS

Before rolling the dice, the attacker first and then the defender reveal the Empire cards they intend to play for that battle; the maximum number of Empire cards that can be played by each player, for each roll of the dice, is equal to their TL, but they must be different from each other.
The cards that can be played are combined with other cards and with the Technologies acquired by the player.
Some cards can only be used in attack, others only in defense, some in both situations.
This restriction is indicated on the Empire card.

USE OF TECHNOLOGIES

Many Technologies influence combat: for example **STRATEGY** assigns a bonus of +1 if the ratio between forces is equal to or greater than 3:1, or cancels the effect of the other player.

For many other Technologies that indirectly influence combat, such as **MYSTICISM**, **MONOTHEISM**, **TACTICS**, **ATTITION**, **MEDICINE**, **SURGERY**, **HOSPITAL**, **ENGINEERING**, **ALCHEMY**, we refer to their description on the player's board for a detailed explanation.

DICE ROLL

Both players roll 1d6, unless modifiers come into play which we will see later; they add any bonuses given by the Empire and Technologies cards to the result and calculate their combat total.

COMBAT RESULT

The difference between the two combat totals (dice + bonus) determines the losses for the one who obtained the lower total, expressed in SV. The winner loses half of this value (rounded down).
Each player assigns losses to his forces as he prefers, replacing, if necessary, the largest units with others corresponding to the remaining SV.
The winner will not be able to inflict losses greater than the number of armies engaged in battle, even if the difference between the combat totals might allow it; if one of the contenders does not have enough armies to assign damage to, the losses on both sides must be recalculated based on this actual quantity.
In case of a tie, no one wins and nothing happens.

RESULT FOR CARDS AND MINIATURES

During combat, after each die roll, if a player has played 1 or more Empire cards and lost the battle, he also loses 1 Empire card of his choice.
With each roll of the die, both opponents can modify the Empire cards played.
Destroyed armies are removed from the map and returned to the game reserve. 10% of them (20% with **STRATEGY**) rounded up (minimum 1 army) are instead marked on the opposing player's note sheet as Prisoners.

RESULT FOR THE CAPTAINS

When a Captain wins a battle, he gains 1 level. The small banner is added to the miniature to indicate level II, the large one for level III.
You can gain a maximum of 1 level of experience per turn.
When a Captain makes one or more attacks against an objective without conquering it, or when she abandons a siege, she loses 1 level; if he only had 1 level, he is removed and returns to the player's reserve.

If multiple Captains attack the same objective at the same time, the attacker will decide with each die roll which Captain to attack with and which Empire cards to use; if the attacker stops the attack, all his Captains will be reduced by 1 experience level; if he has **TACTICS**, only the last Captain to attack is reduced by 1 level.

MULTIPLE ATTACK

In the case of multiple players defending or attacking (for example in territories contested by multiple players or during a **Crusade**), the players attack and defend one at a time, alternating with the roll of the dice and using only their Empire cards and exploiting the bonuses of your Technologies.
Each side decides its order to attack or defend.



Example: attacker and defender have no bonus, both roll 1d6, the attacker gets 2, the defender gets 3.
The attacker loses 1 SV and removes 1 light infantry, the defender suffers no losses.

Example: attacker and defender have no bonus, both roll 1d6, the attacker gets 2, the defender gets 4.
The attacker loses 2 SV and replaces the heavy infantryman with an archer, the defender loses 1 SV and replaces the archer with 2 light infantrymen.

*Example: the attacker plays the **CROSSBOWER** card (+1 in attack or defense), the defender has no bonus, the attacker rolls and gets 6, the defender rolls and gets 2.*
The difference is 5 (7-2=5): the defender loses 5 armies, the attacker loses 2 armies.

*Example: the attacker plays the **CROSSBOWER** card (+1 in attack or defense), the defender plays the **GENIUS** card and has the **ENGINEERING** Technology (which in combination gives +2 in attack or defense).*
The attacker rolls 3 (3+1=4) and the defender 2 (2+2=4): the result is tied, there are no losses and nothing happens.

*Example: the attacker plays the **CROSSBOWER** card (+1 in attack or defense), the **HEROINE** card (1 higher die level), has **STRATEGY** (+1 in attack or defense if the strength ratio is at least 3:1) and use 1 Bombard (+1 attack or 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.
However, if the defender only has 4 armies, he will lose them all and the attacker will only lose 2 (the actual half).

Example: a level I Captain, who carries out a battle by conquering a territory, becomes level II; he must stop because he has already used 1 attack.

Example: level II Captain attacks the first time and wins and advances to Level III; then attacks the second time and loses, goes back to level II.

Example: if the blue player is attacking the yellow and green players who are defending together, he will first battle the yellow one and then the green one.

Special case: the yellow player attacks the territory of the white who defends himself with 5 SV, but in the territory there are also 50 SV of the red player, white's ally; so the two alternately defend themselves from yellow's attacks.
White's last army must be the last army to be eliminated.
The Yellow player causes White 8 losses, but White can only lose 4 SV (and consequently Yellow will only lose 2 SV).
From that moment on, only Red defends itself: if the last red army is destroyed, it will be up to the last white army to defend itself.

Example: Player A wants to attack the barbarian territory where Player B is also located.
B could decide to help the barbarians to defend the territory.
But if B is not at war with A, B must suddenly declare 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 territory, once the barbarians have been defeated, if A wanted to attack B he should immediately declare war on B; otherwise B will have to abandon A's territory within his next ***Combat*** *or* ***Trade*** *phase if he does not have a territory pass with A (see* ***IMPORTANT*** *note on page 36).*
Barbarians have priority to be able to defend themselves inside a fortification; depending on the capacity of the fortification, B's armies may also be inside it.
Any army that exceeds the fortification's capacity must fight a pitched battle.
The same situation occurs if there is another player (for example C) in place of the barbarians.

Example: if the winner is from TL II and already has 2 Caravans, he will necessarily have to destroy or loot them.

CONQUEST OF A TERRITORY

When the attacker destroys the armies on a territory, he must occupy it with at least 1 SV of armies among those that participated in the attack.
In the conquered territory there may be Captains, MoTs, MoSs or buildings (military, religious, and commercial) of the loser: the winner must decide what to do with them.

Can:

- **Destroy**: the destroyed miniatures and tiles must be removed and returned to the player's or game's reserve.
  All Captains, all buildings, all MoTs and all MoSs of a player, if destroyed, give 1 HP each.
  Barbarians' buildings, MoTs and MoSs do not give HP; Level III Barbarian Captains give 1 HP (see HP table in the End Game chapter).

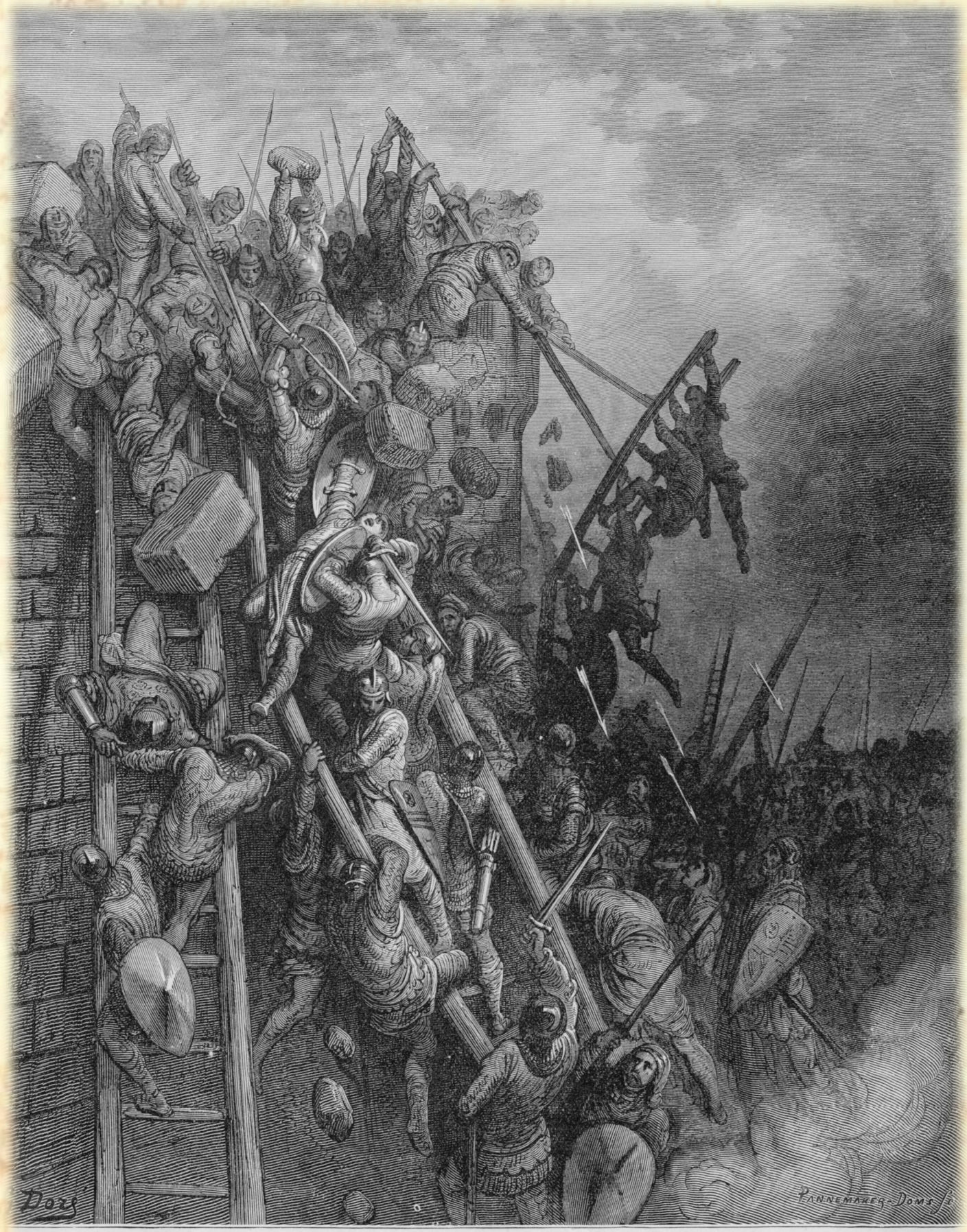
- **Loot**: for each of the elements listed above the winner obtains a quantity of Florins equal to half their value; looted items return to the defeated player's reserve or the game reserve.

- **Conquer**: MoS and buildings, if not destroyed or looted, go to the player who conquered the territory in which they are located.
  The same for the MoTs, but in this case the shields combined with the MoTs go to the defeated player's reserve and must be replaced by those of the winner.
  Captains cannot be conquered.
  The player must take into account normal game restrictions, such as the limit defined by his TL regarding MoT and MoS.

It is not mandatory to apply just one of these options: the winner can decide to destroy the Captain and the enemy Caravans, sack the Cathedral and conquer the civil building.

CONQUERING A MEANS OF TRANSPORT

When the last army on an MoT is defeated, we behave as described for the conquest of a territory.
In case of commercial MoTs destroyed or looted, the goods transported by the enemy are unloaded in the territory and loaded within the next turn; the goods transported by the ships can be loaded by the winner's Merchants if present in the sea area of the naval battle (otherwise they are permanently lost).



ASSALTO DI PRESBURGO.



Example: the blue player attacks a Red player's Fort. Both choose not to play Empire cards.
The blue player rolls 1d4 and gets 3, while the red player rolls 1d6 and gets 4, to which he adds +2 as a bonus to his fortification.
The blue player removes three armies as casualties, while the red player removes none.

Example: the blue player attacks a territory of the yellow player where there are 12 armies and a Tower.
10 armies are considered inside the Tower and 2 outside.
The blue player then resolves the pitched battle against the 2 external armies and can therefore besiege the Tower.

Reduction and damage (damaged) are 2 different things: reduction is caused by sieges, damage is caused by Calamities.

ASSAULT ON A FORTIFICATION

It occurs when the defender has a fortification in the territory (Tower, Fort or Castle).
First of all, it is verified whether some of the defender's armies are to be considered outside the fortification, given that the fortification has a capacity limit and can contain at most:

- 10 SV if it is a Tower
- 20 SV if it is a Fort
- 30 SV if it is a Castle.

If some armies do not enter the designated space, they are considered outside and a pitched battle must first be carried out against them.
If all of the defender's armies can enter the fortification, the assault can take place.

There are some changes to apply compared to field battle:

- The attacker uses 1d4 by default.
- The defender uses 1d6+1 for the Tower, 1d6+2 for the Fort, 1d6+3 for the Castle.
- When the defender wins, he does not lose any armies.

Note: the pitched battle and the assault on the walls (or siege) that follows are worth only 1 attack (not 2) by the attacking Captain because it is the same territory.

SIEGE

It can be conducted when the defender has a fortification (Tower, Fort or Castle) in the territory and the attacker has numerical superiority and at least one MoS (Catapult, Trabucco or Bombarda).

It takes place with the following sub-phases:
1. Pitched battle (only on the 1st turn of the siege)
2. Artillery
3. Reduction (only from the 2nd siege turn)
4. Pitched battle (only from the 2nd turn of the siege)
5. Attrition (only from the 2nd siege turn).

Pitched battle: first of all, as for the assault, it is checked whether some of the defender's armies are to be considered outside the fortification, given that the fortification has a capacity limit, as already described before.
If some armies do not fit into the available space, a pitched battle must be waged against them first.
Once these armies are eliminated or in their absence, the attacker can declare a siege as long as he has at least one MoS and has a greater number of armies than the besieged, otherwise he is forced to assault or abandon the siege (retreat and move).

Artillery: once the player has declared the siege, if the besieger and the besieged both have MoS, at the beginning of each turn of the besieger roll 1d6 for each MoS: with a result of 6 for the catapult, of 5+ for the trebuchet and 4+ for the bombard you can destroy an opposing MoS.

If after this operation the besieger still has MoS, the siege can continue.

Riduction:
MoS have increasing siege value:
- Catapult 1
- Trebuchet 2
- Bombard 3.

Fortifications have an increasing resistance value:
- Tower 1
- Fort 2
- Castle 3.

If the besieger, after a possible artillery clash, has a siege value double that of the resistance value of the fortification, the latter is immediately demolished and we move on to the final pitched battle; Constantinople is an exception, you must always have 2 Bombards if the Castle is present.
Otherwise, in the following turn, at the beginning of the besieger's single **Combat** phase, if the besieger confirms the siege, the fortification undergoes a reduction.
When the fortification suffers 1 reduction it must be replaced with the lower fortification, equal to the difference between the siege value and the resistance value: therefore when a Castle suffers 1 reduction it becomes a Fort, if it suffers 2 it becomes a Tower.
If the fortification is reduced to 0 it is removed.
The MoS are cumulative: 1 Catapult and 1 Trebuchet demolish 1 Castle in 1 turn.
Each level of reduction causes 1 SV of losses to the defender.

Pitched battle: if there are armies of the besieged outside the fortification, the pitched battle is resolved.

Attrition: if the siege continues, at the end of each turn following the first, the armies of both sides suffer attrition: 10% of the armies' SV (rounded down, minimum 1) goes into the player's reserve, a further 10% if the The siege takes place in a DESERT.
LOGISTICS reduces these effects by 10%, **ALCHEMY** and **GENIUS** (with **ENGINEERING**) cause 1 additional damage to the opponent.
If Attrition causes the defender's last army to be eliminated, the attacker wins the siege.

If the siege continues, repeat the sub-phases described above: Artillery, Reduction, Pitched Battle, Attrition.
The attacker can interrupt the siege whenever he wants and move on, for example, to the assault or abandon the siege (retreat and move).

Note: you only need 1 MoS to declare the siege, you don't need to have 1 on both sides.

Example: the attacker has a Catapult; he can therefore 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 and only 10 armies will be considered inside it.

Example: if Tunis is besieged by sea, a Caravan present there could move away by land, while a Merchant would be blocked in the port.

Example: the besieger has a siege value of 4 (2 Trabucchi), the besieged has a resistance value of 2 (Fortilizio); the Fort is removed immediately and the besieger can proceed with the pitched battle.

Example: Player A begins a naval siege of a fortified settlement with 1 Tower; Player B begins a land siege of the same settlement.
In the following turn, Player B plays before Player A; the fortification is destroyed and B captures the settlement, leaving Player A empty-handed.

Example: at the end of the second siege round the yellow player is besieging the green player's Fort with 16 armies and a catapult in which 10 armies are defending.
Both place 1 army back in their reserve due to attrition.

Example: player A plays first and with 15 SV and 1 MoS declares the land siege on player B with 10 SV in the City of Naples with Fort; in the same game turn, 10 SV reinforcements of player C, an ally of B, arrive in Naples by sea.
*Player A is no longer in numerical superiority, so during the next **Combat** he will have to send reinforcements to regain numerical superiority and continue the siege, otherwise he can decide to attack the walls or he will have to interrupt the siege.*

Example: the red player is besieged by sea and land in Constantinople.
The besieger has 1 MoS on the galley; the besieged possesses 1 Captain and 1 Galley in Constantinople, 1 Captain with 2 Galleys in Caffa and decides to attack the besieging fleet simultaneously with both of his fleets and then send reinforcements to arrive by sea and force the besieger to retreat due to lack of MoS.



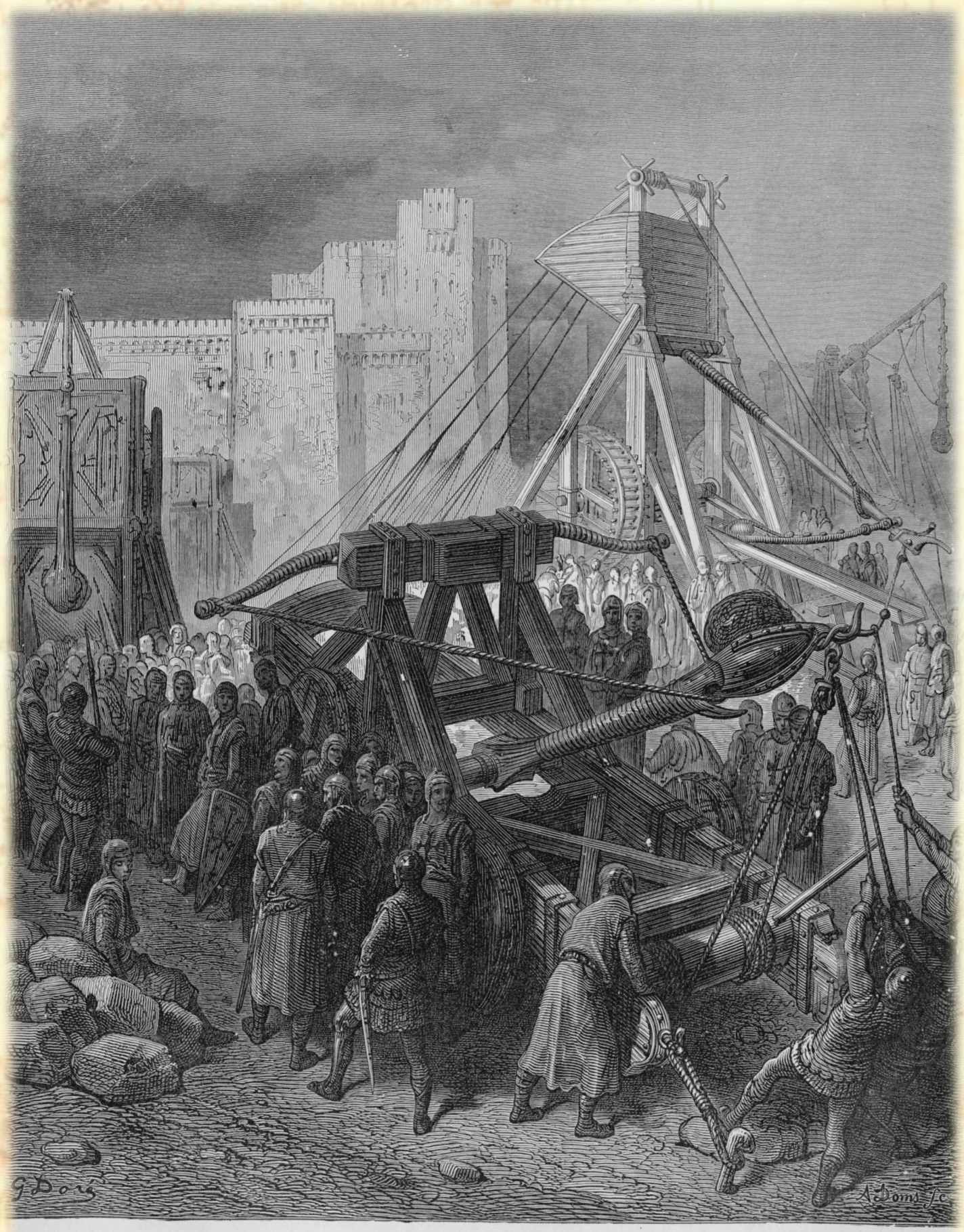
Example: the red player is besieged by sea in Constantinople; in Constantinople he has 1 Captain and in Caffa 1 Captain with 2 Galleys, so he can attack the besieger only with the fleet that sailed from Caffa.

Example: the red player is besieged by sea in Georgia where he is defending himself with 1 Fort and 5 SV; during his next ***Placement*** *he will be able to add 5 SV reinforcements directly in Georgia because he owns the Trabzon settlement and* ***LOGISTICS****.*

The besieged player can attempt to break the siege either by attacking with the besieged armies or with armies from outside, the important thing is that each attacking army has a Captain.

If the siege is by sea, the besieged can engage in a naval battle both with the ships in the port and with any fleet that has come to the rescue (both fleets must have their Captain).

Valid only for coastal fortifications: if conducted by land, the siege prevents MoTs (commercial and military) from exiting/entering the besieged fortification by land, but not by sea.
On the contrary, if the siege is conducted by sea, the MoTs cannot exit/enter the besieged fortification by sea, but they can do so by land.
If the siege is conducted from both routes, MoTs cannot exit/enter the besieged fortification under any circumstances.
If the siege is conducted only by land or sea, the besieged settlement may receive reinforcements during **Placement**; the fortification can receive reinforcements during **Placement** if the besieged possesses **LOGISTICS** and the clauses of this technology are respected.



MACCHINE DI GUERRA DEI CROCIATI.



Example: the green player uses his level III Galley, on which he has loaded 40 SV, to attack the blue player's Merchant ship protected by a level I Galley with 25 SV. They both ram each other, rolling 1d4: the green player gets 2 and the blue player also gets 2.
The green player therefore causes 5 losses to the opponent (2 from the die + 3 from the Galley level) while the blue player causes 3 (2 from the die + 1 from the Galley level).

Example: the green player uses his level I Galley, on which he has loaded 4 SV, to attack the blue player's Merchant ship protected by a level I Galley with 5 SV. They both ram each other, rolling 1d4: the green player gets 4 and the blue player gets 2.
The green player should cause 5 losses (4 on the die + 1 of the Galley level), but he only causes 4 because his Galley carries 4 armies, while the blue player causes 3 (2 on the die + 1 of the Galley level).
The green player cannot continue the attack because he does not have enough armies (1 SV must remain on the MoT).

Example: player A has a diplomatic pact to transfer territories with player B; B owns the settlement of Palermo where player C's fleet is also located. A declares war on C, enters the port of Palermo with his fleet and begins a pitched battle against C.



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

NAVAL BATTLES

In a naval battle, first the Galleys involved ram the opposing ships: for each Galley 1d4 is rolled and a bonus equal to its level is added; the result represents the damage inflicted on the opposing fleet, but cannot exceed the number of armies present on the Galley itself.
Losses are chosen by the army owner and removed from the board.
After this initial clash, if there are still armies on both sides, we move on to a normal field combat (the attacker's MoTs must be garrisoned with 1 SV).

The following changes can also be applied: the player who has **ALCHEMY** gets a fixed +1 for each Galley in the initial ramming and during the die roll in subsequent field combats.
All field combat bonuses apply, including **STRATEGY** or +1 for each Bombard loaded.

- Galleys do not participate in land battles, not even when there are army landings.
  Naval battles occur only in the open sea.
  If you attack a port, the initial ramming with related losses does not occur and you move directly to classic combat.
- You are forced to attack the port and its territory in order to attack the ships docked in it, even if the territory is in possession of the barbarians.
  If the docked ships do not belong to the player who owns the territory and the attacker has a diplomatic pact that allows him military passage with the owner of the territory, it is possible to attack the ships of the host player, but without an initial naval clash because the ships are docked in port.
- If the territory is fortified you can decide whether to carry out a siege by sea, disembark to carry out a siege by land or attack the fortification directly.

NAVAL BLOCKS

You can use your armies or Galleys to block opposing ships, using the conformation of the coast or positioning yourself in a sea area.
Naval blockades can be of 2 types: **passive** and **active**.

Passive: a player who controls both territories bordering a STRAIT automatically generates a naval blockade against the other players, who, if they want to pass, must stipulate a Territory Passage pact with him or must conquer at least 1 of the 2 coastal territories and thus break the block.

Active: a fleet with at least 1 Galley automatically generates a naval blockade in the sea area in which it is located towards all players with which it is at war; enemy fleets can only cross the blockade if made up of a higher number of Galleys, otherwise they will be forced to engage the enemy fleet with a naval battle.



BATTAGLIA DI LEPANTO.

*Example: before starting the battle the Mamluk retreats from the territory of Djerba with 5 SV towards Tripolitania (with 5 SV), at the end of the **Combat** he should remove 5 excess SV.*

Example: before starting the battle the Mamluk retreats from the territory of Djerba with 5 SV towards Tripolitania (with 5 SV and Torre), there are no supply problems.

Example: before starting the battle the Mamluk retreats from the territory of Djerba with 5 SV towards Tripolitania (with 5 SV and Torre); in the same turn he also decides to retreat from Tripolitania towards Leptis Magna (where there are 5 SV with Torre).
He can only withdraw 5 SV from Tripolitania because 5 SV have already withdrawn from Djerba in the same turn and do not have the possibility to withdraw again.
In Leptis Magna there will be 10 SV and 1 Tower.

Example: once the battle has already begun the Mamluk retreats from the territory of Djerba with 5 SV and 1 Caravan towards Leptis Magna (with 5 SV and Tower); the attacker rolls 1d4 and captures 3 fleeing SV.
In the same turn, before starting the battle, the Mamluk also decides to retreat from Tripolitania with 5 SV towards Leptis Magna (where there are now 8 SV with Tower and 1 Caravan).
*At the end of the **Combat** he will lose 3 SV because Leptis Magna's supply capacity is 10 SV.*

Example: the Byzantine capital is conquered, the Byzantine decides to build his new capital in the Peloponnese where he owns 1 Castle and 20 SV; he adds the Hamlet and the Far port, but does not replace the Castle with the Fort because the latter is of a lower level.

Example: the last territory of the Byzantines is conquered, but the Byzantine has a fleet of 3 Galleys, 50 SV and 1 Captain; during the Battle he managed to conquer the Peloponnese where he immediately built his new capital (adding Hamlet, Fort and Far port).
The Byzantine is not eliminated.

WITHDRAWN

If the defending player retreats before starting the first round of the battle, the attacker gains 1 HP; if the battle has already started, the attacker rolls 1d4/1d6/1d8 based on the level of his Captain, to see how many fleeing SV he can capture.
The Captain who retreats after the battle has already begun loses 1 level.
The defender who retreats before starting the battle can use the MoTs available that they have not yet moved during the **Combat** and move according to their MP, otherwise he can retreat to 1 or more neighboring territories; or he can combine both options as he sees fit (MoT and neighboring territories).
The defender who retreats after the battle has already begun can only retreat to 1 or more neighboring territories.
If the supply capacity of the territories where the armies have retreated is not sufficient, those in excess are removed at the end of the **Combat**.
You cannot withdraw by land from territories under siege by land, you cannot withdraw by sea from territories under siege by sea.

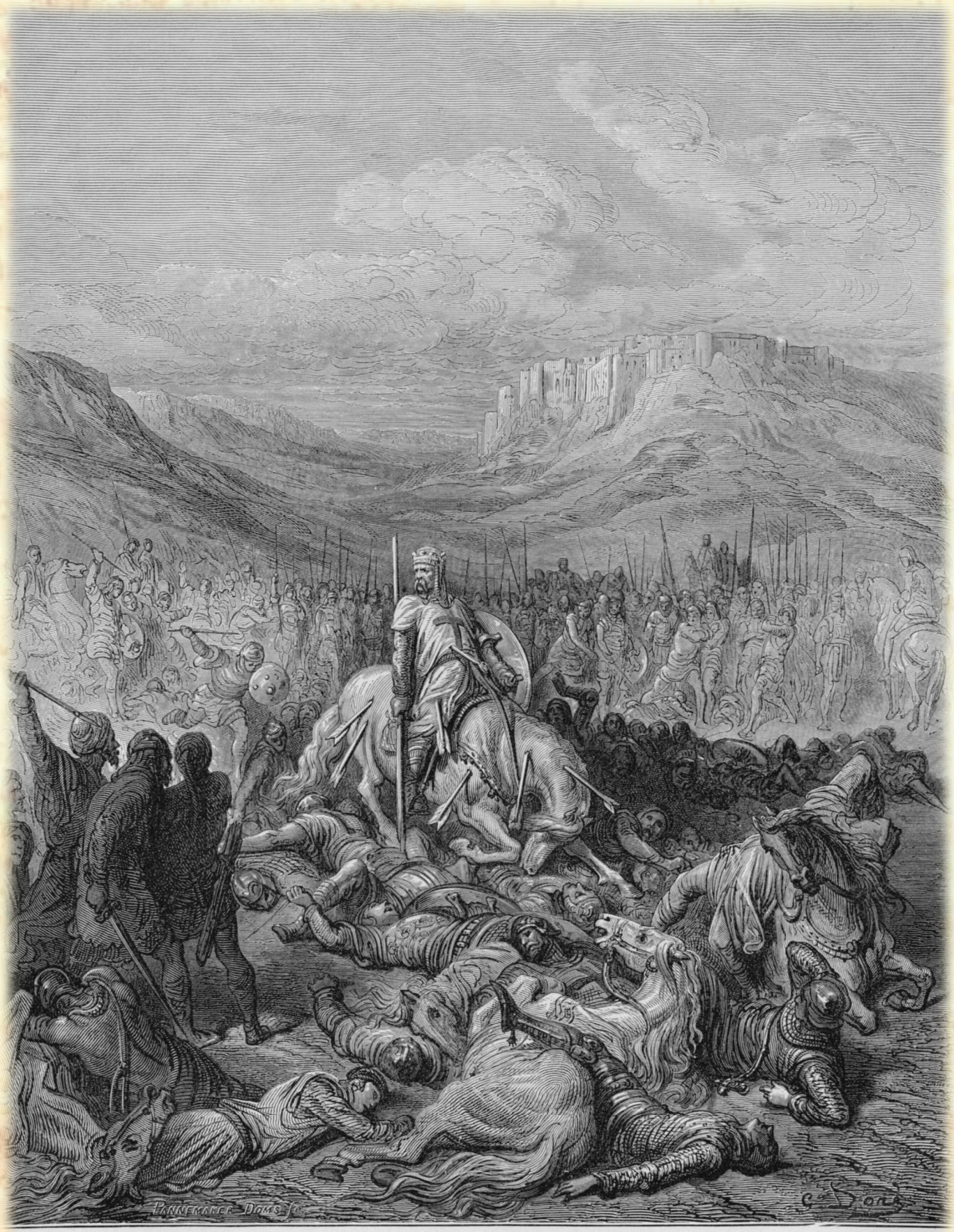
CAPITAL

It may happen that a player loses his capital because it is conquered by another player or due to a Calamity.
The player without capital will have to choose his settlement and convert it into the new capital.
If he does not have any settlement he will be able to build the capital in any of his territories, but it will not be possible to trade with it.
In the new capital place Hamlet and Fort if the existing buildings are of a lower level or absent; place a Far port if it is a coastal territory with no settlement.
In the new capital place Hamlet and Fort if the existing buildings are of a lower level or absent; place a Far port if it is a coastal territory with no settlement.

The player who conquered the capital also gets 10% of the victim's Florins.

ELIMINATION OF A PLAYER

If a player's last territory/MoT is also eliminated from the game and this player fails to possess at least 1 territory by the end of the turn, the winner takes all Empire cards, Technologies (double ones do not count) and all the Florins of the defeated.



MORTE EROICA DI GIACOMO DI MAILLÉ, MARESCIALLO DEL TEMPIO.

10. TRADE PHASE

All commercial MoT during this phase can perform actions: move, sell and buy, but in the same turn it is possible to perform only 2 of these.

The player can move their commercial MoTs as they see fit, but only if they have not already moved during **Combat**.

Commercial MoTs move 6/7/8 MP depending on their level, as indicated in the table below:

MoT	LOAD CAPACITY	MP
Level I	10 Goods	6
Level II	20 Goods	7
Level III	30 Goods	8

- Loading and unloading work exactly as described in **Combat** (see index).
- It is allowed to unload goods in one territory/sea area and load them with another commercial MoT.

In purchase or sale operations the player pays or receives the amount in Florins shown on the trade table depending on the goods traded, the place where it is located and any modifiers (commercial buildings and Technologies).

He then takes the relevant goods cubes from the MoT (each cube represents 10 goods of one type) and places them in the game reserve (sale) or on the contrary takes them from the reserve and places them in the MoT (purchase).

- Purchase or sale operations do not consume MP for the MoT involved, but interrupt movement if it has already started (loading/unloading is always allowed).
- Buying or selling does not require MoT loading and unloading operations.
- You can sell all the goods in the MoT or only a part of them.
- Sale/purchase operations can only be carried out in territories with settlements (Village, Hamlet, City).
- You cannot buy and sell the same goods in 2 settlements controlled by the same player, unless you own **HANSA**.
- You can buy and sell the same goods in two barbarian-controlled settlements.

TECHNOLOGY MODIFIERS

Some Technologies (**FORGING** for Weapons and Armor, **HUNT** for Leather, **AGRICULTURE** for Grain and Wine, **WEAVING** for Textile) allow you to buy/sell the relevant goods at the price indicated on the trade table; without these Technologies, the related goods are bought for 2 Florins more and are sold for 2 Florins less.

GUILD allows you to sell all goods at +1, +2 or +3 Florins, based on the player's TL.

Example: the Mamluk buys 10 Spices in Damascus and pays 300 Florins.
*He transports them with a level I Caravan (6 MP movement capacity) to Alexandria (spending 5 MP); spends 1 MP to unload Spices in the City of Alexandria. Then he uses the level I Merchant ship with 7 MP movement capacity (since he has **WEAVING**), loads the Spices in Alessandria spending 1 MP and then reaches the port of Palermo because he has **ASTRONOMY** (6 MP) and sells the 10 Spices in the same turn (510 Florins).*
The Caravan bought, moved and unloaded; the Merchant ship loaded, moved and sold.

Example: the Byzantine arrives with a Merchant ship in the sea area in front of Jerusalem, unloads the goods in Judea by paying 2 MP and loads them with his Caravan stationed in Jerusalem by paying 1 MP; the Caravan moves to Damascus and sells the goods.

Example: I buy 7 goods of wine, load 1 red cube on the Merchant ship.

Example: I buy 15 goods of Salt, load 2 white cubes on the Caravan.

Example: a level I Caravan can move 3 MP, buy some goods, but then is forced to stop even though it still has some MP, it can only load or unload.

Example: the price of Grain is 10 Florins in Palermo and 17 Florins in Antioch.
*Without **AGRICULTURE**, players will purchase Grain in Palermo for 12 Florins and sell them in Antioch for 15 Florins.*

FAIRS

Commercial buildings (agricultural, Textile and Mining fairs) can be built in population centers if there is a civil building; they also provide bonuses for buying/selling certain goods to all players who trade in that population center.

The commercial building bonuses are:

- Agricultural Fair: -3 Florins if you buy Grain and Wine
- Textile fair: +3 Florins if you sell Furs and Textiles
- Mining Fair: -3 Florins if you purchase Salt or Weapons and Armor; +3 Florins if you sell Slaves.

Example: the Holy Roman Empire built a mining fair in Genoa.
For each Arms and Armor merchandise traded in this City, players will spend 37 Florins instead of 40.

SELLING EMPIRE CARDS

During **Trading**, players can, following turn order, auction a number of Empire cards (among those they own) equal to the number of Fairs they own.
The auction is public and open to all players not at war with the player whose turn it is; you can set a starting bid and the minimum raise is 5 Florins.

*Example: the Holy Roman Empire owns 2 Fairs and 2 **TAX BOARDS**, during the Trade decides to put 1 **TAX BOARD** at public auction with a starting price of 200 Florins.*

PRISONERS AND SLAVES

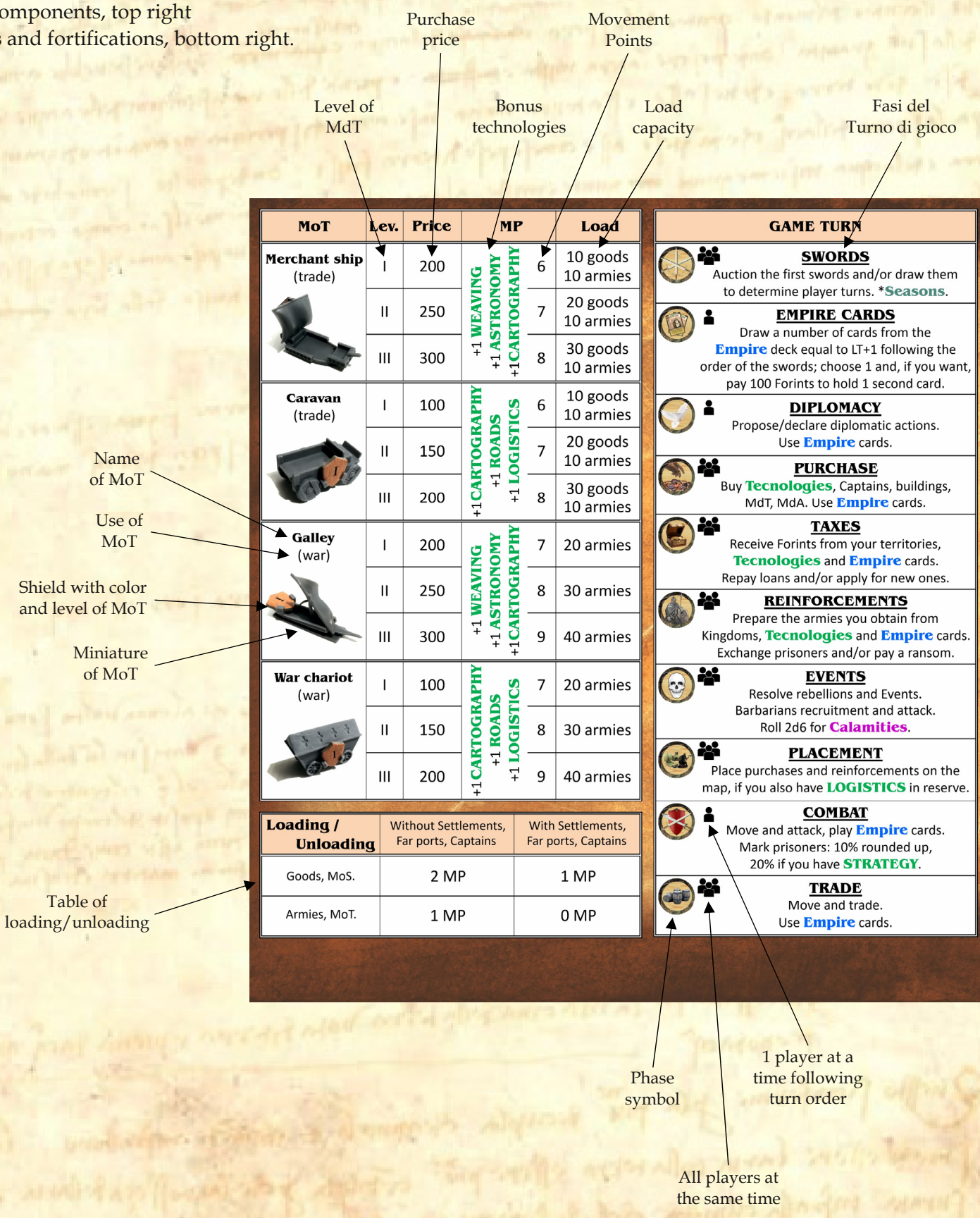
During Trade, players can convert captives into Slave goods if they have **HANSA**; the conversion can be done in a player settlement and the conversion must be done from a commercial MoT and is equivalent to a purchase action.

*Example: the Holy Roman Empire owns **HANSA** and 50 prisoners, during the **Trade** he decides to convert 30 prisoners into Slaves and load them onto his Caravan located in Frankfurt; the Caravan can still move, but will not be able to sell this turn.*

PLAYER PANEL

It is divided into 6 sections:

- MdT table, top left
- MP cost table for loading and unloading, bottom left
- turn of play, center left
- terrain types, center right
- various components, top right
- buildings and fortifications, bottom right.



MoT	Lev.	Price	MP	Load
Merchant ship (trade)	I	200	+1 WEAVING +1 ASTRONOMY +1CARTOGRAPHY 6	10 goods 10 armies
	II	250	7	20 goods 10 armies
	III	300	8	30 goods 10 armies
Caravan (trade)	I	100	+1CARTOGRAPHY +1 ROADS +1 LOGISTICS 6	10 goods 10 armies
	II	150	7	20 goods 10 armies
	III	200	8	30 goods 10 armies
Galley (war)	I	200	+1 WEAVING +1 ASTRONOMY +1CARTOGRAPHY 7	20 armies
	II	250	8	30 armies
	III	300	9	40 armies
War chariot (war)	I	100	+1CARTOGRAPHY +1 ROADS +1 LOGISTICS 7	20 armies
	II	150	8	30 armies
	III	200	9	40 armies

Loading / Unloading	Without Settlements, Far ports, Captains	With Settlements, Far ports, Captains
Goods, MoS.	2 MP	1 MP
Armies, MoT.	1 MP	0 MP

GAME TURN

SWORDS
Auction the first swords and/or draw them to determine player turns. *Seasons.

EMPIRE CARDS
Draw a number of cards from the Empire deck equal to LT+1 following the order of the swords; choose 1 and, if you want, pay 100 Forints to hold 1 second card.

DIPLOMACY
Propose/declare diplomatic actions. Use Empire cards.

PURCHASE
Buy Tecnologies, Captains, buildings, MdT, MdA. Use Empire cards.

TAXES
Receive Forints from your territories, Tecnologies and Empire cards. Repay loans and/or apply for new ones.

REINFORCEMENTS
Prepare the armies you obtain from Kingdoms, Tecnologies and Empire cards. Exchange prisoners and/or pay a ransom.

EVENTS
Resolve rebellions and Events. Barbarians recruitment and attack. Roll 2d6 for Calamities.

PLACEMENT
Place purchases and reinforcements on the map, if you also have LOGISTICS in reserve.

COMBAT
Move and attack, play Empire cards. Mark prisoners: 10% rounded up, 20% if you have STRATEGY.

TRADE
Move and trade. Use Empire cards.

Cost in Movement Points

Name or type

Type of land

Supply bonus

Cost in Florins

Type of miniature

Name of land

Basic supply

Available levels

Land	Name	Cost MP	Supply
	PLAINS	1	5 SV of armies +5 **AGRICULTURE** +5 **CROPS ROTAT.**
	FOREST	2 (2D map) +½ (3D map)	5 SV of armies +5 **HUNTING**
	HILL	2	5 SV of armies +5 **BREEDING**
	DESERT	2 **War chariot** 1 **Caravan**	5 SV of armies
	MOUNTAIN	3 2 **ROADS**	5 SV of armies
	RIVER	+1 +0 **ROADS**	level I, II, III respectively +10, +20, +30 SV
	TORRENT	+½ +0 **ROADS**	+5 SV of armies
	STRAIT	3 (by land)	+10 SV of armies
	PORT	1	+15 SV of armies
	Border of COASTAL SEA	1	+10 SV of armies
	Border of OPEN SEA	2 1 **ASTRONOMY**	+10 SV of armies

Price	Name	Type
100, 200, 300 Florins	**Capitano** level I, II, III	
100, 200, 300 Florins	**MdA** level I, II, III	
300 Florins	**Fiere** level I	
100 Florins	**Porti lontani** level I	

Various levels of miniature

Bonus	Name/Price	Type
/	**Buildings** 50, 100, 150 Florins	
Last 10 SV of armies	**Tower** level I 100 Florins	
Last 20 SV of armies	**Fort** level II 300 Florins	
Last 30 SV of armies	**Castle** level III 700 Florins	
/	**Religious capital**	
/	**Cathedral** 1000 Florins	

Name

Level

Cost in Florins

Bonus technology

Supply bonus

Fortification bonus

THE POPE

At the beginning of the game, if the Papal State is on the game map, it is randomly determined which of the Catholic players will become the Pope.
The Pope possesses a further territory in addition to those of his Kingdom: the State of the Church (the territory with Rome).

If the Pope is present, these rules must be considered:

- If the Church State is attacked and conquered, the Pope dies and the player who conquered it, if Catholic (Kingdom of Hungary or Holy Roman Empire), becomes the new Pope. If the person who conquers the State of the Church is not Catholic, the function of Pope is suspended until the reconquest of the State of the Church by a player of that religion.

- Election of the Pope: if the Pope dies due to other causes (Barbarians, Events or Calamities) and there is at least one Catholic player in the game, at the beginning of the next Events phase the election of the Pope will take place among all the Catholic players: every Catholic player votes openly and gets an additional vote for every Cathedral owned, every **BISHOP**, **CARDINAL**, **HEROINE** shown and every 250 Florins paid to the game bank; 1 vote less for each diplomatic pact with other non-Catholic players. Whoever obtains the highest number of votes is the new Pope. In case of a tie, the person who offers the highest number of Florins in a secret auction becomes Pope.

- Up to 10 SV of the player who controlled the Pope are removed (at least 1 SV must remain for each MoT of the old Pope) and 10 SV of the player who controls the newly elected Pope are added to the State of the Church.

- Armies, MoT, MoS and Captains of the player who controlled the old Pope will have to abandon the State of the Church by the end of the turn, unless there is a diplomatic pact for the transfer of territories with the player who controls the new Pope; otherwise they will suffer the effects of lack of supply.

During the game the Pope will play normally, but receives double CB from diplomatic actions of other Catholic players; he will have more power than the other players.

Consistory: during **Diplomacy**, the Pope can ask for a secret meeting with all Catholic players to make important decisions, including abdicating the office of Pontiff for serious reasons.

If the territory of the Papal State is not present in the playing area, all rules regarding the Christian Religious Capital and the Pope are ignored.

Example: the blue player is the Pope.
The green Mamluk player attacks and conquers the Papal State; the Pope dies.
In the next round the yellow Catholic player regains the State of the Church and becomes the new Pope.

Example: 10 barbarian armies with Barbarian Captain attack and conquer the state of the Church, the Pope dies, but cannot be re-elected because the territory is occupied by Barbarians.

*Example: the blue Catholic player controls the State of the Church with 15 SV and 2 MoT; the **EPIDEMIC** Calamity hits the State of the Church causing the loss of 6 SV, furthermore 1d6 is rolled with a result of 5 and the Pope dies.*
*At the beginning of the next **Events**, the Pope is re-elected and becomes the yellow player: in the State of the Church, 7 SV of the blue player are removed (because 2 SV remain for the 2 MoT) and 10 SV of armies of the newly elected yellow player are added.*
If the blue player does not have a diplomatic pact that allows him to stay in the yellow player's territories, he will have to move his 2 MoTs by the end of the turn otherwise they will be eliminated.

Example: the blue Catholic player is the new Pope who has just been elected; in the State of the Church there are 12 SV of the yellow player (old Pope) with 1 Galley, 1 Merchant, 1 War chariot, 1 Captain and 10 Salt goods.
3 SV of the yellow player are distributed across the 3 MoTs, the remaining 9 SV are replaced with the same number of SV of the blue player.
The yellow player does not have any type of diplomatic pact with the blue player, so by the end of the turn he will have to move his 3 MoT outside the blue player's territories.

Tithe: the Pope gets 10% of the taxes collected from Catholic players as a tithe.
A Catholic player will lose 1 HP each turn he refuses to pay tithe to the Pope.

- **Crusade**: see Calamity **CRUSADE**.

Excommunication: the Pope can decide or not to excommunicate Catholic players when the conditions are met.
To be excommunicated, a Catholic player must have done one of the following:

- attack the State of the Church (controlled by a Catholic player) without managing to conquer it
- refuse to take part in a CRUSADE
- refuse to pay tithing for 3 or more shifts (even if not consecutive)
- refusing to stop the war against another Catholic player after the second request from the Pope
- have accumulated at least 12 CB against the Pope.

An excommunicated player loses 2 HP, cannot take part in a **CRUSADE**, nor become Pope by election or vote in the latter's election.
The Captains of the excommunicated player cannot attack for 1 turn; the other Catholic players must break all diplomatic pacts with the excommunicated player without receiving any penalties.
The Pope player has the right to remove the excommunication (lost OPs are restored and other restrictions lapse) if the excommunicated player somehow manages to convince him through diplomatic actions or gifts (Florins, territories, armies, Empire cards).
Until the excommunicated player obtains forgiveness from the Pope, for diplomatic purposes he is considered to be of a different religion from all the other players (even the excommunicated ones); alternatively he can create another religious faction, elect an Antipope and place the 4th Religious Capital in his territories with the addition of 10 SV.
All players who change religion can join the Antipope's religious faction.

The Antipope has the same powers and abilities as the Pope, he can also launch a **CRUSADE** against Rome (worth 5 HP) and can excommunicate (the player excommunicated by the Antipope can try to be forgiven or rejoin the ranks of the Catholics if the Pope accepts it).
Catholic players still with the Pope can, on their own initiative during **Diplomacy**, use a diplomatic action to abandon Catholicism and join the Antipope, but will suffer the same effects as excommunication.

Interdiction: like excommunication, but the player only loses 1 HP, remains Catholic at a diplomatic level and cannot elect the Antipope.

*Example: the blue Catholic player obtains 416 Florins during the **Tax**, he will have to deliver 41 to the Pope to pay the Tithe.*

*Example: the blue Catholic player declares war on the yellow Catholic player in the 4th turn of the game; the red player who controls the Pope asks, during the subsequent **Diplomacy** of the 5th game turn, to stop the war, but the blue player refuses.*
*On the 6th turn of the game, during the subsequent **Diplomacy**, the Pope again asks the blue player to stop the war, but the blue refuses; the Pope excommunicates the blue player.*

Example: the Byzantine player of TL II decides to take advantage of the change of religion (see VARIANTS on page 76) to become part of the new religious faction of the Antipope: he loses 1 HP and the rebellion level of his territories increases by 2.

Example: the blue Catholic player of TL I, during Diplomacy, decides to use his diplomatic action to abandon the Catholic faction and join the Antipope's religious faction: he loses 2 HP and all the other Catholic players automatically break all diplomatic pacts with the player blue without suffering any penalty foreseen by the diplomacy table.



SANUTO PRESENTA A PAPA GIOVANNI XXII LE CARTE DE' PAESI D'ORIENTE.

SUPPLY

Each type of terrain has a maximum SV value it can contain.
This concept is called sourcing; players can exceed these limits voluntarily and it may happen that these limits are exceeded due to Events or Disasters, but everything in excess in a territory must be removed at the end of each phase and returned to the player's reserve.

Important note: MoTs have their own supply, everything loaded on a MoT does not count towards the supply of the territory.

TERRITORY	SUPPLY LIMIT
PLAINS	5 **AGRICULTURE** (+5) **CROPS ROTATION** (+5)
FOREST	5 **HUNT** (+5)
HILL	5 **BREEDING** (+5)
DESERT	5
MOUNTAIN	5

Settlements and buildings grant a bonus to the territory:

BUILDING	SUPPLY BONUS
Village	+10
Hamlet	+20
City	+30
Cathedral	+10
Tower	+5
Fort	+10
Castle	+15
Religious capital	+10



Example: in a territory with FOREST (5) there is a Hamlet (+20) and a Tower (+5).
There are 35 armies in the territory, so the supply limit is exceeded by 5 SV in armies, which will be eliminated at the end of the turn if the player fails to move them or add another MoT to increase the supply limit.

DISPUTED TERRITORY

A territory in which there are armies of several players at war with each other is contested (even in the case of a sea siege), is therefore not assigned to any player and cannot be counted for the purposes of **Tax** and **Reinforcements**.
A territory in which there are armies of several players at peace with each other belongs to the player who owned it before the arrival of the other players' armies; you can place a shield of the player who owns it, as a reminder.
When multiple players attack the same territory together, the territory is awarded to the player who eliminates the defender's last armies; if he refuses, we reach an agreement, otherwise we draw lots.

*Example: the Byzantine has laid siege to Alexandria by sea, the Mamluk will receive -5 Florins during **Tax** and -1 SV during **Reinforcements**.*

Example: on a PLAIN there are 2 Archers and 1 Barbarian Light Infantry for a total of 7 SV. The population limit of 5 has been exceeded: the barbarians attack!
There are two territories that the barbarian needs to complete his Kingdom and they are both adjacent: one is occupied by the yellow player and the other by the red player. Yellow has armies for 10 SV, while red has armies for 5 SV.
Barbarians attack the red player's territory.

*Example: the Barbarians have 6 SV in Antioch, the Mamluks 10 SV in Palestine; the Byzantine gets Palestine with 5 SV from the Mamluks during **Diplomacy**, the remaining 5 SV will be moved to the Mamluks by the end of the turn with a MoT or eliminated from the game; the territory becomes of the Byzantines.*
During the Barbarians sub-phase however, the Barbarians attack the Byzantines in Palestine with 5 SV.

*Example: the Barbarians have 5 SV in Georgia, the Golden Horde Khanate has **LAW** and has 5 SV in Circassia and 10 SV in the Caucasus.*
*Due to a calamity, the armies in Circassia are decimated and only 4 SV remain (immune to rebellion thanks to **LAW**) and 3 SV in the Caucasus.*
In the Barbarians sub-phase, the Barbarians in Georgia attack Circassia and the Caucasus rebels.

*Example: during the **Trade** the Byzantine player finds himself with 1 level II Galley, 1 Merchant Ship and 15 SV in the same sea area as 1 Barbarian Galley with 10 SV armies.*
*The TL III Mamluk owns **GUILDS** and plays **CORSAID** against the Byzantine fleet, plundering 7 goods (9-2) and killing 7 SV (9-2) of Byzantine armies.*
In the next Barbarians sub-phase, the Barbarian Galley will attack with 9 SV the Byzantine fleet remaining with only 8 SV.

Example: there are 6 SV of barbarian armies in Paphlagonia; the territories of Pontus, Cappadocia and Cilicia are each occupied by 5 Mamluk SV.
The Barbarians will first try to reconquer Cappadocia which is part of the Sultanate of Rum like Paphlagonia.

Example: in the barbarian territory there is a Village and a Tower; the supply capacity is exceeded, so the Tower is replaced with a Fort.

BARBARIANS

Barbarians activate and act during the **Events**, Barbarians sub-phase.
Players can cross, stop and trade in barbarian territories peacefully, as long as their armies (SV) are not smaller than those of the barbarians, otherwise they will be immediately attacked during the **Events**, **Combat** and **Trade** phases.
If barbarians exceed supply capacity in 1 or more territories or have more SV than a player's adjacent territory, they attack during **Events**.

- If a barbarian territory can attack multiple neighboring territories of the players, it will attack the one that allows it to reconquer a Kingdom in its entirety. If there are multiple territories with this characteristic, attack the weakest in terms of SV.
  In the event of a tie between 2 or more territories, the unfortified one will attack, in the event of a further tie the one with the smallest settlement and finally the one with the lowest number of Captains.
  If the tie continues, lots are cast with a die.
- A (stationary) MoT or a player's territory cannot be attacked by barbarians more than 1 time per phase.
  Therefore, if multiple barbarian territories can attack the same territory (or MoT), the barbarian territory with the most SV will attack.
  In the case of 2 or more barbarian territories with equivalent SV, the one with the highest level Captain will attack; if the tie continues, lots are cast with a die.
- A moving MoT can be attacked by barbarians whenever it moves into a new territory or sea zone.

The barbarians continue the battle until they are reduced to 1 SV (which serves to garrison the territory from which the attack starts, therefore it cannot be used in battle) or the enemy is annihilated.
If they win, they keep the military and civilian buildings, but destroy the Cathedrals and commercial buildings.
If the barbarian territory does not border player territories, but exceeds the territory's supply capacity, the following action steps will be followed:

1. A Tower is placed, if available in the game reserve.
2. A Village is built if the Town Center icon exists in the territory, there aren't settlements and the Village is available in the game reserve.
   A Fort is placed if there is already a Tower and the Fort is available in the game reserve.
   The Tower is removed and returned to the game supply.
3. A Hamlet is placed if there is already a Village and the Hamlet is available in the game reserve.
   The Village is removed and returned to the game reserve.
4. A new Barbarian Captain is placed if not already

present.

5. The Barbarian Captain already present is promoted.
6. A Barbarian Galley is placed (only if the territory is coastal) which will load up to a maximum of 20 SV from that territory and 1 Barbarian Captain.
   Note: at least 1 barbarian SV must be left in the starting territory.
7. If the Barbarian Galley with Barbarian Captain exceeds the supply limit, create 1 more Barbarian Galley with 1 more Barbarian Captain and divide the armies equally.
8. Each ship will randomly move 1 Sea Zone or territory during **Combat** before each player's turn.
   The territories or sea areas where the barbarian ship could move are counted (barbarian territories are excluded from the count) and the most suitable die is rolled (i.e. capable of providing a result at least equal to the number of possible movements; if for example there are 5 possible directions, the d6 will be used), determining the territory or sea area in which it will head (in case of an invalid result, the die will be rolled again).
   If it encounters a player's fleet, it will attack.
   If he arrives in a territory he will land all the armies and attack according to the normal barbarian rules.
   After disembarking, the barbarian galley must be removed and returned to the game reserve.

If after this procedure the barbarian armies exceed their supply capacity and cannot attack, the excess SV are removed at the end of the **Events**.

BARBARIAN CAPTAINS

Every time the barbarian armies conquer a territory or a MoT, a level I barbarian captain is added or the barbarian captain already present is promoted by 1 level, up to a maximum level of 3.
Barbarian Captains increase by +1, +2 and respectively +3 the die result, both in attack and defense.
If the barbarian army is attacked and destroyed, the Captain must be removed and returned to the game reserve.
If the Captain was level II or III, the player who defeated him draws 1 **Treasure** card.

BARBARIAN ACTIVATION

If a player conquers a barbarian territory, he "activates" the barbarians in the neighboring territories: immediately all the barbarian territories bordering the attacked territory and all the barbarian territories of the same Kingdom as the attacked territory increase by 1 barbarian army; if there are barbarian Captains in these territories, the armies increase by +1, +2 and +3 respectively, depending on the Captain's level.

Example: 1 Barbarian Galley carries 19 SV and 1 Tier II Barbarian Captain; during Events, the Barbarian Captain recruits 2 SV exceeding the Galley's supply limit, then a second Barbarian Galley is created with a level I Barbarian Captain and the 21 SV are divided equally (11 on one Galley and 10 on the other).

*Example: for the movement of barbarian ships see example of the **PIRATES** Calamity on page. 29.*



Example: a territory contains 1 Barbarian Archer and 1 level II Barbarian Captain.
*The territory in question is part of a Kingdom occupied by the blue player. In the **Events**, another 3 SV of barbarian armies must be added to the territory: 2 SV for the level II Captain and 1 SV because it belongs to the same Kingdom as the blue player and borders his territories.*
The third SV should not be added if the territories are not bordering, such as the Balearic Islands (Crown of Aragon), Corsica and Crimea (Republic of Genoa), etc.

Example: the territory of Lithuania is occupied by 14 SV and 1 level III barbarian captain and is surrounded by barbarian territories; his supply limit is 15 SV (+5 SV for the territory and +10 for the Fort) so when the barbarian Captain recruits 3 SV, he will only be able to place 1 and the others will be removed.

Treasure card: represent the "war spoils" of level 2 and 3 barbarian captains.
Each card shows 3 symbols and their respective quantities: SV of armies, Florins and goods.
Roll 1d8 to determine the type of goods that should be placed where the Barbarian Captain was killed.
The armies' SV count as a bonus to the subsequent Reinforcements phase.
The Florins are immediately available to the player.

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

Example: at the end of the game the blue player shows his objective card; he owns 6 territories of his starting Kingdom (green), he has conquered 6 yellow territories and 4 red territories for a total of 5 HP (-2+3+4).
He has conquered other territories, but they have no value in terms of HP.

Example: at the end of the game the Byzantine player owns the 3 territories of the Sultanate of Rum, but in Cappadocia he only has 2 SV (not enough to eliminate the risk of rebellion), so he will not be able to count Cappadocia as a valid territory on the Objective card and will not obtain 1 HP extra for conquering a Minor Kingdom.

Example: at the end of the game the blue player shows his objective card and declares that he has completed it by creating his own Empire, therefore he gets 3.5 HP for the yellow territories, 7 HP for the red territories and 3 extra HP for a total of 13.5 HP.

Example: the player with a Level III Objective will start the game with +3 HP, +6 HP if he is a beginner.

The new Objective cards can be downloaded for free in the DOWNLOAD section of the official forum.

FAR PORT

A distant port can be placed in any coastal territory that does not already contain a port and is considered a full port.
Ships can dock where there is a distant port and therefore not remain in the open sea; loading and unloading ships costs as much as if there were a settlement.

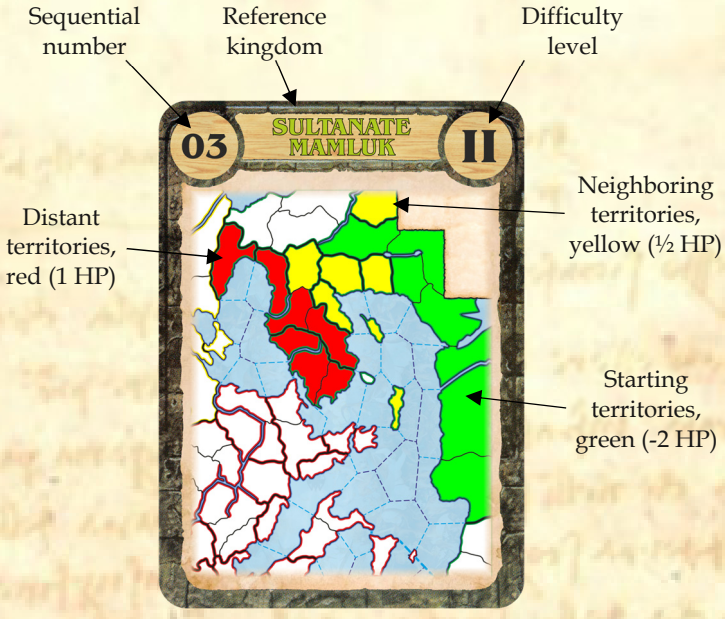
OBJECTIVE CARDS

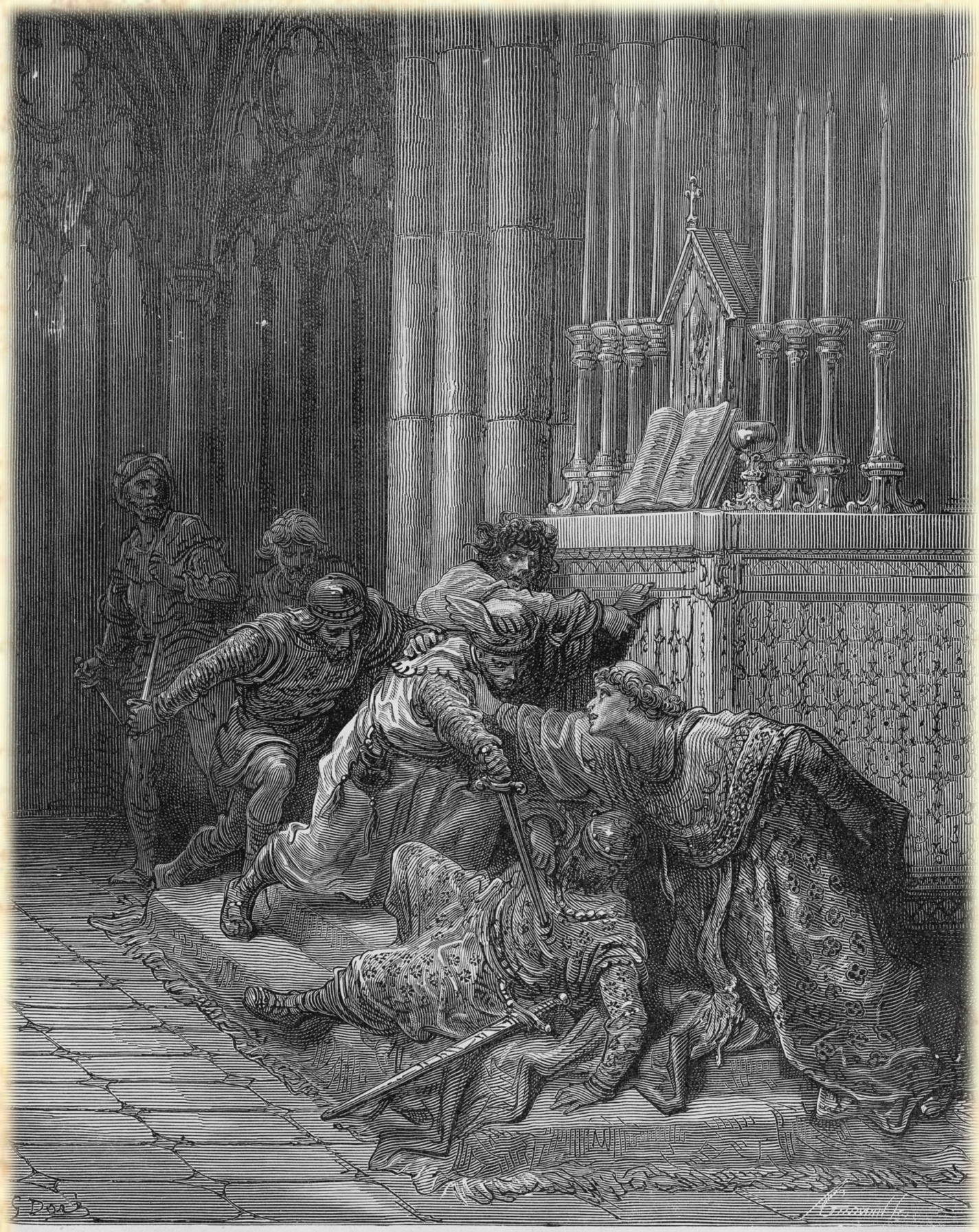
At the beginning of the game, each player is randomly distributed one of the Objective cards relating to their starting Kingdom.
The 7 starting territories are represented on the card in green, 7 territories in yellow close to the starting Kingdom, and 7 territories in red further away from the starting Kingdom.
At the end of the game, the HP obtained from the Objective card is calculated: for each starting territory (green) less, 2 HP are lost; for each yellow territory conquered you gain ½ HP (or 5 XP); for each red territory conquered you gain 1 HP.
Other conquered territories have no value in terms of HP.

Note: the territories valid for obtaining HP are exclusively those with a number of armies that do not run the risk of rebellions.

If a player conquers all the territories of his objective, he declares that he has created his own Empire and gains 3 extra HP.

Objective cards have a difficulty level from I to III based on interaction with other player Kingdoms, to balance this you can start the game with a number of additional HP equal to the difficulty level of the Objective card, double if you are a beginner.





ASSASSINIO D'ENRICO DI GERMANIA.

MODULAR MAP

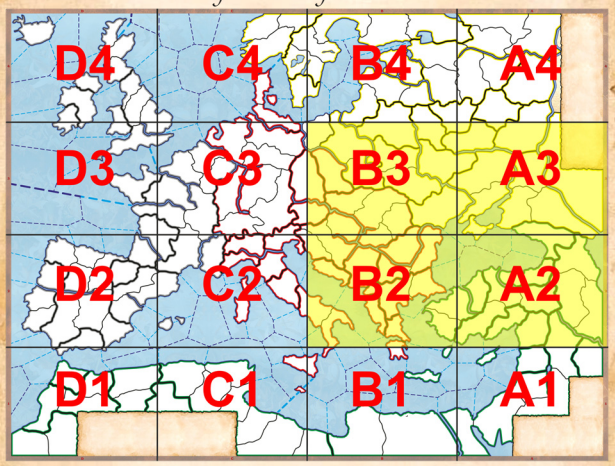
The modular map can be downloaded for free in the DOWNLOAD section of the official forum.

The modular map is compatible with both regulations: "Giochix" and "Prototype", the Objective cards only with the "Prototype".
The map is divided into a 4x4 grid for a total of 16 modules identified by alphanumeric coordinates ranging from A1 to D4; below are the various possible combinations based on the number of players.

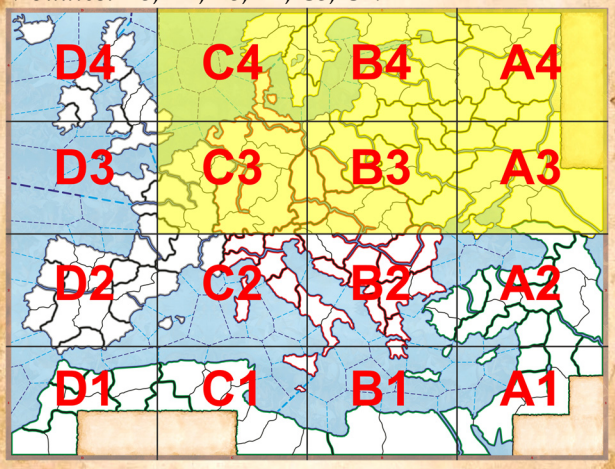
There are 106 Objective cards and, based on the modules used and the Kingdoms played, the Objective cards for each Kingdom are listed and any exceptions (Notes) to be applied during the initial setup.

For each combination the number of players is indicated; the combinations 4b, 5b, 5d, 7a, 8c if played by beginners, must be played by 1 player less as indicated in the text under the image of the modular scheme.

Modules: *A2, A3, B2, B3.*
Note: *with Thessaly to the Byzantines.*



Modules: *A3, A4, B3, B4, C3, C4.*



NUMBER OF PLAYERS

3a PLAYERS



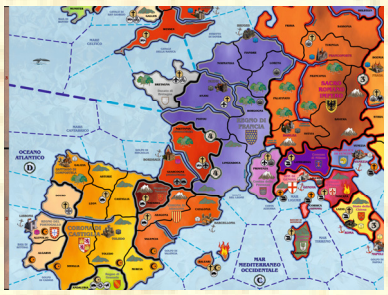
PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	15-16-17-18-19
Golden Horde Khanate:	29-32-34-35-36
Kingdom of Hungary:	42-44-45-46-47

3b PLAYERS



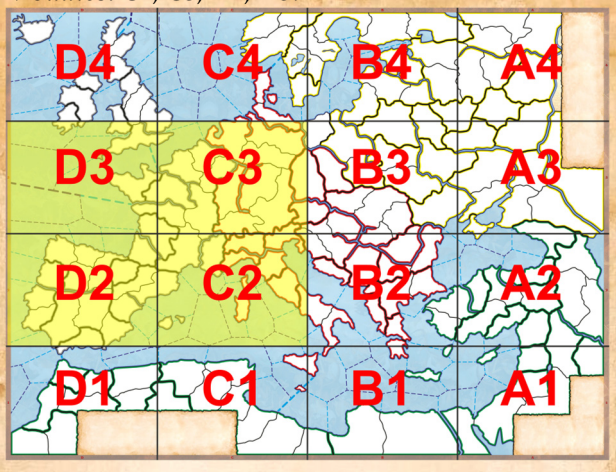
PLAYING KINGDOMS	OBJECTIVE CARDS
Golden Horde Khanate:	28-35
Novgorod Republic:	48-52-53
Holy Roman Empire:	55-58-65

3c PLAYERS



PLAYING KINGDOMS	OBJECTIVE CARDS
Crown of Castile:	86-88-89
Kingdom of France:	90-91-96
Holy Roman Empire:	62-66-67

Modules: *C2, C3, D2, D3.*

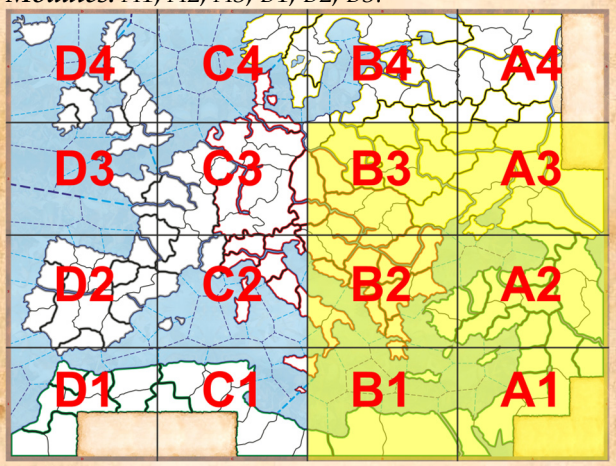


4a PLAYERS



PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	08-12-13-14
Golden Horde Khanate:	31-34-35-36
Kingdom of Hungary:	44-45-46-47
Mamluk Sultanate:	01-02-03-07

Modules: *A1, A2, A3, B1, B2, B3.*

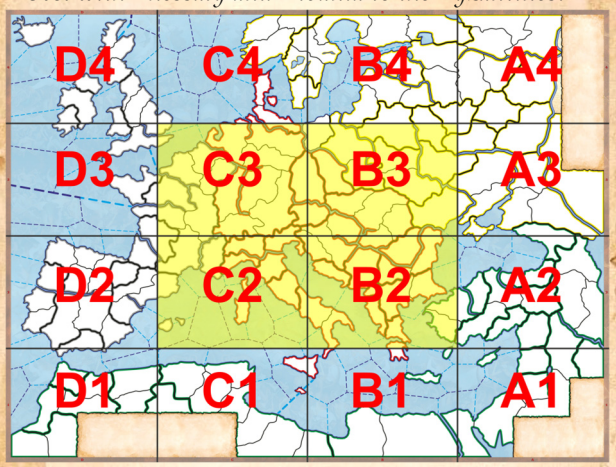


4b PLAYERS



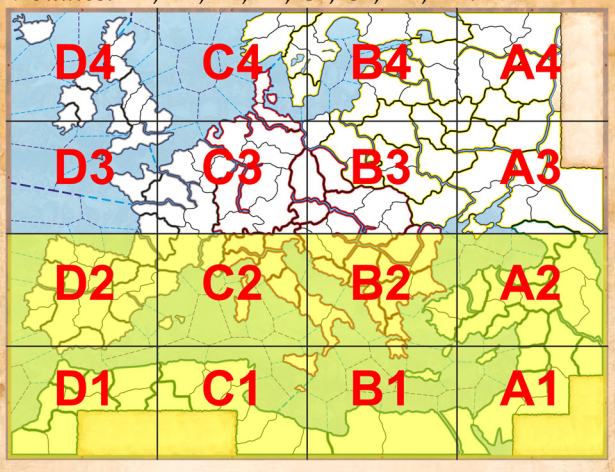
PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	21-24-25
Kingdom of France:	97-98-99
Kingdom of Hungary:	37-39-43
Holy Roman Empire:	57-60-61

Modules: *B2, B3, C2, C3.*
Note: *with Thessaly and Albania to the Byzantines.*

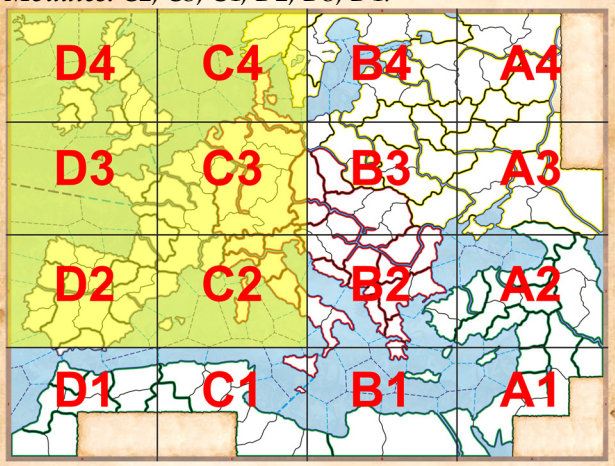


Giocatori: *se giocate in 3, scegliere il Kingdom of France o il Holy Roman Empire.*

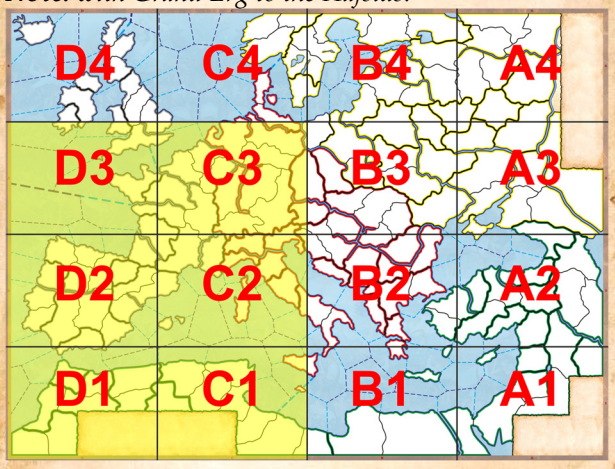
Modules: *A1, A2, B1, B2, C1, C2, D1, D2.*



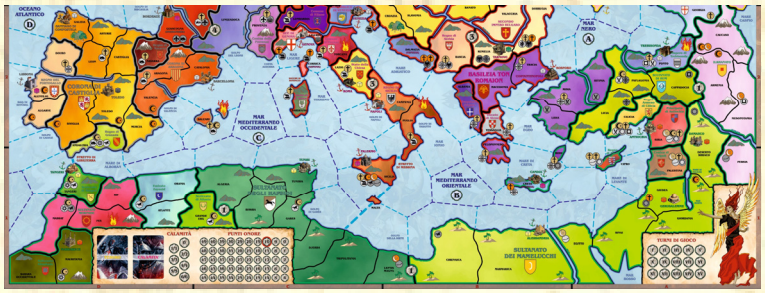
Modules: *C2, C3, C4, D2, D3, D4.*



Modules: *C1, C2, C3, D1, D2, D3.*
Note: *with Grand Erg to the Hafsids.*



4c PLAYERS



PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	08-09-10
Crown of Castile:	83-84-85-87
Hafsidic Sultanate:	68-71-73-74
Mamluk Sultanate:	01-03-04-05

4d PLAYERS



PLAYING KINGDOMS	OBJECTIVE CARDS
Crown of Castile:	86-88-89
Kingdom of France:	90-91-92
Kingdom of England:	102-103-105
Holy Roman Empire:	62-66-67

4e PLAYERS

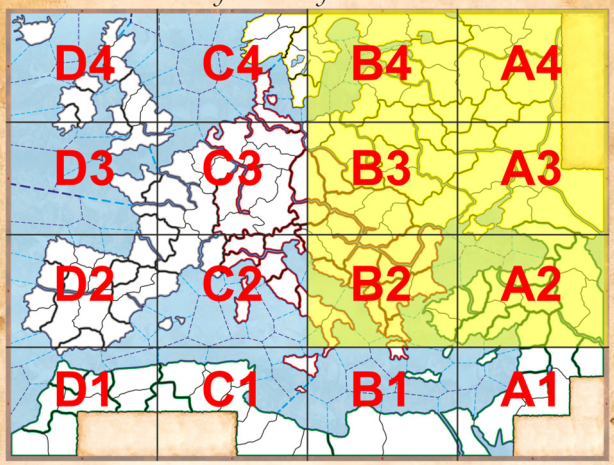


PLAYING KINGDOMS	OBJECTIVE CARDS
Crown of Castile:	83-85-87-88
Kingdom of France:	90-91-92-96
Holy Roman Empire:	62-63-64-67
Hafsidic Sultanate:	76-77-79-82

4f PLAYERS



Modules: *A2, A3, A4, B2, B3, B4.*
Note: *with Thessaly to the Byzantines.*

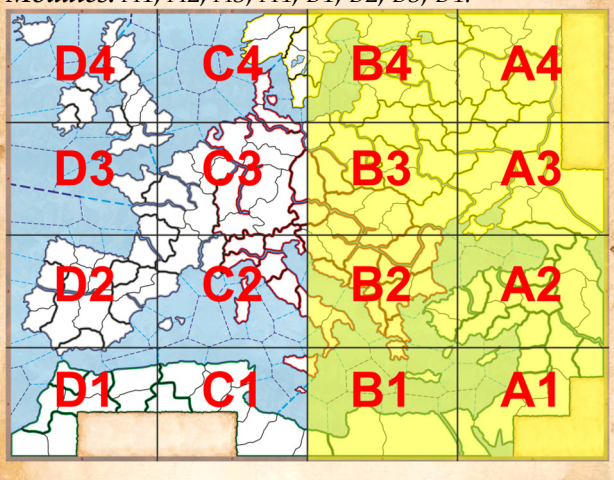


PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	15-16-17-18
Golden Horde Khanate:	28-30-32-34
Kingdom of Hungary:	44-45-46-47
Novgorod Republic:	49-50-53-54

5a PLAYERS

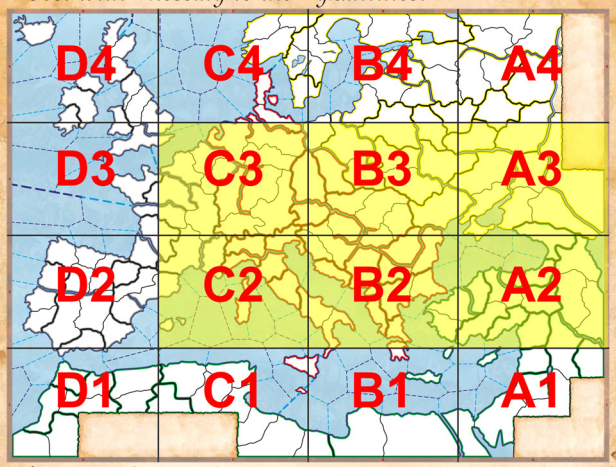


Modules: *A1, A2, A3, A4, B1, B2, B3, B4.*



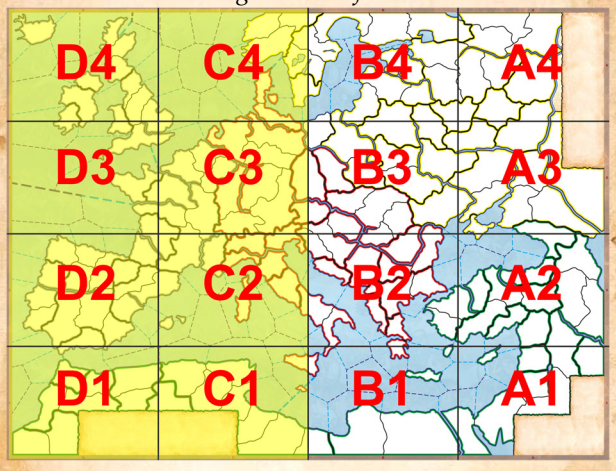
PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	08-09-12-13
Golden Horde Khanate:	28-29-33-36
Kingdom of Hungary:	38-45-46-47
Novgorod Republic:	49-50-53-54
Mamluk Sultanate:	01-02-03-07

Modules: *A2, A3, B2, B3, C2, C3.*
Note: *with Thessaly to the Byzantines.*



Players: *if you play with 4, choose the Kingdom of France or the Holy Roman Empire.*

Modules: *C1, C2, C3, C4, D1, D2, D3, D4.*
Note: *with Grand Erg to the Hafsids.*



5b PLAYERS



PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	17-18-19
Golden Horde Khanate:	32-34-36
Kingdom of France:	97-98-99
Kingdom of Hungary:	38-39-42
Holy Roman Empire:	57-60-61

5c PLAYERS



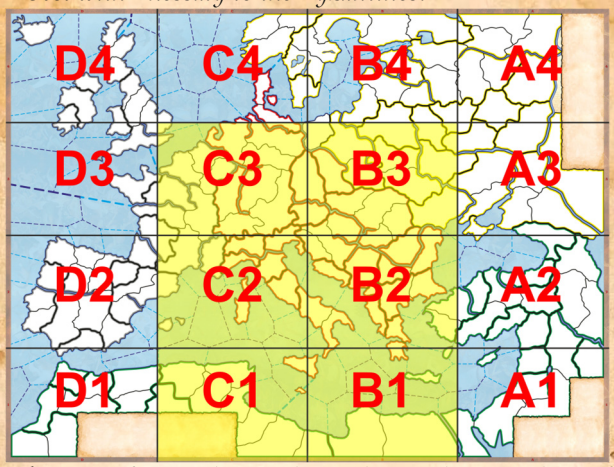
PLAYING KINGDOMS	OBJECTIVE CARDS
Crown of Castile:	85-86-87-89
Kingdom of France:	92-93-95-96
Kingdom of England:	100-101-102-104
Holy Roman Empire:	62-63-64-66
Hafsidic Sultanate:	76-77-79-82

5d PLAYERS



PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	20-23-26
Kingdom of France:	97-98-99
Kingdom of Hungary:	37-39-41
Holy Roman Empire:	57-59-60
Hafsidic Sultanate:	75-80-81

Modules: *B1, B2, B3, C1, C2, C3.*
Note: *with Thessaly to the Byzantines.*



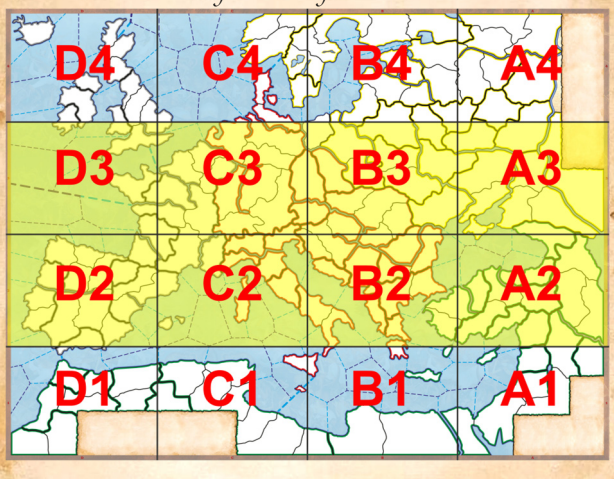
Players: *if you play with 4, choose the Kingdom of France or the Holy Roman Empire.*

6a PLAYERS

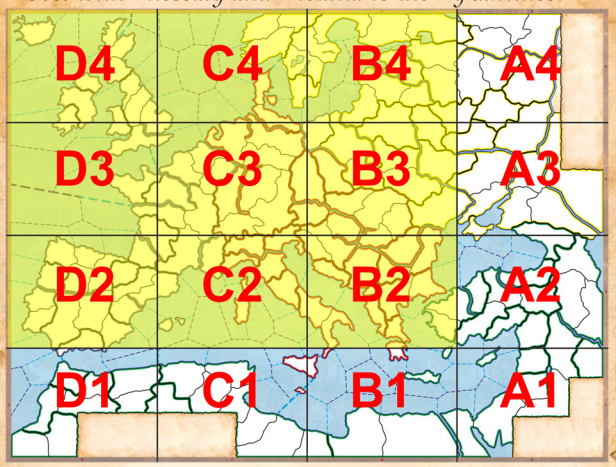


PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	15-16-19
Crown of Castile:	86-88-89
Golden Horde Khanate:	29-34-36
Kingdom of France:	90-91-92
Kingdom of Hungary:	38-42-43
Holy Roman Empire:	57-60-61

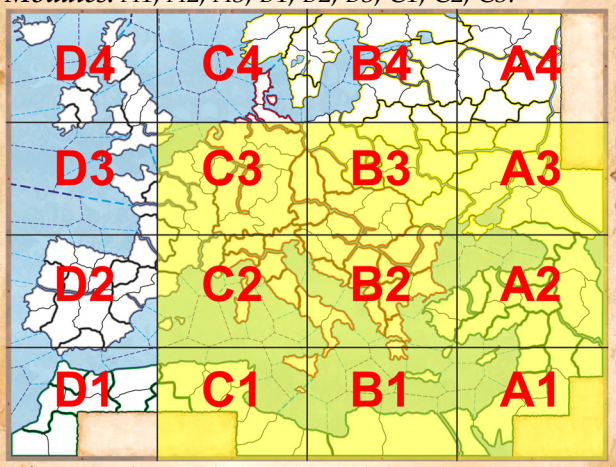
Modules: *A2, A3, B2, B3, C2, C3, D2, D3.*
Note: *with Thessaly to the Byzantines.*



Modules: *B2, B3, B4, C2, C3, C4, D2, D3, D4.*
Note: *with Thessaly and Albania to the Byzantines.*

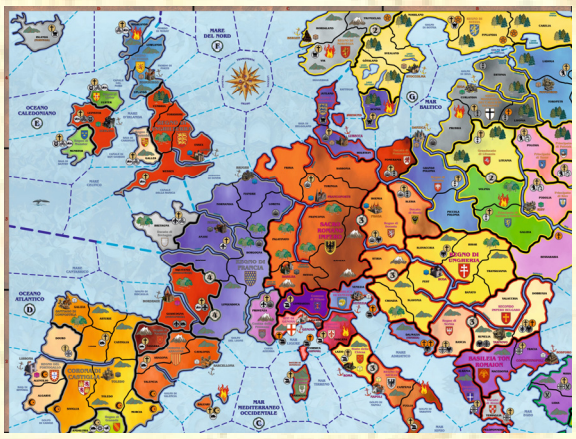


Modules: *A1, A2, A3, B1, B2, B3, C1, C2, C3.*



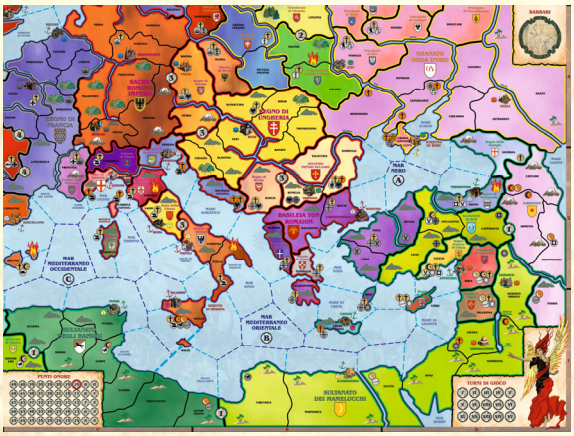
Players: *if you play with 6, choose the Kingdom of France or the Holy Roman Empire.*

6b PLAYERS



PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	21-22-24
Crown of Castile:	86-88-89
Kingdom of France:	92-93-95
Kingdom of England:	100-102-105
Kingdom of Hungary:	37-39-43
Holy Roman Empire:	58-60-65

7a PLAYERS



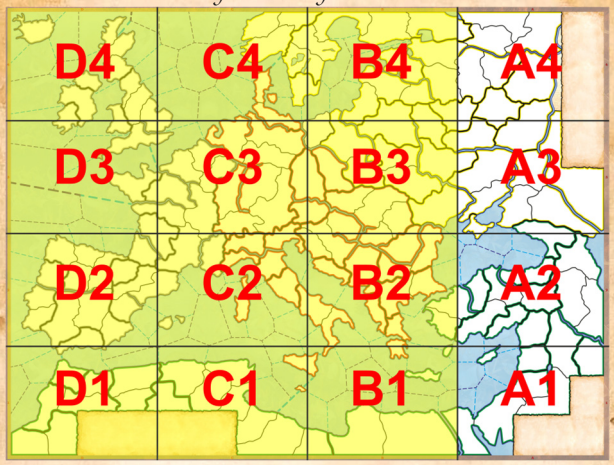
PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	11-12-14
Golden Horde Khanate:	31-32-36
Kingdom of France:	97-98-99
Kingdom of Hungary:	37-39-42
Holy Roman Empire:	57-59-61
Hafsidic Sultanate:	75-78-81
Mamluk Sultanate:	05-06-07

7b PLAYERS

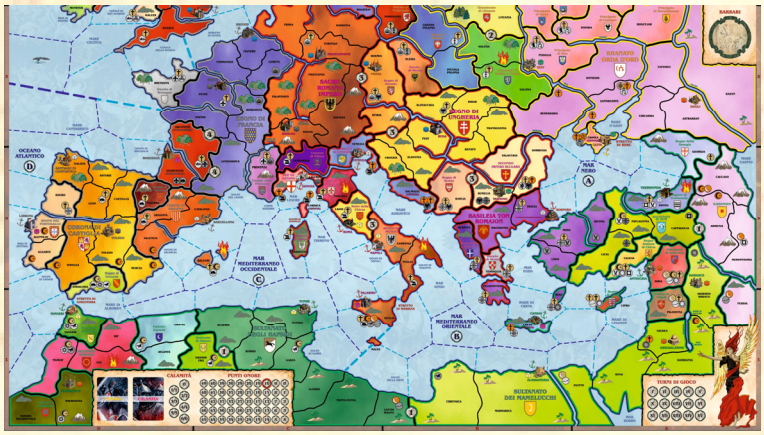


PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	20-23-26-27
Crown of Castile:	83-84-85-89
Kingdom of France:	93-94-95-96
Kingdom of England:	100-101-104-106
Kingdom of Hungary:	37-40-41-43
Holy Roman Empire:	56-60-61-65
Hafsidic Sultanate:	69-70-73-74

Modules: *B1, B2, B3, B4, C1, C2, C3, C4, D1, D2, D3, D4.*
Note: *with Thessaly to the Byzantines.*

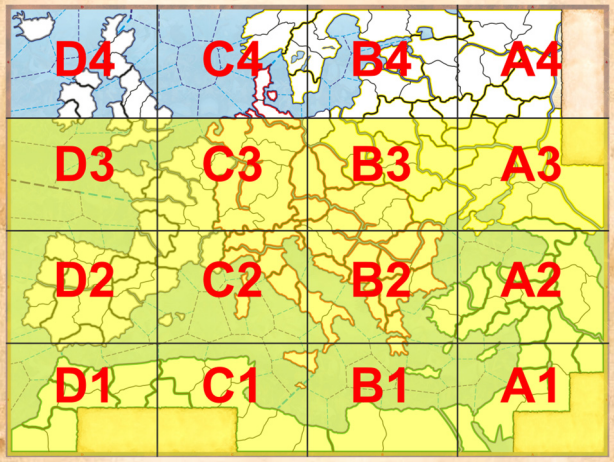


8a PLAYERS

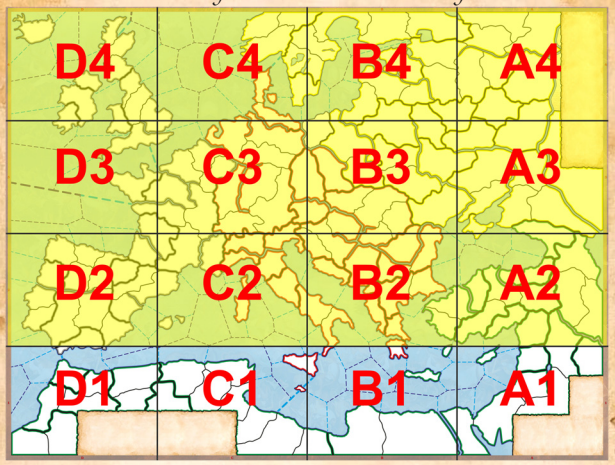


PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	08-09-10-11-12
Crown of Castile:	84-85-86-87-88
Golden Horde Khanate:	29-31-32-33-36
Kingdom of France:	90-91-92-94-96
Kingdom of Hungary:	37-39-41-42-43
Holy Roman Empire:	57-59-60-61-64
Hafsidic Sultanate:	70-71-72-73-74
Mamluk Sultanate:	01-02-04-06-07

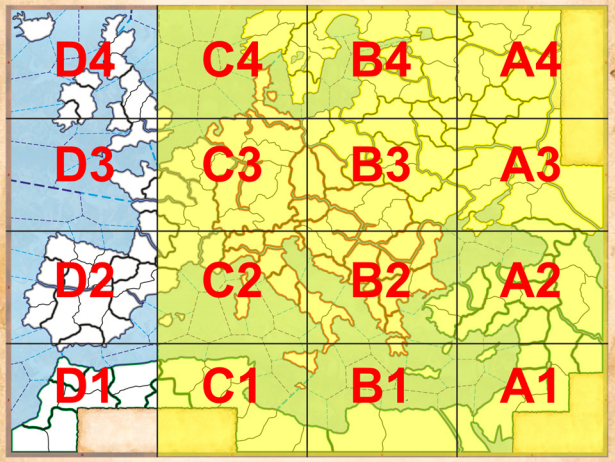
Modules: *A1, A2, A3, B1, B2, B3, C1, C2, C3, D1, D2, D3.*



Modules: *A2, A3, A4, B2, B3, B4, C2, C3, C4, D2, D3, D4.*
Note: *with Thessaly and Albania to the Byzantines.*

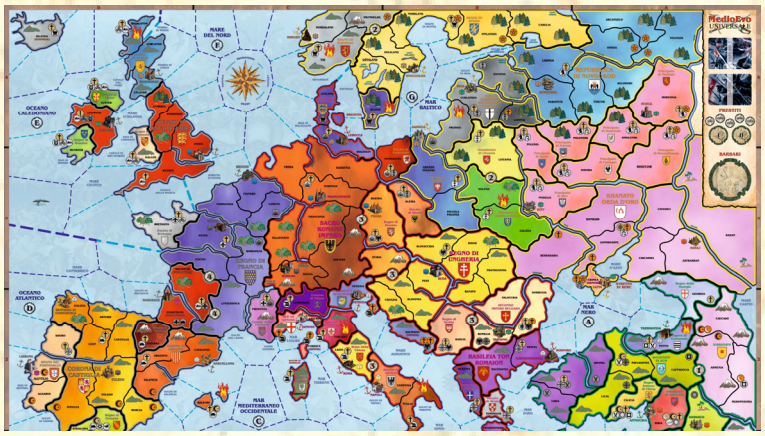


Modules: *A1, A2, A3, A4, B1, B2, B3, B4, C1, C2, C3, C4.*



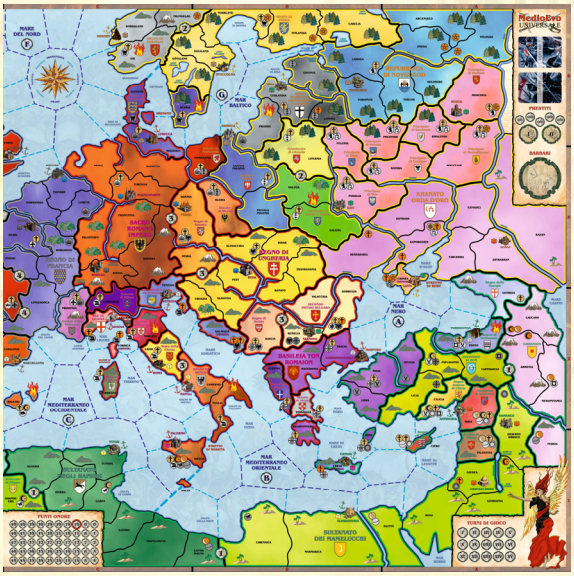
Players: *if you play with 7, choose the Kingdom of France or the Holy Roman Empire.*

8b PLAYERS



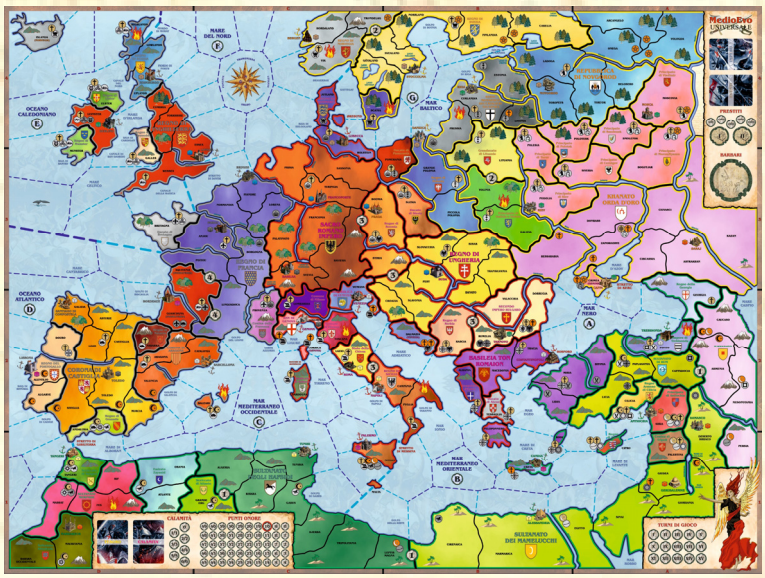
PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	15-18-19
Crown of Castile:	86-88-89
Golden Horde Khanate:	29-30-36
Kingdom of France:	92-93-95
Kingdom of England:	102-103-106
Kingdom of Hungary:	38-40-43
Novgorod Republic:	51-52-54
Holy Roman Empire:	55-56-57

8c PLAYERS



PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	10-13-14
Golden Horde Khanate:	28-32-33
Kingdom of France:	97-98-99
Kingdom of Hungary:	39-40-42
Novgorod Republic:	48-51-54
Holy Roman Empire:	58-60-65
Hafsidic Sultanate:	78-80-81
Mamluk Sultanate:	03-05-06

10 PLAYERS

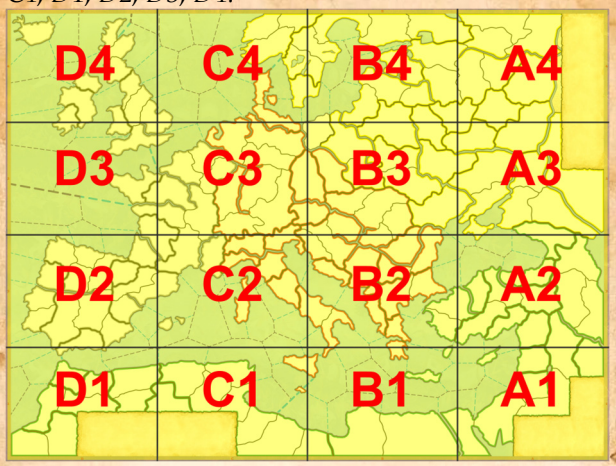


PLAYING KINGDOMS	OBJECTIVE CARDS
Basileia Ton Romaion:	08-09-10-11-12-13-14
Crown of Castile:	83-84-85-86-87-88-89
Golden Horde Khanate:	28-29-30-31-32-33-36
Kingdom of France:	90-91-92-93-94-95-96
Kingdom of England:	100-101-102-103-104-105-106
Kingdom of Hungary:	37-38-39-40-41-42-43
Novgorod Republic:	48-49-50-51-52-53-54
Holy Roman Empire:	55-56-57-58-59-60-61
Hafsidic Sultanate:	68-69-70-71-72-73-74
Mamluk Sultanate:	01-02-03-04-05-06-07

For each combination it was decided to indicate an equal number of Objective cards for each Kingdom (maps 3b and 4c are exceptions), even if for some Kingdoms the usable Objective cards are greater.

In this section only rectangular combinations are represented, but nothing prevents, for example, from removing the A4 and B4 module to play with 9 players or creating combinations with strange shapes (e.g. A1, A2, A3, B1, B2, B3, C1, C2 to play with 5).

Modules: *A1, A2, A3, A4, B1, B2, B3, B4, C1, C2, C3, C4, D1, D2, D3, D4.*



VICTORY

Once the end-game conditions decided at the beginning are reached, the HP calculation is carried out.
The points at the end of the game are added to the points in one's possession (positive or negative).

CONDITIONS DURING THE GAME	HP
Kill 1 player Captain	1
Kill 1 Barbarian Captain of Level III	1
Destroy 1 player's building	1
Destroy 1 player's MoT	1
Destroy 1 player's MoS	1
Diplomatic Actions	variable
Event Cards	variable
Kill Pope or Antipope	1
Become Pope or Antipope	1
For each shift in which the Tithe is not paid	-1 (max -3)
Being Excommunicated (Catholic)	-2
Participate in a **Crusade**	variable
Conquer a religious Capital	1
Lose a religious Capital	-2

CONDITIONS AT THE END OF THE GAME	HP
Own 1 Minor Kingdom	1
Own 1 Large Kingdom	2
Own 1 Greater Kingdom	3
Every 7 Technologies	1
For each Level IV Technology	1
Objective Card	variable
Every 10 prisoners	1
Each 1000 Florint	1
For each Cathedral owned	1
For each Relic owned in a Cathedral	1
For each religious Capital owned	1
Being the Pope or the Antipope	1
Every 5 CB that another player has towards you	-1

The territories valid for obtaining HP are exclusively those with a number of armies that do not run the risk of rebellions; the player with the most HP is the winner.

In case of a tie, the player with the most territories wins; if the tie condition persists, the winner is the one with the greatest number of armies, followed by the one with the greatest number of Florins.

Example: the blue player conquers a player's City with a Fort; decides to destroy the civil building, the military building and kill the opposing Captain: he gains 3 HP.

Example: the blue player conquers a barbarian city with a Fort; decides to destroy the civilian building, the military building and kill the level I Barbarian Captain: he gains no HP.

Example: At the end of the game, player A has 7 prisoners from player B, 5 from player C and 16 from player D for a total of 28 prisoners, therefore 2 HP.



RICCARDO CUOR DI LEONE ALLA BATTAGLIA D'ARSUR.

The new Empire cards are available for free download in the DOWNLOAD section of the official forum.

*Example (**ABBOT**): the player owns **MEDICINE** (blue), **ARSENAL** (indigo), and **UNIVERSITY** (blue), purchases 3 Technologies and gets the 4th Technology, **MONOPOLY** (indigo), for free.*

*Example (**ARCHITECT**): player A is a TL II, owns **MATHEMATICS**, **ARCHITECTURE**, and **ENGINEERING**, plays **ARCHITECT** and purchases 2 Towers (100/2 Florins each), 2 Fortification upgrades (200/2 Florins each), and 1 Cathedral (1000/2 Florins) for only 800 Florins instead of 1600 Florins.*

*Example (**ARCHER**): player A in TL II assaults a Barbarian Tower defended by two SV armies; he plays **HEROINE** and **ARCHER**, rolling 1d6 and getting a 6; the barbarians roll 1d6 and get 4+1=5.*
*Player A wins with a difference of 1 between the dice results, but thanks to **ARCHER**, he inflicts 1 SV in additional casualties, allowing him to eliminate the Barbarians' two SV.*

*Example (**ASSASSIN**): player A plays **ASSASSIN** against player B, looks at his Empire cards and eliminates 1 of his choice.*

*Example (**ASSASSIN**): player A plays **ASSASSIN** against player B, but B uses his own **ASSASSIN** to neutralize him.*

*Example (**ASSASSIN**): player A plays **THIEF** against player B, but B owns **GUILDS** and uses his **ASSASSIN** to neutralize him.*

*Example (**MISER**): player A of TL II hands over **MISER** to player B; for 2 game turns, player B cannot collect taxes, even if in the meantime player A moves to TL III.*

*Example (**CROSSBOWMAN**): player A wants to assault player B's Tower, and both players play **CROSSBOWMAN**. A rolls 1d4 and gets 4+1; B rolls 1d6+1+2 and gets 1+1+2: A loses 0 SV, B loses 1 SV and **CROSSBOWMAN**.*

*Example (**BARD**): player A plays **BARD**, Player B and C who are not at war with him participate in the party, D is at war with A and does not participate; B secretly puts 100 Florins in his fist, C puts 250 Florins; Player A takes C's 250 Florins and C gains 1 HP.*

*Example (**MASTER BUILDER**): the TL III player plays **MASTER BUILDER** during the **Purchase** and decides to build 1 City, 1 Castle for free and upgrade 1 fortification from a Fort to a Castle for free.*

EMPIRE CARDS

ABBOT (**Purchase**): purchase 1 free Technology from the blue or purple branch that you can use; if you own **UNIVERSITY**, this purchase can exceed the limit of 3 Technologies per turn.
Discard after use.

ARCHITECT (**Purchase**): if you own **ARCHITECTURE**, you can build civil, commercial, and religious buildings at half price; if you own **ENGINEERING**, you can build fortifications at half price (the price is halved after applying any cost reductions; pay attention to the prerequisites for the various building types).
Discard after use.

ARCHER (**Combat**): +1 SV to opponent's army losses in both attack and defense, regardless of the dice roll.
Keep if not lost in battle.

ASSASSIN (**Combat**, 🔥): remove 1 Empire card of your choice from an opponent's hand; or, on defense, you may neutralize an **ASSASSIN** or **HITMAN**.
Or, if you have **GUILDS**, remove another offense card dealt to any player.
Discard after use.

MISER (**Tax**, 🔥): if you have **MATH**, give it to an opponent, who won't collect taxes until this card is discarded.
It lasts a number of turns equal to your TL.

CROSSBOWMAN (**Combat**): +1 to attack or defense die rolls, +2 to defense if fortified.
Keep unless lost in battle.

BARD (**Diplomacy**): all players not at war with you attend a party in your honor and secretly place Florins in your fist as a gift; you will receive the largest sum, while the one who offered it will gain 1 HP.
Discard after use.

MASTER BUILDER (**Purchase**): depending on your TL, you can build 1/2/3 level 1 buildings for free or make the same number of level 1 upgrades; civil buildings if you have **ARCHITECTURE**, fortifications if you have **ENGINEERING**.
Discard after use.

CARDINAL (**Reinforcements**): gain 1/2/3 SV of armies for each Cathedral if you have **MONOTHEISM**/**THEOLOGY**/**FANATICISM**.
Cannot be combined with other **CARDINALS**, discard after use.

CARAVANER (**Trade**): sell a lot of goods for +10/+20/+30/+40% or buy a lot of goods for -10/-20/-30/-40% if you have **TRADE**/**COIN**/**BANKS**/**MONOPOLY**.
Discard after use.

CARPENTER (**Combat**): before starting the battle, place 1 level I fortification in the attacked territory if you have **CARPENTERY**, or increase the existing fortification by 1 level if you also have **ENGINEERING**.
Discard after use.

CASTELLAN (**Diplomacy**): protect 1/2/3 territories from Barbarians, Events, or Calamities if you have **EDUCATION**/**LITERATURE**/**PHILOSOPHY**.
A player can cancel the effect by paying 1 HP for each territory, but generates 3 CB for each HP spent.
Discard after use.

KNIGHT (**Reinforcements**): gain 1/2/3 SV of armies for each Castle you own if you have **INVESTITURE**/**VASSALAGE**/**FEUDALISM**.
Cannot be used with other **KNIGHTS**; discard after use.

SURGEON (**Combat**): after a battle, recover 1d4/1d6/1d8 army SV if you have **MEDICINE**/**SURGERY**/**HOSPITAL**; recovered SV must be put back into play during the next **Placement**; you cannot recover more SV than those lost during a single battle.
Discard after use.

CHAMBERLAIN (**Tax**): gain 1d4/1d6/1d8 x100 Florins based on your TL I/II/III, +100 Florins if you own **BANKS**.
Discard after use.

CONCESSION (**Diplomacy**, 🔥): you obtain a trade and/or territory crossing pact with another player not at war with you; that player scores 2 CB for each pact. Pacts are unilateral and have no time limit.
Discard after use.

Optional: can be used for pilgrimages to Santiago de Compostela, Rome, Jerusalem, and Cathedrals containing a Relic; must be paired with a MoT designated for the pilgrimage.
Discard after use.

*Example (**CARDINAL**): player A has 1 Cathedral, **MONOTHEISM** and **THEOLOGY**; he plays **CARDINAL** and gets 2 (1x2) SV of armies.*

*Example (**CARDINAL**): player A owns 2 Cathedrals, **MONOTHEISM**, **THEOLOGY** and **FANATISM**; he plays **CARDINAL** and gets 6 (2x3) SV of armies.*

*Example (**CARAVANER**): the player owns **MONOPOLY** and plays **CARAVANER** when he sells 30 Spices in Tunis; the base price is 58 Florins, increased by 40% becomes 81 Florins (rounded) for a total of 2430 Florins.*

*Example (**CARPENTER**): player A attacks Player B in Cyrenaica, defended by 5 SV and 1 Tower; B has **ENGINEERING**, plays **CARPENTER** before starting the dice roll, and converts the Tower into a Fort.*

*Example (**CASTELLAN**): the Mamluk owns **PHILOSOPHY**, plays **CASTELLAN** and decides to protect the territories Cyrenaica, Marmarica and Egypt this turn from possible Barbarian attacks or the effects of Events and Calamities.*

*Example (**KNIGHT**): the player owns 3 Cities, **VASSALAGE** and 2 **KNIGHTS**, but can only play 1 per turn, obtaining 6 SV of armies.*

*Example (**SURGEON**): player A attacks Player B in 3 different territories, so 3 battles; in the 1st battle he loses 3 SV, in the 2nd battle he loses 5 SV and in the 3rd battle he loses 6 SV; at the end of the **Combat** he plays **SURGEON** with a **HOSPITAL** bonus, then rolls 1d8 with a result of 8, but can recover a maximum of 6 SV lost during the 3rd battle.*

*Example (**CHAMBERLAIN**): the TL III player owns **BANKS**; during **Tax** he uses **CHAMBERLAIN**, rolls 1d8 and gets 4 for a total of 500 Florins.*

*Example (**CONCESSION**): player A hands over **CONCESSION** to player B; A gets a free trade and land crossing pact with B. B scores 4 CBs with player A.*

*Example (**CONCESSION**): grants **CONCESSION** to an MoT that can move freely in Catholic territories not at war with it. When it reaches a pilgrimage destination, it pays 30 Florins, removes 3 CB from a Catholic player, and gains 1 XP.*
Discard after use.

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

*Example (**CONSTABLE**): the Byzantine is TL II, has 25 SV of armies in Bithynia with 1 Level II War Chariot; he does not have enough Florins to buy the 2nd Captain, so he plays **CONSTABLE**, removes 1 SV from Bithynia and replaces it with 1 Level I Captain so he can attack Lycia.*

*Example (**COUNTESS**): the player owns **MEDICINE** (blue), **INVESTITURE** (orange) and **UNIVERSITY** (blue), buys 3 Technologies and gets the 4th Technology **VASSALAGE** (orange) for free.*

*Example (**CORSAIR**): player A of TL II plays **CORSAIR** in the Mediterranean and decides to plunder Player B's Merchant Ship escorted by 1 level 2 Galley; he should steal 6 goods, but he only steals 4 because the Galley reduces them by 2.*

*Example (**CORSAIR**): player A of TL III owns **GUILDS** and plays **CORSAIR** in the Black Sea, decides to loot player B's Merchant Ship escorted by 2 level 3 Galleys; he should steal 9 goods and kill 9 SV, but he only steals 3 goods and kills 3 SV because the escorting Galleys reduce by 6; the player has no ports, so the goods are eliminated from the game.*

*Example (**CORSAIR**): player A in LT II marks the Black Sea on a slip of paper because they control the port of Caffa. On the following turn, they lose the port of Caffa, so they tear up the slip and write a new one based on the ports they currently control.*

*Example (**DIPLOMAT**): Player A owns **PHILOSOPHY** and gives **DIPLOMAT** to player B, player B can decide to spend from 1 to 3 HP to reduce or cancel the 3 turns of truce imposed by player A.*

*Example (**DIPLOMATIC**): Player A owns **UNIVERSITY** and hands **DIPLOMATIC** to player B; after 2 turns of the game, however, player A changes his mind, so he spends 2 HP to cancel the remaining 2 turns of truce and declares war on player B.*

*Example (**HEROINE**): Player A has **FANATICISM** and wants to attack the Barbarian's Tower: he plays **HEROINE**, so he rolls 1d6 instead of 1d4; the barbarian gets 7 (6+1) and Player A gets 3 (2+1), A loses 4 SV and **HEROINE**, the barbarian loses 2 SV.*

*Example (**COLLECTOR**): the Byzantine player has **MATHEMATICS** and **HANSA** and plays **COLLECTOR**. If the Mongol player crosses the Bosphorus STRAIT (controlled by the Byzantines) with 1 Merchantman carrying 30 goods, the Byzantine player receives 90 Florins from the game.*
If the Hungarian player sells 20 Fabrics to Constantinople and purchases 20 Salt goods, the Byzantine player receives 60 Florins from the game in both cases.

LEADER (**Combat**): +1 to attack die roll, +2 if you have **TACTIC**.
Keep unless lost in battle.

CONSTABLE (**Combat**): convert 1 army SV into 1 Captain with level I. If you exceed the maximum number of Captains you can hold, eliminate it at the end of your turn.
Or increase the level of 1 Captain to III.
Discard after use.

COUNTESS (**Purchase**): purchase 1 free Technology from the orange or blue branch that you can use; if you own **UNIVERSITY**, this purchase can exceed the limit of 3 Technologys per turn.
Discard after use.

CORSAIR (**Trade**): secretly mark on a piece of paper the sea zone in which you own at least one port where the Corsair will be active.
When a player's ship passes through that sea zone, you may reveal the piece of paper (if desired) and play **CORSAIR** to plunder it: depending on your TL, steal 3/6/9 goods (they must be deposited in one of your ports in that zone) and, if you own **GUILDS**, kill 3/6/9 SV of armies; instead of killing the armies, you can convert them into prisoners or Slave goods.
If the merchant ships are escorted by Galleys, reduce the effect by 1 good and 1 SV for each level of the warship.
MUDE makes the ship immune to **CORSAIR** of players of the same TL or lower.
Discard after use.

DIPLOMAT (**Diplomacy**, 🔥): impose 1/2/3 turns of truce or remove 2/4/6 CB with a player based on the Technologies you have between **EDUCATION**/**LITERATURE**/**PHILOSOPHY**.
The truce is total and mutual; no attacks can be made with armies or Empire cards, but a player can reduce its effects by paying 1 HP each turn. If the truce is broken before it expires, both players are released.

HEROINE (**Combat**): +1 to die level (d4 to d6 or d6 to d8) on attack or defense if you have at least 1 Cathedral.
+1 to attack or defense die roll if you have **FANATICISM**.
Keep if not lost in battle.

COLLECTOR (**Trade**): you get 1 Florin for each good passing through your territories if you own **MATHEMATICS**, 3 Florins if you own **HANSA**.
Cannot be combined with other **COLLECTORS**, keep them.

FLAGELLANT (**Combat**, 🔥): choose a player, you both roll 1d6 for each of their territories with more than 5 SV (+1/+2 on the die roll with **THEOLOGY**/ **FANATICISM**); if you roll more, eliminate 1 SV from that territory (territories with Cathedrals and Religious Capitals are immune).
Reduces the effects of **HERESY**.
Discard after use.

TAX OFFICER (**Tax**): get double the Florins from your territories if you own **MATHEMATICS** and from your PLAINS if you own **MILL**.
Cannot be combined with other **TAX OFFICERS**, keep them.

GENIUS (**Combat**): +1 to attack or defense die rolls if you have **MATHEMATICS**, +2 and a bonus in sieges if you have **ENGINEERING**.
Keep unless lost in battle.

JESTER (**Diplomacy**): the people cheer you on and offer you their help for free; choose one of these options: receive 1 MoT or 1 MoS or 1 fortification or 1 Empire card or double your taxes.
Discard after use.

GUARD (**Combat**): If you have **LAW**, place 1d4/1d6/1d8 armies, based on your TL, before the territory is attacked by Barbarians or a player.
Discard after use.

INFILTRATED (**Combat**, 🔥): If you have **STRATEGY**, open the gates of a fortification with a level lower than your TL (before starting the battle) to avoid a siege or assault on the walls; or sabotage (they cannot move, fight, or trade) a number of MoTs equal to your TL; they cannot be used for 1 turn (MoTs must all be in the same territory, not in open sea zones).
Discard after use.

INQUISITOR (**Combat**, 🔥): choose a player, both of you roll 1d6 (+1 on the die roll for each Cathedral); if you roll more, discard 1 randomly chosen Empire card (+1/+2 cards if you have **THEOLOGY**/**FANATICISM**).
Reduces the effects of **HERESY**.
Discard after use.

THIEF (**Combat**, 🔥): Steal 1 Empire card of your choice from a player.
Or, if you have **GUILDS**, steal 1d4/1d6/1d8 x 100 Florins based on your TL, or copy 1 Technology you could use and add it to your Tech Advancement Table.
Discard after use.

*Example (**FLAGELLANT**): player A has **FANATICISM** and plays **FLAGELLANT** against Player B, who has **THEOLOGY**. Player B has 6 territories with more than 5 SV, but 1 of these is immune because it is a Religious Capital. For each of the 5 territories, both players roll dice: A rolls 1d6+2, B rolls 1d6+1.*
A wins 3 rolls and removes 1 SV in B's 3 territories.

*Example (**TAX OFFICER**): player A of TL II owns **MATHEMATICS** and **MILL**, and also has 10 territories, 5 of which are **PLAINS**; he plays **TAX OFFICER**, doubles the Florins and earns 10 Florins for each territory and 10 Florins for each **PLAINS**, for a total of 150 Florins.*

*Example (**GENIUS**): player A has **MATHEMATICS** and attacks B using **GENIUS**: both roll 1d6. A gets 5+1 and defeats B who rolls 3 (B loses 3 SV, A loses 1 SV). A can decide whether to replay or withdraw **GENIUS** from the battle.*

*Example (**GENIUS**): player A has **ENGINEERING** and attacks B using **GENIUS**; both roll 1d6.*
*A gets 2+2, but loses 2 SV and **GENIUS** because B rolls 6 (B loses 1 army).*

*Example (**GENIUS**): player A has **ENGINEERING** and starts a siege with a Catapult on Player B's Stronghold; on the second turn of the siege, A shows **GENIUS** and causes 1 SV of losses to the besieged armies.*

*Example (**JESTER**): the Mamluk plays **JESTER** and decides to place 1 Castle in Cyrenaica for free.*

*Example (**GUARD**): the Mamluk is TL II, has **LAW** and is about to be attacked in Judea by the Barbarians; he plays **GUARD**, rolls 1d6 with a result of 5 and places 5 SV reinforcements in Judea before starting the battle.*

*Example (**INFILTRATED**): the Mamluk decides to play **INFILTRATED** before attacking Antioch, defended by 1 Rook and 5 barbarian SV; the gates are opened and a normal field battle takes place.*

*Example (**INFILTRATED**): the Mamluk is a TL II player and knows he is about to be attacked by the Byzantine fleet in Alexandria. He decides to play **INFILTRATED** to sabotage 2 Byzantine Galleys, which will be unable to move and/or fight this turn.*

*Example (**INQUISITOR**): player A (who owns 1 Cathedral and **THEOLOGY**) hands over **INQUISITOR** to B (who owns 2 Cathedrals); they roll a d6: A gets 5+1, B gets 2+2; A draws 2 cards at random from B's Empire cards and removes them from the game.*

*Example (**THIEF**): TL II player A, who owns **GUILDS**, plays **THIEF** against player B.*
*Player A can choose to steal 1 Empire card, or copy **ALCHEMY** because he owns **ENGINEERING**, or roll 1d6 and steal 1d6 x 100 Florins (he cannot steal more Florins than player B has).*

*Example (**MARSHAL**): the Mamluk started from Damascus with a Level III Chariot (9 MP), a Level III Captain, and 40 SV; he conquered Armenia, Pontus, and Georgia in a single turn, expending all of the Chariot's MPs and the Captain's attacks.*
*He decides to play **MARSHAL** so he can also attack Circassia and gain an extra 3 MPs.*

*Example (**PATRON**): player A is a TL II player and owns **BANKS**; he decides to buy 2 Towers and 2 Level 1 Technologies for a total of 400 Florins; he plays **PATRON** and pays only 320 Florins.*

*Example (**DOCTOR**): the Mamluk lost 1 **GENIUS**, 1 **HEROINE**, 1 **TEMPLAR** and 1 **LEADERS** during the conquest of Antioch; since he owns **SURGERY** and **HOSPITAL**, he plays **DOCTOR** and recovers 2 Empire cards of his choice: **GENIUS** and **HEROINE**.*

*Example (**MERCHANT**): player A owns **BANKS** and 2 **MERCHANTS**, so during Taxes he receives 180 Florins.*

*Example (**MERCENARY**): player A is TL II, owns **COINAGE**, **BLACKSMITHING**, **BANKS** and plays 1 **MERCENARY**: he could buy 15 SV at 15 Florins each, but he doesn't have enough money, so he will only buy 11 SV at 165 Florins.*

*Example (**MILITIAN**): the Byzantines attack the Mamluks in Cyrenaica; the Mamluks are TL II, have **LAW**, and play **MILITIAN**. They then place 2 SV armies in all territories of their starting Kingdom that they still own. At the end of the turn, any excess armies (supply) will be removed.*

*Example (**MONK**): player A attacks the settlement of Player B, who has **MYSTICISM**; player B plays **MONK** and gains a +2 bonus to the die roll.*
*Player B wins the battle in the 5th round without ever losing **MONK**; Player B recovers 5 SV to add to the next Reinforcements phase.*

*Example (**HOSPITALLER**): the player owns **MONOTHEISM** (purple) and **INVESTITURE** (orange), buys 3 Technologies and gets the 4th Technology **VASSALLAGE** (orange) for free.*

*Example (**PIRATE**): the Mamluk is from TL II and owns **GUILDS**; he plays **PIRATE** and decides to place 1 Pirate Galley with 6 SV and 1 Captain in the Black Sea.*

*Example (**PRINCESS**): player A gives **PRINCESS** to player B; player B breaks the trade pact with A and pays 2 HP; player A breaks the territory crossing pact with B and pays 2 HP; player B declares war on A, loses 6 HP because he is of the same religion as A, and discards **PRINCESS**.*

MARSHAL (**Combat**): add 1/2/3 MP to the movement of a convoy with a Captain based on its level if you have **TACTICS** and 1 extra attack with the same Captain if you have **STRATEGY**.
Discard after use.

PATRON (**Purchase**): receive a 10% discount on your purchases for each of the following options: TL II/III, **BANKS**, **HANSA**, **MONOPOLY**.
Discard after use.

DOCTOR (**Purchase**): after a battle, recover 1/2 Empire cards of your choice if you have **SURGERY**/**HOSPITAL**.
Discard after use.

MERCHANT (**Trade**): Receive 30/60/90/120 Florins if you own **COINAGE**/**BANKS**/**TRADE**/**MONOPOLY**; +30 Florins for each Fair you own.
Cumulative with other **MERCHANTS**, keep it.

MERCENARY (**Reinforcements**): +5 SV to armies for each Technology among **BLACKSMITHING**, **COINAGE**, and **BANKS**, paying 15 Florins for each point of SV.
Cumulative with other **MERCENARIES**, discard after use.

MILITIAN (**Combat**): if you have **LAW**, place +1/+2/+3 armies based on your TL in all territories of your Kingdom if one of them is attacked.
Discard after use.

MONK (**Combat**): +1 to the defense die roll if you have buildings in your territory, +2 if you have **MYSTICISM**; if you have **HOSPITAL**, at the end of the battle, recover 1 SV for each round remaining on the battlefield.
Keep it if not lost in battle.

HOSPITALLER (**Purchase**): purchase 1 free Technology from the orange or purple branch that you can use; if you own **UNIVERSITY**, this purchase can exceed the limit of 3 Technologies per turn.
Discard after use.

PIRATE (**Combat**): place 1 Tier I Pirate Galley in your preferred sea zone with 3/6/9 armies based on your TL; if you have **GUILDS**, add 1 Tier I Barbarian Captain.
Discard after use.

PRINCESS (**Diplomacy**, 🔥): you can give it to a player (who keeps it): both players lose double their HP for waging war or breaking pacts; if war is declared, **PRINCESS** is removed.
Or, you can attempt to conquer a Small Barbarian Kingdom without fighting: roll 1d6; if you are at TL I, you succeed on a roll of 5 or higher; if you are at TL II, you

succeed on a roll of 3 or higher; if you are at TL III, you succeed on a roll of 1 or higher. If successful, remove the barbarian armies and place 5 SV from your own armies in each of the Small Kingdom's territories. If used for this purpose, it generates 1 CB towards players of the same religion as the conquered Kingdom, and neighboring barbarian Kingdoms react as if it had been conquered militarily.
Discard after use.

HITMAN (**Combat**, 🔥): eliminate 1 Captain of your choice; or eliminate another offense card dealt to any player.
Or, if you own **GUILDS**, eliminate the Pope.
Discard after use.

SPY (**Diplomacy**, 🔥): choose a player and view all their diplomatic pacts and their land Objective card.
Discard after use.

STINGY (**Purchase**, 🔥): if you own **MATHEMATICS**, give it to a player for a number of turns equal to your TL, who cannot purchase anything until this card is discarded.

GOLD PLATE (**Diplomacy**, 🔥): you gain unconditional peace with another player or alliance of players at war with you; if necessary, you will be automatically expelled from your alliance.
You do not suffer any HP loss, but CB is calculated.
Discard after use.

TEMPLAR (**Combat**): +1 to the attack die roll if there are buildings in the attacked territory, +2 if you have **MONOTHEISM**; if you have **HOSPITAL**, at the end of the battle, recover 1 SV for each round remaining on the battlefield.
Keep it if not lost in battle.

USURER (**Tax**, 🔥): you can keep it; it lasts a number of turns equal to your TL; +20% tax collection, +40% if you own **BANKS**, and you can ask for a second loan.
Or give it to an opponent (who keeps it): -20% tax collection, -40% if you own **BANKS**, and cannot ask for loans; if you have outstanding loans and don't repay them during the **USURER**'s duration, you lose 1 HP each turn for each loan.

BISHOP (**Tax**): gain +100/+200/+300 Florins for each Cathedral if you have **MONOTHEISM**/**THEOLOGY**/**FANATICISM**.
Cannot be used with other **BISHOP**; discard after use.

*Example (**PRINCESS**): the blue player is of TL II and plays **PRINCESS** to try to conquer the Kingdom of Bohemia occupied by the barbarians (8 SV and 1 barbarian Captain in the territory of Bohemia and 1 SV in the territory of Styria); he rolls 1d6 with a result of 4, the attempt is successful, so all the barbarian armies are removed and replaced with 5 SV of the blue player in both territories.*

*Example (**HITMAN**): During his **Combat** phase, player A hands over **HITMAN** to player B by choosing and removing 1 of his Captains.*

*Example (**SPY**): the Mamluk plays **SPY** against the Byzantine so he can read all the secret clauses of the diplomatic pacts and see his land Objective card.*

*Example (**STINGY**): the mamluk is of TL III and plays the stingy against the Byzantine, who will not be able to purchase anything for 3 turns during the **Purchase**.*

*Example (**GOLD PLATE**): player A and B are at war against Player C and D; A plays **GOLD PLATE**, obtains unconditional peace with C and D and cancels the military alliance with B without losing HP (CBs are calculated).*

*Example (**TEMPLAR**): player A has **MONOTHEISM** and **HOSPITAL** and attacks player B's settlement; A plays **TEMPLAR** and gets a +2 bonus to the die roll. Player A wins the battle in the 5th round without ever losing **TEMPLAR**; Player A recovers 5 SV to add to the next Reinforcements phase.*

*Example (**USURER**): player A of TL I owns **BANKS**, plays **USURER** and keeps it for himself: he collects 140% of the taxes for 1 turn.*

*Example (**USURER**): player A of TL II plays **USURER** and hands it over to player B who owns **BANKS**: player B collects 60% of the taxes for 2 turns and loses 1 HP each turn because he has 1 outstanding loan and does not have the Florins to pay it off.*

*Example (**BISHOP**): the Mamluk owns **THEOLOGY** and 3 Cathedrals, plays **BISHOP** and gets 600 Florins.*



EMPIRE CARDS QUANTITY

Based on the number of players, prepare the Empire deck with the amount of cards indicated in the table.

EMPIRE CARDS	NUMBER OF PLAYERS							
	3	4	5	6	7	8	9	10
ABBOT	1	1	1	1	2	2	2	2
ARCHITECT	3	3	3	4	4	4	5	5
ARCHER	1	1	2	2	3	3	4	4
ASSASSIN	3	4	5	6	7	8	9	10
BARD	1	1	1	2	2	2	3	3
BISHOP	3	4	5	6	7	8	9	10
CARAVANNER	1	1	2	2	3	3	4	4
CARDINAL	1	1	2	2	3	3	4	4
CARPENTER	0	0	1	1	1	1	1	1
CASTELLAN	1	1	1	1	2	2	2	2
CHAMBERLAIN	0	0	1	1	1	1	1	1
COLLECTOR	1	1	1	1	2	2	2	2
CONCESSION	1	1	1	2	2	2	3	3
CONSTABLE	1	1	1	1	2	2	2	2
CORSAIR	3	3	3	4	4	4	5	5
COUNTESS	1	1	1	1	2	2	2	2
CROSSBOWMAN	3	4	5	6	7	8	9	10
DIPLOMAT	2	2	4	4	6	6	8	8
DOCTOR	1	1	1	1	2	2	2	2
FLAGELLANT	0	0	1	1	1	1	1	1
GENIUS	3	3	3	4	4	4	5	5
GOLD PLATE	0	0	1	1	1	1	1	1
GUARD	3	3	3	4	4	4	5	5
HEROINE	3	3	3	4	4	4	5	5
HITMAN	1	1	2	2	3	3	4	4
HOSPITALLER	1	1	1	1	2	2	2	2
INFILTRATED	1	1	1	2	2	2	3	3
INQUISITOR	3	3	3	4	4	4	5	5
JESTER	1	1	1	1	2	2	2	2
KNIGHT	1	1	2	2	3	3	4	4
LEADER	3	4	5	6	7	8	9	10
MARSHAL	1	1	2	2	3	3	4	4
MASTER BUILDER	1	1	1	1	2	2	2	2
MERCENARY	3	4	5	6	7	8	9	10
MERCHANT	3	4	5	6	7	8	9	10
MILITIAN	1	1	1	1	2	2	2	2
MISER	1	1	1	2	2	2	3	3
MONK	2	2	4	4	6	6	8	8
PATRON	3	3	3	4	4	4	5	5
PIRATE	1	1	1	1	2	2	2	2
PRINCESS	1	1	1	2	2	2	3	3
SPY	1	1	1	1	2	2	2	2
STINGY	0	0	1	1	1	1	1	1
SURGEON	2	2	4	4	6	6	8	8
TAX OFFICER	2	2	4	4	6	6	8	8
TEMPLAR	2	2	4	4	6	6	8	8
THIEF	3	4	5	6	7	8	9	10
USURER	1	1	1	2	2	2	3	3
Totali	**76**	**83**	**111**	**131**	**166**	**173**	**209**	**216**



L'EROINA.

The new Technology dashboard can be available for free in the DOWNLOAD section of the official forum.

Example (MYSTICISM): the player has MYSTICISM and plays MONK on defense getting a +2 on the die roll instead of a +1.

Example (MYSTICISM): the player has MYSTICISM and pays 950 Florins instead of 1000 for the construction of a Cathedral.

Example (MONOTHEISM): the player has MONOTHEISM and plays TEMPLAR in attack getting a +2 on the die roll instead of a +1.

Example (MONOTHEISM): the player has MONOTHEISM and pays 900 Florins instead of 1000 for the construction of a Cathedral.

Example (THEOLOGY): player A has THEOLOGY and plays INQUISITOR against player B by getting +1 to the die roll when he randomly draws the opponent's Empire card to check if he is guilty.

Example (THEOLOGY): the player has THEOLOGY and plays 850 Florins instead of 1000 for the construction of a Cathedral.

Example (FANATICISM): player A has FANATICISM and plays INQUISITOR against Player B, getting +2 to the die roll when randomly drawing the opponent's Empire card to check if he is guilty.

*Example (FANATICISM): during **Reinforcements** the player with FANATICISM receives 2 free SV each turn and 7 free SV on the turn the Crusade occurs*

Example (AGRICOLTURE): if you do not have the AGRICOLTURE Technology, you buy 1 Wine commodity in Constantinople for 17 Florins instead of 15 and sell it in Jerusalem for 20 Florins instead of 22.

*Example (MILL): the player has 6 Plains: on the 2nd turn of the game he buys the MILL and receives 30 additional Florins during **Tax**; on the 3rd turn of the game he draws TAX OFFICER and receives 60 additional Florins during **Tax**.*

Example (CROP ROTATION): the player has 5 SV in Bessarabia, buys AGRICULTURE to increase the supply level by 5 and then CROP ROTATION to reach the supply level of 20 SV.

TECNOLOGIE

MYSTICISM (100 Florins, ●): **Combat**: bonus to **MONK** during defense.
Purchase: reduces the cost of building religious buildings by 50 Florins (stacks).
Events: reduces effects of **HERESY** and **CIVIL WAR**.

MONOTHEISM (200 Florins, ●): **Combat**: bonus to **TEMPLAR** during attack.
Reinforcements: bonus to **CARDINAL**.
Tax: bonus to **BISHOP**.
Purchase: reduces the cost of building religious buildings by 50 Florins (stacks).
Events: reduces effects of **HERESY** and **CIVIL WAR**.

THEOLOGY (400 Florins, ●): **Combat**: bonus to **INQUISITOR** e **FLAGELLANT**.
Reinforcements: bonus to **CARDINAL**.
Tax: bonus to **BISHOP**.
Purchase: reduces the cost of building religious buildings by 50 Florins (stacks).
Events: reduces effects of **HERESY**, **INQUISITION** and **CIVIL WAR**.

FANATICISM (600 Florins, ●): **Combat**: bonus a **INQUISITOR**, **HEROINE** e **FLAGELLANT**.
Tax: bonus to **BISHOP**.
Reinforcements: bonus to **CARDINAL**; get +2 SV of free armies, +5 SV if you participate in the **CRUSADE** (both attacking and defending the designated objective).
Events: worsens **INQUISITION**; reduces effects of **CIVIL WAR**, cancels effects of **HERESY**.

AGRICOLTURE (100 Florins, ●): +5 SV supply limit in PLAINS.
Purchase: reduces the cost of building Agricultural Fairs by 50 Florins (applies after the **HANSA** bonus).
Trade: you have no malus trading Grain and Wine.
Events: reduces effects of **FAMINE**.

MILL (100 Florins, ●): **Tax**: get +5 Florins for each PLAINS you own, +10 Florins if you own **TAX OFFICER**.

CROP ROTATION (100 Florins, ●): +10 SV supply limit in PLAINS.
Events: cancels effects of **FAMINE**.

FARM (100 Florins, 🟢): +5 SV to supply limit in HILLS.
Events: reduces effects of **FAMINE**.

HUNTING (100 Florins, 🟢): +5 SV to supply limit in WOODS.
Trade: you have no penalties for trading in Furs.
Events: reduces effects of **FAMINE**.

CARPENTRY (100 Florins, 🟢): **Combat**: you can use **CARPENTER**.
Purchase: you can buy Far ports and tier II and III ships.
Events: bonus to **CASTELLAN**.

BLACKSMITHING (100 Florins, 🟢): **Trade**: you have no penalties for trading Weapons and Armor.
Purchase: reduces the cost of building Mining Fairs by 50 Florins (applies after the **HANSA** bonus).
Reinforcements: you can buy up to +5 SV of armies when using **MERCENARY**.

WEAVING (100 Florins, 🟢): +1 MP to MoT by sea.
Purchase: reduces the cost of building Textile fairs by 50 Florins (applies after the **HANSA** bonus).
Trade: you have no penalties for trading Textile.

MILITARY SCHOOL (100 Florins, 🔴): **Purchase**: you can recruit Captains with an experience level equal to your TL (II and III) by paying 200/300 Florins respectively.

TACTICS (200 Florins, 🔴): **Combat**: bonus to **LEADERS** in attack; you can use **MARSHAL**.
After a defeat with multiple Captains, only the last Captain who led an attack is penalized.
Events: bonus to **CASTELLAN**.

STRATEGY (400 Florins, 🔴): **Combat**: bonus to **MARSHAL**; +1 to your die roll in battle if you have a 3:1 odds or better, or you cancel your opponent's bonus (the odds are recalculated each combat round).
Double the number of prisoners captured in battle.
You can use **INFILTRATE**.

LOGISTICS (600 Florins, 🔴): +1 to the movement of MoTs by land.
Combat: cancels the effects of attrition.
Reinforcements: you can keep up to 5/10/15 SV of reserve armies hidden behind your screen depending on your TL.
Placement: you can place reinforcements inside your territories contiguous with your settlements (territories on the sides of a STRAIT are considered contiguous, islands are not), without exceeding the supply limits.

*Example (**FARM**): Byzantine has 5 SV in Macedonia, buy **FARM** to increase supply level by 5, for a total of 10 SV.*

*Example (**HUNTING**): The German player has 5 SV in the Palatinate, buys **HUNTING** to increase the supply level by 5, for a total of 10 SV; he can also trade Pelts between Danzig and Basel without penalties (buy at 35 instead of 37 and sell at 46 instead of 44 Florins).*

*Example (**CARPENTRY**): TL II player buys **CARPENTRY**, next turn he can buy level 2 ships and/or improve the ones he already ownse.*

*Example (**CARPENTRY**): the player owns **CARPENTRY**, he can buy 4 fortifications instead of 3.*

*Example (**BLACKSMITHING**): the player owns **BLACKSMITHING** and plays **MERCENARY**: buys 5 SV of armies paying 15 Florins each.*

*Example (**WEAVING**): with **WEAVING** a player can trade Fabrics between Basel and Danzig without suffering any penalties (you buy at 28 instead of 30 and sell at 41 instead of 39 Florins).*

*Example (**MILITARY SCHOOL**): player A at TL III has lost his Captains in battle: in the next **Purchase** phase he decides to purchase **MILITARY SCHOOL** and then in the following **Purchase** phase he decides to purchase 3 Captains: 2 at level I and 1 at level III.*

*Example (**TACTICS**): the player has **TACTICS** and plays **LEADER** in attack, getting a +2 to the die roll instead of a +1.*

*Example (**STRATEGY**): player A has **STRATEGY** and is attacking with 30 SV against Player B's territory, which is defended by 12 SV: the ratio of forces is not 3:1, so he does not have the +1 bonus to the die roll; after the first losses, Player A still has 27 SV and Player B only 8 SV; the ratio of forces is higher than 3:1, so Player A attacks with a +1 bonus to the die roll.*

*Example (**STRATEGY**): player B loses one of his territories with 25 SV; player A who attacked and won has **STRATEGY**, so he gets 5 SV of prisoners instead of 2 SV.*

*Example (**LOGISTICS**): TL II player has **LOGISTICS**, so he can have a maximum of 10 SV placed as reserve behind his screen.*

*Example (**LOGISTICS**): the Byzantines have **LOGISTICS** and can add armies directly to Macedonia and Bithynia during **Placement**, but not to the Peloponnese until they conquer Thessaly, and not to the island of Rhodes.*

*Example (LAW): the player owns LAW, he can leave 4 SV in his territories without there being Rebellions during **Events**.*

Example (INVESTITURE): level 2 player owns INVESTITURE and decides to buy 1 extra SV by paying 15 Florins.

*Example (VASSALAGE): The player owns VASSALAGE, 3 Villages and 1 City: during **Tax** he receives 40 Florins for this Technology.*

*Example (FEUDALISM): the player owns FEUDALISM, 4 Castles and 2 Cities: during **Tax** he receives 4 SV of armies and 100 Florins for this Technology.*

Example (MATHEMATICS): player A of TL III owns MATHEMATICS and gives MISER to player B, who will not be able to collect taxes for 3 turns.

Example (MATHEMATICS): player A owns MATHEMATICS and COLLECTOR, player B crosses A's territories with 30 goods, A receives 30 Florins from the game bank.

Example (ARCHITECTURE): the player must have TL II and ARCHITECTURE to build a Hamlet (level 2 civil building).

Example (ARCHITECTURE): the player must have ARCHITECTURE to build a Cathedral or an Agricultural Fair.

Example (ENGINEERING): the player must have TL III and ENGINEERING to build a Castle.

Example (ALCHEMY): the player has ALCHEMY and attacks the enemy merchant with his level 3 Galley: during the initial ramming attack he rolls 1d4+3 for the Galley and adds +1 for this Technology, in the following rolls he rolls 1d6 always adding +1 for this Technology.

*Example (ALCHEMY): the player has ALCHEMY and is besieging an enemy Castle with 1 Bombard; at the start of the next **Combat** phase the Bombard deals 1 SV damage to enemies and the Castle walls collapse.*

Example (ASTRONOMY): the player owns ASTRONOMY and his merchant ship spends only 3 MP instead of 4 MP to leave the port of Palermo and enter the Port of Tunis.

LAW (100 Florins, 🟠): **Combat**: you can use **MILITIAN** and **GUARD**.
Events: -1 to Rebellion level; reduces effects of **FLOOD**, **FIRE** and **CIVIL WAR**.

INVESTITURE (200 Florins, 🟠): **Reinforcements**: you can receive 1 extra army bonus by paying 15 Florins (optional); bonus to **KNIGHT**.
Events: bonus to **CASTELLAN**; reduces effects of **CONSPIRACY** and **CIVIL WAR**.

VASSALAGE (400 Florins, 🟠): **Tax**: you receive 10 Florins for each civilian building you own.
Reinforcements: bonus to **KNIGHT**.
Events: +1 to Rebellion level; reduces effects of **CONSPIRACY** and **CIVIL WAR**.

FEUDALISM (600 Florins, 🟠): **Tax**: you receive 50 Florins for each City you own.
Reinforcements: you receive 1 SV of armies for each Castle; bonus to **KNIGHT**.
Events: +1 to Rebellion level; immune to **CONSPIRACY**; reduces effects of **CIVIL WAR**.

MATHEMATICS (100 Florins, 🟡): **Tax**: you can use **MISER**, **COLLECTOR**, **TAX OFFICER** and **STINGY**.
Combat: you can use **GENIUS** in attack and defense.

ARCHITECTURE (200 Florins, 🟡): **Purchase**: you can build level II and III civilian, commercial, and religious buildings, and use **ARCHITECT** to halve their cost; bonus to **MASTER BUILDER**.
Events: reduces effects of **FLOOD**.

ENGINEERING (400 Florins, 🟡): **Purchase**: you can build level II and III military buildings and use **ARCHITECT** to halve their cost; bonus to **MASTER BUILDER**.
Combat: **GENIUS** bonus in attack and defense and **CARPENTER** bonus.
Events: reduces effects of **EARTHQUAKE**, **STORM**, **FLOOD** and **FIRE**.

ALCHEMY (600 Florins, 🟡): **Combat**: thanks to Greek Fire, you gain a +1 die roll when fighting with warships and +1 damage dealt during sieges.
Gunpowder: you can build Bombards and gain +1 damage dealt in field battles.
Events: aggravates effects of **HERESY**.

ASTRONOMY (200 Florins, 🟡): you can cross open sea borders by paying only 1 MP. +1 to ship movement.
Events: aggravates effects of **HERESY**; reduces effects of **STORM**.

CARTOGRAPHY (400 Florins, 🟡): +1 to the movement of all MoT.
Events: aggravates effects of **HERESY**; reduces effects of **STORM**.

ROADS (600 Florins, 🟡): +1 to the movement of MoT by land; movement on MOUNTAINS becomes 2 MP, on RIVERS and STREAMS becomes 0 MP.
Events: aggravates effects of **EPIDEMIC**.

EDUCATION (100 Florins, 🔵): **Diplomacy**: bonus to **CASTELLAN**; you can use **DIPLOMAT** to force a player into a 1 turn truce or remove 2 CB.
Events: reduces effects of **CIVIL WAR**; aggravates effects of **HERESY**.

LITERATURE (200 Florins, 🔵): **Diplomacy**: bonus to **CASTELLAN**; you can use **DIPLOMAT** to force a player into a 2 turns truce or remove 4 CB.
Events: reduces effects of **CIVIL WAR**; aggravates effects of **HERESY**.

PHILOSOPHY (400 Florins, 🔵): **Diplomacy**: bonus to **CASTELLAN**; you can use **DIPLOMAT** to force a player into a 3 turns truce or remove 6 CB.
Events: reduces effects of **CIVIL WAR**; aggravates effects of **HERESY**; cancels **THEOLOGY** bonus for **INQUISITION**.

UNIVERSITY (600 Florins, 🔵): **Purchase**: buy Technologies at half price; bonuses to **ABBOT**, **COUNTESS** and **HOSPITALLER**.
Events: aggravates effects of **HERESY**; cancels Cathedral bonus for **INQUISITION**; reduces effects of **CIVIL WAR**.

MEDICINE (200 Florins, 🔵): **Combat**: you can use **SURGEON** to heal 1d4 SV of lost armies after 1 battle, you cannot recover more SV than those lost excluding prisoners; they come back into play in the next **Reinforcements** phase.
Events: reduces effects of **EPIDEMIC** and **CIVIL WAR**.

SURGERY (400 Florins, 🔵): **Combat**: at the end of the phase, you recover 1 SV from an army lost in battle each turn; you can use **SURGEON** to heal 1d6 SV from armies lost after 1 battle, but you cannot recover more SV than those lost, excluding prisoners; all recovered SV return to play in the next **Reinforcements** phase. You can use **DOCTOR**.
Events: reduces effects of **CIVIL WAR**; aggravates effects of **HERESY**.

*Example (**CARTOGRAPHY**): the player owns **CARTOGRAPHY** and his level 1 freighter can move 7 MP instead of 6 MP.*

*Example (**ROADS**): the player owns **ROADS** and his level 1 Caravan can move 7 MP instead of 6 MP; furthermore, to move within a territory with MOUNTAINS he spends only 2 MP and to cross RIVERS he spends 0 MP.*

*Example (**EDUCATION**): the player owns **EDUCATION** and plays **DIPLOMAT** against another player: for 1 turn, both cannot attack each other with Empire cards or armies unless they spend 1 HP to cancel the effect of **DIPLOMAT**.*

*Example (**LITERATURE**): the player owns **LITERATURE** and plays **DIPLOMAT** against another player: for 2 turns both cannot attack each other with Empire cards or armies unless they spend 1 HP for each turn of truce they want to cancel.*

*Example (**PHILOSOPHY**): the player owns **PHILOSOPHY** and plays **DIPLOMAT** against another player: for 3 turns both cannot attack each other with Empire cards or armies unless they spend 1 HP for each turn of truce that they want to cancel.*

*Example (**UNIVERSITY**): the player buys **UNIVERSITY**: from the next turn he will pay half price for all Technologies.*

*Example (**UNIVERSITY**): the player owns **UNIVERSITY** and plays **DIPLOMAT** against another player: for 4 turns both cannot attack each other with Empire cards or armies unless they spend 1 HP for each turn of truce that they want to cancel.*

*Example (**MEDICINE**): player A loses 4 SV of armies against Player B in a battle; of these 4 SV, 1 SV is captured as a prisoner by Player B; Player A has **MEDICINE**, uses **SURGEON** and recovers 1d4 extra armies.*

*Example (**SURGERY**): player A in a battle loses 10 SV of armies against player B; of these 10 SV, 2 SV are captured as prisoners by player B because he has **STRATEGY**; player A has **SURGERY** and recovers 1 SV, also uses **SURGEON** and recovers 1d6 extra armies.*

Example (HOSPITAL): player A loses 2 SV of armies against player B in a battle; of these 2 SV, 1 SV is captured as a prisoner by player B; player A owns HOSPITAL, but can only recover 1 SV.

Example (COINAGE): the player owns COINAGE and plays 2 MERCHANTS: gets 120 Florins.

Example (COINAGE): the player owns COINAGE and plays 2 MERCENARY: buy 5 SV of armies by paying 15 Florins each.

Example (BANKS): the player owns BANKS and plays 2 MERCHANTS: gets 180 Florins.

*Example (BANKS): the player has BANKS and 1117 Florins in his reserve so at the start of **Tax** he gets 111 extra Florins for 10%.*

Example (BANKS): the player owns BANKS and plays MERCENARY: buy 5 SV of armies by paying 15 Florins each.

Example (BANKS): the player with TL II should receive 100 Florins from taxes, if he owns USURER he receives 120 for 2 turns and if he also owns BANKS he receives 140 for each turn; if another player with TL III gives him USURER, he receives 60 Florins for 3 turns (if he had not had BANKS it would have been 80 Florins).

Example (BANKS): the player with TL III owns BANKS and asks for a loan: roll 1d8x100 to which he adds +100 Florins for the BANKS Technology.

Example (GUILDS): The player owns GUILDS and gets 120 extra Florins for each MERCHANT he owns.

Example (GUILDS): the player with TL II owns GUILDS and asks for a loan: roll 1d6x100 to which he adds +200 Florins per GUILDS.

Here on the side is the Technological Progress Table.

Green technologies are not related to each other, they all cost 100 Florins and can be purchased without any prerequisites.

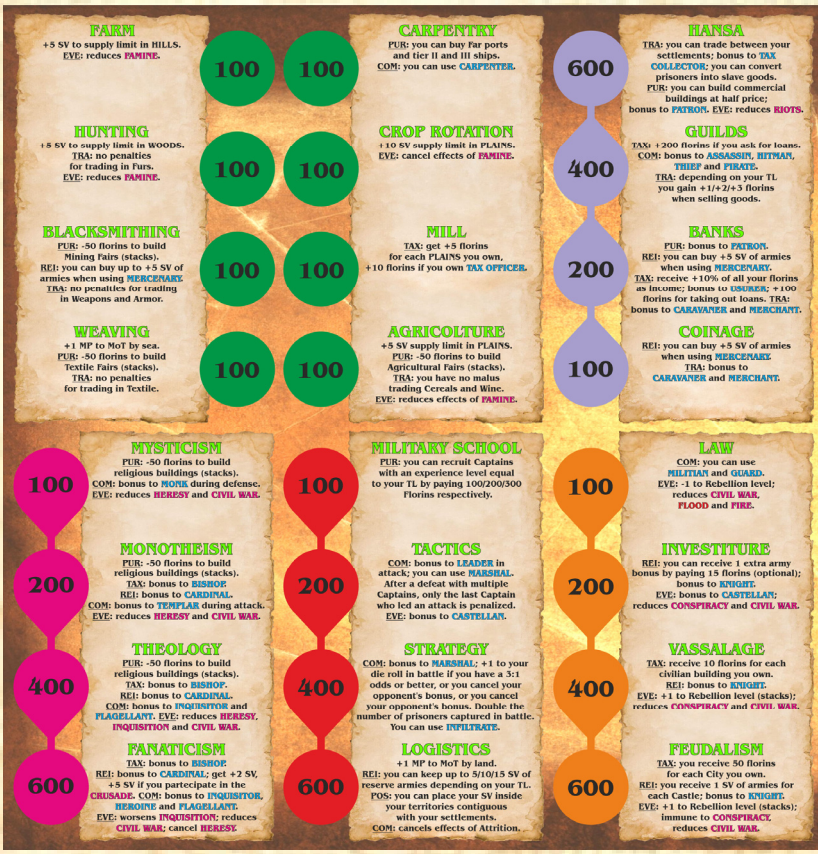
All other technologies are linked together by a single branch or two branches; the price varies depending on the technology's level: 100 Florins for level I, 200 Florins for level II, 400 Florins for level III, and 600 Florins for level IV.
To purchase a level II technology, you must have the corresponding level I technology from the previous turn, and so on for higher levels.

HOSPITAL (600 Florins, ●): **Combat**: at the end of the phase you recover 2 SV from armies lost in battle, even if they are different battles; you can use **SURGEON** to heal 1d8 SV from armies lost after 1 battle, but you cannot recover more SV than those lost excluding prisoners; all recovered SV come back into play in the next **Reinforcements** phase. Bonus to **DOCTOR**, **MONK** and **TEMPLAR**.
Events: immune to effects of **EPIDEMIC**; reduces effects of **CIVIL WAR**.

COINAGE (100 Florins, ●): **Trade**: bonus for **CARAVANER** and **MERCHANT**.
Reinforcements: you can buy +5 SV of armies when using **MERCENARY**.

BANKS (200 Florins, ●): **Purchase**: bonus to **PATRON**.
Reinforcements: you can buy +5 SV of armies when using **MERCENARY**.
Tax: receive +10% of all your Florins as income; bonus to **USURER**; +100 Florins for taking out loans.
Trade: bonus to **CARAVANER** and **MERCHANT**.

GUILDS (400 Florins, ●): **Trade**: depending on your TL you gain +1/+2/+3 Florins when selling goods.
Tax: +200 Florins if you ask for loans.
Combat: bonus to **ASSASSIN**, **THIEF**, **PIRATE** and **HITMAN**.



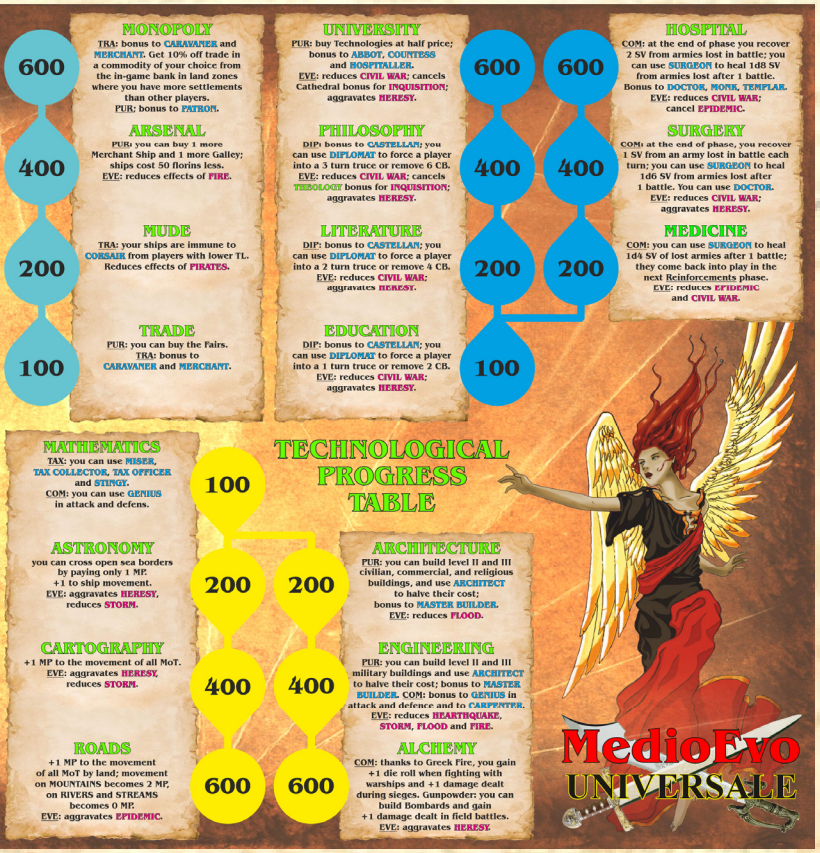
HANSA (600 Florins, ●): **Trade**: you can trade between your settlements; bonus to **COLLECTOR**; you can convert prisoners into Slave goods.
Purchase: you can build commercial buildings at half price; bonus to **PATRON**.
Events: reduces effects of **RIOTS**.

TRADE (100 Florins, ●): **Purchase**: you can buy the Fairs.
Trade: bonus for **CARAVANER** and **MERCHANT**.

MUDE (200 Florins, ●): **Trade**: your ships are immune to **CORSAIR** from players with lower TL.
Events: reduces effects of **PIRATES**.

ARSENAL (400 Florins, ●): **Purchase**: you can buy 1 more Merchant Ship and 1 more Galley; ships cost 50 Florins less.
Events: reduces effects of **FIRE**.

MONOPOLY (600 Florins, ●): **Trade**: bonus for **CARAVANER** and **MERCHANT**.
Get 10% off trade in a commodity of your choice from the in-game bank in land zones where you have more settlements than other players.
Purchase: bonus to **PATRON**.



*Example (**HANSA**): the Mamluk would like to trade between Damascus and Tunis, but the player who controls Tunis does not accept the trade pact; then the Mamluk conquers Tunis, but to trade between two of his cities he must buy the **HANSA**.*

*Example (**HANSA**): he level 2 player owns **HANSA** and during the **Trade** decides to auction 2 Empire cards from his deck; the auction is open to everyone, you can start from a base defined by the player, with a minimum raise of 5 Florins.*

*Example (**TRADE**): the player owns **TRADE** and plays 2 **MERCHANTS**: gets 60 Florins.*

*Example (**MUDE**): Player A of TL II cannot play **CORSAIR** against player B of TL II, but can do so on player C of TL I.*

*Example (**ARSENAL**): the Byzantine of TL III can purchase the 4th Galley and the 4th Merchant ship of level III.*

*Example (**MONOPOLY**): the Holy Roman Empire is also the Pope (Rome), conquers Genoa and Venice, and holds a **MONOPOLY**; with five settlements in land zone 3, it chooses Salt as the commodity it will control.*
The Kingdom of Hungary conquers Palermo, Naples, and Prague, for a total of four settlements in land zone 3. Due to a Calamity, the Pope dies; when he is re-elected, the Kingdom of Hungary takes control.
*The Kingdom of Hungary does not hold a **MONOPOLY**, but it has more settlements than the Holy Roman Empire in land zone 3, so the Holy Roman Empire loses its **MONOPOLY** on Salt.*

In this table there are abbreviations in underlined capital letters that indicate the various phases of the game:
DIP**: **Diplomacy
PUR**: **Purchase
TAX**: **Tax
REI**: **Reinforcements
EVE**: **Events
PLA**: **Placement
COM**: **Combat
TRA**: **Trade

As per the rules, this table also has references to Technologies in green CAPITAL LETTERS, to Empire cards in blue CAPITAL LETTERS, and to Calamities in purple CAPITAL LETTERS.



GESTA D'UNIADE E DEL MONACO CAPISTRANO.

VARIANTS

The following rules may be added to the game if all players agree.

START OF GAME BONUS

Below is a list of bonuses to apply at the start of the game (players may add one or more bonuses):

- Players start the game with three Level I Technologies and one Level II Technology of their choice.
- Players start the game with an extra bonus of Florins equal to the number of players x30.
- Players start the game with an extra bonus of Army SV equal to the number of players.

Example: using all 3 bonuses with 7 players the game would start with 3 level I Technologies, 1 level II Technology, 210 Florins and 7 extra SV compared to the initial setup.

COMBAT RESERVES

If you have **LOGISTICS**, you can perform an additional operation: adding combat reserves.

Once for each field battle (attacking or defending), you can add the reserves collected behind your Player Screen to the army in battle.

Note: Reserves can be a maximum of 5, 10, or 15 SV depending on your TL; you can perform this operation once for each field battle, attacking or defending, up to a maximum of field battles equal to your TL per game turn.

This operation can be performed at any time during the battle and if the field battle territory is adjacent to a player's settlement, but without exceeding the player's supply capacity.

If a field battle is preceded by a siege, the defender cannot add reserves.

*Example: the Hungarian player in TL III has **LOGISTICS** and 15 SV in reserve, **FARM**, the three territories of the Kingdom of Sicily (each occupied by 5 SV of armies, but no buildings), and the Papal States (occupied by 30 SV, Fortilizio, and Hamlet).*

The Mamluk is attacking Sicily by sea; the Hungarian player can add up to a maximum of 5 SV of armies from reserves to Sicily because it borders the settlement of Naples; the Mamluk player cannot add reserves.

The Mamluk conquers Sicily and decides to attack Apulia; this time, too, the Hungarian player can add a maximum of 5 SV to Apulia from reserves.

The Mamluk conquers Apulia and decides to attack Campania; the Hungarian player can add, for the third and final time, a maximum of 5 SV to Apulia from reserves.

KHANATE RELIGION

The Khanate of the Golden Horde can, only once per game, change religion at any time and become Catholic, Muslim or Orthodox, but loses 2 HP.

BYZANTINE RELIGION

The Byzantine can change religion multiple times during the game, but each time he loses 1 HP and the rebellion level of his territories increases by 1 for 3 turns (stacks).

Example: the Byzantine decides to change religion and become Catholic, loses 1 HP and the rebellion level increases by 1; the next turn he decides to return to Orthodox, consequently losing 1 more HP and the rebellion level increases to 2 overall (2 for 2 turns and 1 for the next turn).

SIEGE WITHOUT SIEGE ENGINES

Sieges can be conducted without MoS, but only the Attrition sub-phase is performed as turns pass.

Example: the Mamluk begins the siege of Antioch occupied by 3 SV of barbarian armies and 1 Tower; having no MoS, it will take him 4 turns to conquer Antioch thanks to Attrition.

Example: the Mamluk begins the siege of the territory of Leptis Magna (DESERT) occupied by 4 SV of barbarian armies and 1 Tower; having no MoS, it will take 3 turns to conquer Antioch thanks to the Attrition.

MoT ENHANCED

MoTs can move before and after the buy or sell action if they have MP available. They can also perform 2 buy or 2 sell operations instead of 1 buy and 1 sell.

Example: a level II Merchant ship has 7 MP, moves 5 MP, sells 10 goods, and then moves 2 MP.

Example: a level II Merchant ship unloads 20 goods in Naples where there is a level I Caravan that loads 10 goods and sells them, then loads another 10 goods and sells them.

Example: at the end of the game the player has obtained 5 HP from battles and territorial conquests, 7 HP from technological evolution, 8 HP from Florins; the valid HP are 5.

*Example: the Barbarians have 6 SV in Antioch, and the Mamluks have 10 SV in Palestine. The Byzantines gain Palestine with 5 SV from the Mamluks during **Diplomacy**. The remaining 5 SV will be moved by the Mamluks by the end of the turn with a MoT or eliminated from the game. The territory becomes Byzantine.*
*At the end of **Diplomacy**, however, the Barbarians attack the Byzantines in Palestine with 5 SV.*

*Example: during the **Trade**, the Byzantines find themselves with 1 Level II Galley, 1 Merchant, and 15 SV in the same sea zone as 1 Pirate Galley with 10 SV of barbarian armies.*
*The TL III Mamluk has **GUILDS** and plays **CORSAIR** against the Byzantine fleet, plundering 7 goods (9-2) and killing 7 SV (9-2) of Byzantine armies.*
*At the end of the **Trade**, the Pirate Galley will attack the Byzantine fleet with 9 SV, which is left with only 8 SV.*

2 PLAYER GAME

The two player Kingdoms must be contiguous, meaning there must be no other playable Kingdoms between them. Once the two player Kingdoms have been defined, all adjacent Barbarian Kingdoms and all Barbarian Kingdoms within the transition area between the two player Kingdoms are included in the playable area.

No rules regarding the Pope and related rules (election of the Pope, tithes, excommunication, Antipope, **CRUSADE**).
No Calamities during **Events**, no **Diplomacy**.
The game is played normally, but the HP you gain is divided into 3 types: battles and territorial conquests, technological evolution, and Florins.

The HP valid at the end of the game are the lowest among the 3 types, so the player is led to develop all 3 main aspects of the game: battles and conquest, technological evolution, Florins.

TERRAIN MODIFIERS FOR BATTLES

If the attacker attacks from a higher level, he receives a +1 bonus on the die roll (for example, from MOUNTAIN he attacks HILL or PLAINS, or from HILL he attacks PLAINS).
If the attacker attacks from a lower level, he receives a -1 penalty on the die roll (for example, from HILL he attacks MOUNTAIN or from PLAINS he attacks HILL or MOUNTAIN).
If the defender is in a WOOD, the attacker's terrain bonus is canceled.
If there is a RIVER bordering the attacker's territory and the defender's territory, the attacker receives a -1 penalty on the die roll.
If the attacker is disembarking or crossing a STRAIT, he receives a -2 penalty on the die roll.
If the attack occurs from multiple directions, the best bonus (or lowest penalty) is calculated in favor of the attacker (because the defender is attacked from multiple sides anyway).
If the attacked territory is a DESERT, players lose 1 extra SV on the second dice roll (these losses are added to the losses due to the dice result + any card or Technology modifiers).
If the player has **LOGISTICS**, cancel the DESERT effect.
If the player has **STRATEGY**, he reduces any penalties by 1.

ACTIVATION OF BARBARIANS AT THE END OF PHASE

Instead of activating only during **Events**, Barbarians sub-phase (see page 59), Barbarians activate at the end of each phase if the conditions for doing so are met.

DIFFICULT MOORING

You can decide that galleys, when loading and/or unloading outside a port, spend MP based on the terrain in which they are docked, that is, based on the terrain costs shown in the table on page 36.

Similarly, attacking by sea also costs MP based on the terrain type.

Example: attacking an opponent by sea in a PLAINS territory costs 1 MP, in a HILL/FOREST/DESERT territory costs 2 MP, in a MOUNTAIN territory costs 3 MP.

TREASURE CARDS FOR PLAYER CAPTAINS

The rule of drawing a Treasure card when defeating a Level II or III Barbarian Captain also applies to players' Captains of the same level.

If the Barbarian kills a player's Captain, the Barbarian will draw the Treasure card and immediately add the reinforcement SV indicated on the card itself.

DIPLOMATIC OPTION: GUARANTEE

During **Diplomacy**, the player can use one diplomatic action to guarantee one Kingdom; to identify this Kingdom, the player places one of his markers on a territory of that Kingdom, visible to all.

A Kingdom can only be secured by one player.

From this point on, the player becomes the "protector" of that Kingdom. He can send troops and build fortifications, a maximum of 1 SV per territory and a maximum of 1 fortification level per territory, obviously at his own expense (i.e., he converts his SV into barbarian armies and spends his Florins to build fortifications).

If he wishes to add a Barbarian Captain, he should consider it his own for the purposes of the player's TL limit.

If the guaranteed Kingdom is attacked, the "protector" gains CB towards the attacker following the diplomatic table.

For each guaranteed Kingdom that is not free (i.e. partially or totally occupied by armies of other players) at the end of the game the "protector" will lose 0.5 HP for each territory.

Example: the Kingdom of France uses the GUARANTEE action on the Kingdom of Sicily and places one of its markers in Puglia.
*During **Reinforcements**, the French gain 10 VF (4 of which are converted into Barbarian Armies) and in the **Purchase** phase, they purchase two Towers.*
*During **Placement**, they decide to increase each of the four Territories by one VF and add one Tower to Puglia and one Tower to the island of Malta.*
The following turn, being LT II, the French decide to purchase a second Captain and convert him into one Barbarian Captain to place in Sicily.
When the Mamluks attack the Kingdom of Sicily, the French will gain two extra BC for each territory conquered by the Muslim player.

INTERREGNO PERIOD OF HOLY ROMAN EMPIRE

The Holy Roman Empire begins the game with reduced TAX and REINFORCEMENTS until the interregnum period ends thanks to an **EVENT** card.

TAX: 4 Florins instead of 5 from each territory.

REINFORCEMENTS: 6 SV armies instead of 7 from the starting Kingdom.

EPIDEMIC OF DESTRUCTION

If a player decides to destroy a City immediately after conquering it, roll 1d4: on a result of 4 an **EPIDEMIC** breaks out.

The new Seasons cards are available for free download in the DOWNLOAD section of the official forum.

Example: two players decide to play in winter, one player decides to play in spring, and two players decide to play in summer.
The blue player has the first sword and decides to play in summer, the red player has the second sword and decides to play in spring, the green player has the third sword and decides to play in winter, the blue player has the fourth sword and decides to play in winter, and the orange player has the fifth sword and decides to play in summer. The sequence of play will be: green, light blue, red, blue, orange.

Below are the changes to Calamities due to the effects of the seasons:

FLOOD
Aggravates: For each level of building destroyed or damaged, you also lose 3 SV.
Reduces: For each level of building destroyed or damaged, you do not lose SV.

BARBARIAN INVASION
Reduce: 1 territory can be absorbed or attacked per turn, excess SV are eliminated from the game.

FAMINE
Aggravates:
4 losses in MOUNTAINS
4 losses in DESERT
3 losses in HILLS
3 losses in WOODS
2 losses in PLAINS
The following modifiers then apply:
+2 losses in the Village (level I settlements)
+3 losses in the Hamlet (level II settlements)
+4 losses in the City (level III settlements)
+2 losses if the territory belongs to a player at war.

EPIDEMIC
Aggravate: SV losses decrease by the player's TL-1 in all territories already affected.
Reduce: SV losses decrease by the player's TL+1 in all territories already affected.

CIVIL WAR
Reduces: the 1st faction is initially composed of the territories of the starting Kingdom + 3 other territories or MoT; the 2nd faction is composed of all the other territories or MoT and is in the hands of the rebels (barbarians).

DROUGHT
Aggravates: WINE and GRAIN cannot be purchased in affected settlements; armies defending in these territories suffer a fixed -2 penalty to their die rolls, and battle losses are doubled.
Reduces: WINE and GRAIN can be purchased in affected settlements by paying 2 Florins more for each good; armies defending in these territories suffer no penalty to their die rolls, and a +1 penalty to battle losses.

THE SEASONS
Each game turn is equivalent to a year and is broken down into 4 seasons in this sequence: winter, spring, summer, autumn.

During game setup, each player is given the four season cards, marked on the back with the heraldic coat of arms of their Kingdom.
During the **Swords** phase, the first swords are auctioned off as usual, followed by the random drawing of the next ones (see Page 10 - 1. TURN ORDER PHASE).
Also in the **Swords** phase, each player secretly decides which season to play, chooses the corresponding season card, and places it face down in front of their station so that all other players can see it.
All players simultaneously reveal their season card; these cards determine the actual sequence of play, following these rules:

- if 2 or more players choose the same season, the sequence of play between them will follow the sequence of swords.
- if 2 or more players choose different seasons, the one who chose winter will play first, then spring, summer and finally autumn.

Below are the effects of each season shown on the cards:

WINTER:
-2 MP to land movement.
No naval movement in sea zones F and G.
Dangerous sea zones A, B, C, D, and E: roll 1 die for each moving ship based on the player's LT: 1d4 for LT I (with a result of 4), 1d6 for LT II (with a result of 6), 1d8 for LT III (with a result of 8) causes the ship to sink.
Each movement causes 1 SV of casualties per combat round.
Each combat round causes 1 SV of extra casualties to the attacker and defender.
-1 to the attack die roll.
+1 to ATTRITION.
-20% tax collection.
Impossible to move to or from MOUNTAIN zones.
Aggravates: **FAMINE**, **STORM**.
Reduces: **FLOOD**, **EPIDEMIC**, **CIVIL WAR**, **FIRE**, **PIRATES**, **REVOLTS**, **BARBARIAN INVASION**.

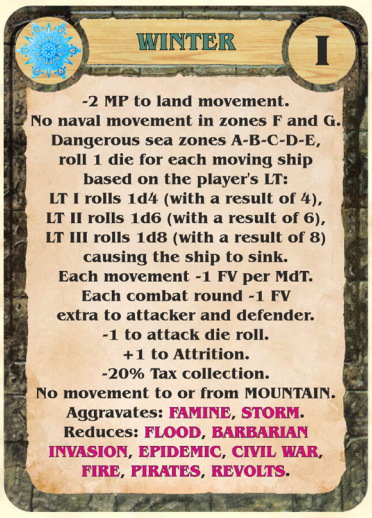
SPRING:
-1 MP to land movement.
+1 MP to naval movement.
-10% tax collection.
+2 florins to the sale of goods.
Aggravates: **FLOOD**.
Reduces: **DROUGHT**.

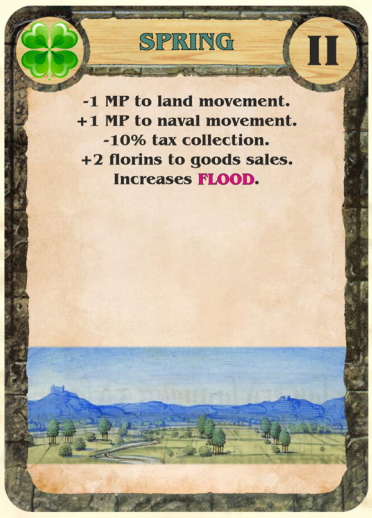
SUMMER:
+1 MP to naval movement.
Each movement causes 1 SV of losses to each WAR CHARIOT moving in a DESERT.
Each combat round causes 1 extra SV of casualties to the attacker and defender in the DESERT.
+1 to ATTRITION in the DESERT.
Aggravates: **FAMINE** in the DESERT, **EPIDEMIC**, **DROUGHT**, **FIRE**, **PIRATES**, **REVOLTS**.

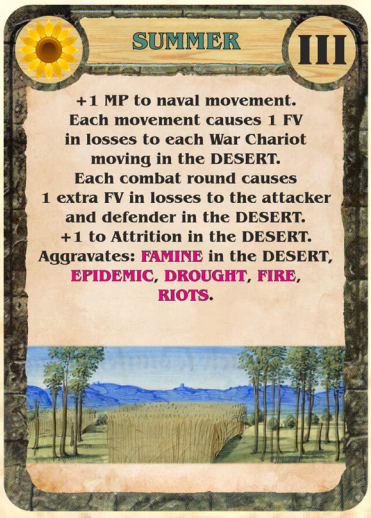
AUTUMN:
-1 MP to land movement.
Dangerous sea zones B-C, roll 1 die for each moving ship based on the player's LT: 1d4 for LT I (on a 4), 1d6 for LT II (on a 6), 1d8 for LT III (on a 8) cause the ship to sink.
+10% tax collection.
-2 florins when purchasing goods.
Aggravates: **FLOOD**, **STORM**.
Reduces: **DROUGHT**.

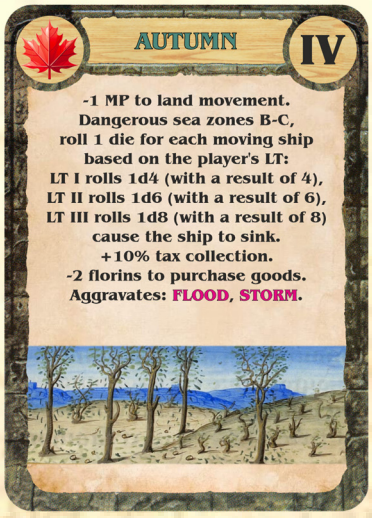
At the end of the game round, players take the played season card back into their hands.

SEASONS card images:









FIRE
*Aggravates: **LAW** has no effect; for each level of building destroyed or damaged, 2 SV are also eliminated.*
Reduces: For each level of building destroyed or damaged, no SV are eliminated.

PIRATES
Aggravates: Each ship will carry 1d8+3 SV of barbarian armies plus 1 level I Barbarian Captain.
Reduces: Each ship will carry 1d4 SV of barbarian armies plus 1 level I Barbarian Captain.

REVOLTA
Aggravates: Add 1 Level I Barbarian Captain to all rebelling territories.
Reduces: Slave goods do not become barbarian.

STORM
*Aggravates: **ASTRONOMY**, **CARTOGRAPHY**, and **ENGINEERING** technologies have no effect.*
Reduces: Buildings are not damaged.

MANAGEMENT OF CONQUERED TERRITORIES (POLITICAL, CULTURAL, RELIGIOUS)

This variant includes:

- elements that measure the will to be independent for recently conquered territories; this effect disappears over time.
- the Cores, which represent the true ownership of the conquered territories to the player's Kingdom.
- the importance of religion in the process of acculturation, conversion or pacification in a conquered territory.
- the concept of culture or cultural area in the process of acculturation, conversion or pacification in a conquered territory.

This variant makes the game more complex, but more realistic (at least from a historical perspective).

RISK OF REBELLION

Starting territories: in the 7 territories of the starting Kingdom the risk of rebellion is now -1, that is, the player must have only 4 SV instead of 5 to completely avoid the risk of rebellion (1d4).

The normal rebellion risk remains 1d4+1.

Conquered territories are subject to an extra rebellion risk of 1d4+2 for a certain number of turns.:

- +0 turns if there is a marriage with the **PRINCESS** (+1 for each territory beyond the first)
- +2 turns if the territory is of a different religion
- +1 turn if the territory is of a different culture
- +1 turn if the territory is not adjacent to your Kingdom
- +1 turn if another player's Core is in the territory.

Example: the Byzantine Empire conquers the island of Cyprus.
The duration of the extra rebellion risk is 2 turns: 1 turn because it is of a different culture and 1 turn because it is not adjacent to any of the 7 territories of the starting Kingdom (religion is not considered because it has two religions, one of which is Orthodox).

Example: the Byzantine Empire conquers Cilicia.
The duration of the extra rebellion risk is 4 turns: 2 turns because it is of a different religion, 1 turn because it is of a different culture, and 1 turn because it is not adjacent to any of the 7 territories of the starting Kingdom.



As already described on page 14, on the map you will find the symbols of the various religions: those with a gold background represent the religion of the entire Kingdom, those with an orange background represent the religion of the single territory; a territory can have multiple religions.

If a conquered territory has multiple religions, but at least 1 is equal to the player's starting Kingdom, there are no extra rebellion risk turns.



You will also find the symbols of the various cultural areas: those with a light background represent the culture of the entire Kingdom, those with a dark background represent the culture of a single territory; a territory can have multiple cultures.

If a conquered territory has multiple cultures, but at least 1 is equal to the player's starting Kingdom, there are no extra rebellion risk turns.

Use small six-sided dice to measure the duration of the risk of rebellion in newly conquered territories: as turns pass, adjust the top face of the d6 to display the number of turns remaining at risk of extra rebellion.

The bonuses and penalties given by **LAW**, **VASSALLAGE**, **FEUDALISM** and fortifications as described on page 23 always apply.

CORE

At the start of the game, place 1 cube of your color (Core) in each starting Territory, for a total of 7 cubes; the player controlling the Pope is not entitled to the eighth Core.

During **Combat**, a maximum of 1 Core may be moved per turn into a conquered territory; the presence of the Core cancels out extra rebellion turns and reduces the risk of rebellion to 1d4 (as in the starting Territories).

If the player moves 1 Core from a starting Territory to a non-starting territory, it cannot be moved again; however, if that territory is conquered by an opponent or by barbarians, the player may (but does not have to) take the Core back and place it in one of his starting Territories.

You can get additional Cores during the match:

- 1 Core for the conquest of a Lesser Kingdom
- 2 Cores for a Greater Kingdom
- 3 Cores for a Greater Kingdom

These Cores must be placed in the initial Territories still in the player's possession (this action does not count towards the movement of 1 Core each turn), but there can be a maximum of 1 Core in each territory, the excess ones are eliminated.

KINGDOM OF FRANCE HISTORICIZED

These variants can be applied separately or all together to the Kingdom of France at the start of the game:

- 2 Cathedrals
- The Pope under French control
- The Kingdom of Sicily is occupied by the French with 5 SV in each territory. The rebellion level in the Kingdom of Sicily increases by 1 (up to a maximum of 8) from the second turn of the game; it returns to 5 after 3 turns, having been at 8.

LOGISTICS FOR MoT

The MoTs of players who own **LOGISTICS** do not spend MP to load/unload armies, MoTs, MoS or goods (regardless of whether they are carrying a Captain, are located at a civilian building or a Far port) and can continue to move after buying and/or selling actions.

Example: the Byzantine conquers Cilicia, the duration of the extra rebellion risk is 4 turns: then place 1d6 with the upper face showing the 4.

Example: when the new Pope is elected, the player who controlled the Pope removes 1 CORE and the new Pope places 1 new CORE in the Papal States.

Example: the Byzantine conquers Cilicia, the duration of the extra rebellion risk would be 4 turns, but he decides to move 1 Core from Mysia and resets the extra rebellion risk turns.

Example: the Byzantines conquer Lichas and Paphlagonia (Sultanate of Rum) and move 1 Core from Mysia to Lycia. They continue the attack and finish conquering the Sultanate of Rum, gaining 1 extra Core that they can place in Mysia.

Example: The ship is located in the settlement of Bruges, indicated in the image with the yellow dot and zero MP used; the ship leaves the port of Bruges and moves into the sea area opposite using 1 MP; the ship enters the stretch of the Rhine RIVER between Flanders and Friesland, using ½ MP, total 1½ MP; the ship advances on the stretch of the RIVER between Lorraine and Friesland, using ½ MP, total 2 MP; the ship advances on the stretch of the RIVER between Palatinate and Friesland, using ½ MP, total 2½ MP; the ship advances on the stretch of the RIVER between Palatinate and Thuringia, using ½ MP, total 3 MP; the ship advances on the stretch of the RIVER between Palatinate and Franconia, using ½ MP, total 3½ MP; the ship advances on Lake Constance between Swabia and Franconia, using ½ MP, total 4 MP.
If the German player built a FAR PORT in Basel, the ship could enter the Basel port by paying 1 MP, total 5 MP.



NAVIGABLE RIVERS

RIVERS and STREAMERS become navigable:

- Moving on RIVERS or STREAMERS costs ½ MP for each land border encountered on the shore or for each branch crossed.
- Far Ports can only be built on territories with settlements.
- Entering or exiting a Far Port on RIVERS or STREAMERS costs 1 MP.
- If the territories on either side of the RIVER or STREAM belong to the same player, it has the same value as the STRAIT and blocks the movement of ships from other players that do not have a diplomatic pact allowing passage, territory, or trade with you.
- If the territories on either side of the RIVER or STREAM belong to barbarians, they attack passing ships if they are outnumbered.

TECHNOLOGIES TO THE BARBARIANS

When all players have certain Technologies, barbarians also gain them: **MILITARY SCHOOL**, **STRATEGY**, **ALCHEMY**, **SURGERY**, **HOSPITAL**.
When all players reach TL II, barbarian Captains who should enter the game at Level I enter at Level II; the same goes for TL III.

THE POPE

If, at the start of the game, there are one or more Christian players on the map, but Rome is not present, these players will randomly decide who will be the Pope; the winner will choose one of his territories to place the Christian Religious Capital and the Pope; he will be entitled to 10 (or 11) additional SV at the start of the game and will have to add 5 florins to his taxes (if he is the only Christian player in the game, 10 additional florins for tithes).



LA TREGUA.

Notes:

LEGEND AND ABBREVIATIONS

To facilitate and speed up learning the regulation, it was decided to use a series of abbreviations and formatting, here in alphabetical order.

Calamity: catastrophic events, are indicated in capital letters, bold and purple (**STORM**).

Empire cards: they represent particular characters, they are indicated in capital letters, bold and blue (**TEMPLAR**).

CB: Casus Belli is an expression used to indicate an offensive event.

Inhabited centre: it is represented on the map by the image of a building in the city.

Buildings: they are divided into settlements (Village, Hamlet, City), commercial buildings (agricultural, mining, Textile fair), military buildings (Tower, Fort, Castle), religious (Cathedral) and maritime (Far Port).

Phases: the game turn is divided into 10 Phases, they are indicated in bold underlined (**Events**).

Florins: game coins.

TL: Player's Technological Level.

MoS: Siege Engines.

MoT: Means of Transport.

MP: Movement Points of MoT.

XP: Experience Points are Victory Points, to be considered decimal of HP.

HP: Honor Points are Victory Points.

Sub-phases: some phases are divided into sub-phases which must be carried out consecutively, even several times in the same phase, they are indicated in underlined (Barbarians).

Technologies: progress and developments in various aspects of the game are indicated in capital letters, bold and green (**ARCHITECTURE**).

Types of terrain: indicate the type of terrain in the territories of the map, they are indicated in capital letters (MOUNTAIN).

SV: Strength Value of the armies, represented by the miniatures of the Infantrymen (Strength Value 1), the Archers (3), the Heavy Infantrymen (5) and the Knights (10).



L'ULTIMO DEI RE MORI ABBANDONA GRANATA.

EVENTS

Ver. Alpha 1.1

PREMISE

This section of the rules contains 400 events, almost all historicized, which take inspiration from characters, events, places, professions, customs, technologies and much more, referring to the historical period in which this board game is set, that is, from 1265 to 1300 AD. It was a huge work that had its initial phases in 2009, albeit in a very embryonic way and certainly not with a clear vision of what the final result would be.

Historical extrapolations in italics are presented in the present rather than the past, so that players have a more immersive experience; reference years have been retained, if present, but words like 13th century or Middle Ages, a concept introduced later by Renaissance historians, have been removed.

Like the rest of the ruleset, it is evolving and will undoubtedly continue to do so for some time, both to implement more interactions with various aspects and mechanics of the game and to balance each individual event.

STRUCTURE OF AN EVENT

Each single event is structured as follows:

- a progressive number from 100 to 499 so that it can be selected by rolling 3 dice: 1d4 for the hundreds, 1d10 for the tens, and 1d10 for the units (the 2 d10s must have different colors to distinguish which is the tens and which is the units). Example: if the roll of the 3 dice gives a result of 3 for the d4, 0 for the tens d10, and 7 for the units d10, the event to be read will be 307.
- to the right of the progressive number is the title of the event which specifies the target (who it hits or where the event will take effect); it could be a group of players (for example **CHRISTIANS**, the set of all **CATHOLIC** and **ORTHODOX** players), a single player (for example **KINGDOM OF FRANCE**), one or more land Zones (for example **ZONE 3-4**), one or more sea Zones (for example **ZONE B-C**), a limited area (for example **ITALY**), or all players (**ALL**).
- following, in italics, a text of the historical fact referred to (not always present).
- a possible additional text describing the actual game event with any options or choices by the players.
- to finish a table; in the first row in red the die to roll, usually 1d8, and to the left of the die the bonuses/maluses that modify the final result (for example 1d8, +1 to the die roll if you have **ASTRONOMY**); in the following rows of the table there are the ranges of the various die results with the description of what happens (for example from 1 to 3 the expedition fails, -5 XP).

- If the text refers to "every Technology of the **LOGISTICS** branch", it means all the Technologies from **MILITARY SCHOOL** to **LOGISTICS**; instead if it refers to "every Technology of the **STRATEGY** branch", it means all the Technologies from **MILITARY SCHOOL** to **STRATEGY**, excluding **LOGISTICS**.

Any GOLD goods listed in the events have a value of 100 Florins each, SILVER goods 50 Florins each.

HOW THEY WORK

These historicized events replace the section on Event cards on page 22 of this rulebook.

Events: If a Calamity does not occur, the player whose turn it is to begin rolls the 3 Event dice (1d4 and 2d10) to determine which event to read.

Regarding Relics, at the start of the game, players decide which result of the d4 (hundreds die) will cause 1 Relic to appear (example: at the start of the game, players decide that a 2 will be the result of the d4 that activates the Relic). Each time a result between 200 and 299 is rolled, 1 Relic will be placed on the map as specified on page 23.

If the event target does not exist on the map, the 3 event dice are rolled to define a new event.

100 - EVERYONE

The Crusades represented a unique combination of religious, political, cultural, and economic motivations that made them events of great importance in medieval Europe and the Islamic world, with lasting consequences that extended well beyond the period of the military expeditions themselves. From England to Jerusalem, from Novgorod to the Pillars of Hercules, everyone experienced the allure, the glories, and the consequences of the Crusades.

If a **CRUSADE** is called, every Minor Kingdom you own will participate with a gift of your choice:

- 1 Galley equal to your TL
- 1 MoS equal to your TL
- 1 Captain equal to your TL
- 5 SV armies
- 250 Florins
- 1 Empire card

If you own **FANATICISM** each Minor Kingdom you own will also add 3 SV.

101 - EVERYONE

Dice games are a popular pastime enjoyed by all social classes. Dice has ancient roots, dating back to the ancient Romans, but it is now even more popular thanks to the spread of the game by knights-errant and minstrels, who played it in taverns as a favorite pastime. While many enjoy dice games, others see them as a vice. One example is that of Louis IX, the Crusader king, who was enraged when he discovered his brother Charles of Anjou was playing dice during the return journey from Acre after being freed from Muslim captivity. Louis, distraught by the death of another brother in war, furiously threw the dice and game boards into the sea.

From now on, during **Trade**, when a player's trading MoT is in another player's settlement, they can ask him to enter a tavern and play zara or sozum with dice.

If he accepts, a mutually agreed-upon sum in Florins is decided; use 1d8, 1d6, and 1d4. Zara was a game played with three dice: the winner was the player who guessed the winning combination before the dice were rolled and announced it aloud. Sozum is a game similar to zara, in which the winner was the player who rolled the highest number. The dice are rolled until one of the two players wins and collects the opponent's Florins.

102 - EVERYONE

Dice games are a popular pastime enjoyed by all social classes. In the dice game zara, players bet on various outcomes obtained by rolling dice. The game involves betting on specific numbers or combinations of numbers that can be obtained by rolling dice. It is often played in public places such as taverns and fairs, and can involve both informal bets among friends and more structured bets with defined rules. Sozum is another popular dice game, particularly popular in Eastern Europe and the Islamic world. It was a betting game in which players bet on various outcomes obtained by rolling dice. The exact rules of sozum could vary from region to region, but generally involved betting on combinations of numbers, specific outcomes, or the highest number.

From now on, during **Trade**, when a player's trading MoT is in another player's settlement, they can ask him to enter a tavern and play zara or sozum with dice. If he accepts, a mutually agreed-upon sum in Florins is set; use 1d8, 1d6, and 1d4. Zara was a game played with three dice: the winner was the player who guessed the winning combination before the dice were rolled and announced it aloud. Sozum was a game similar to zara, in which the winner was the player who rolled the highest number. The dice were rolled until one of the two players won and collected the opponent's Florins.

103 - EVERYONE

Your King intervenes against usurers and gambling.

1d8	
1-3	Gambling with dice is abolished.
4-6	Usury lending with the gambling bank is abolished.
7	Both are abolished.
8	Both are abolished; -5 XP.

104 - EVERYONE

A Relic is found in a territory, roll dice to define where (Zone, Kingdom, Territory). Roll 1d8 to see which Relic is found: 1 True Cross, 2 Shroud, 3 Nail of the Cross, 4 Feathers of the Archangel Gabriel, 5 Relics of the Magi, 6 Body of St. Mark, 7 Hand of the Saint, 8 Chains of St. Peter. The first player to reach the territory with an MoT can load the Relic.

105 - EVERYONE

New decorative techniques for cathedrals and mosques include the use of stained glass windows depicting religious scenes or important events, statuettes depicting religious figures, gold plating to create golden reflections, the use of precious stones and marbles to add elegance to sacred buildings, and ornaments such as arabesques, inlays and sculptures to embellish columns and other architectural parts of places of worship.

You can choose 3 different levels of decorations to apply to your religious buildings, depending on the level you will get 2-4-6 XP for each Cathedral/Mosque respectively (if you don't apply the decorations, you lose 2 XP for each building): 1st level - 100 Florins, 2nd level - 200 Florins, 3rd level - 300 Florins.

106 - EVERYONE

The growing commercial and banking revolution of the period fostered the expansion of fairs. These commercial events became crucial for the exchange of goods between merchants from different regions. Fairs provided a unique opportunity for the sale and purchase of a wide range of goods, facilitating large-scale trade. Furthermore, they served as a platform for commercial innovation, where new sales techniques and strategies were developed and disseminated. Thanks to the presence of stalls and merchants from different parts of the continent, fairs also became centers of cultural exchange and knowledge, contributing to the dissemination of advanced commercial ideas and practices.

Roll 1d8 (+1 to the die roll for each Technology of the **HANSA** and **MONOPOLY** branch), the player with the highest result (or more players with the same highest result), can place a Fair of his choice in one of his settlements.

107 - EVERYONE

While imprisoned in Genoa after the Battle of Meloria in 1284, Rustichello da Pisa met Marco Polo, who was also a prisoner, perhaps in 1298, following the Venetian defeat at Curzola. In the prison of Palazzo San Giorgio in Genoa, Marco Polo shared his travel memoirs with Rustichello. Rustichello transcribed these narratives in langue d'oïl, thus creating the famous text entitled "Le divisament dou monde" ("The Description of the World"), better known as "Il Milione." This work recounts Marco Polo's travels through Asia in detail, offering valuable information on the cultures, peoples, cities, and wonders he encountered along the way. Thanks to the book's circulation, European knowledge of Asia increased significantly, significantly influencing the collective imagination and stimulating further exploration and contact between Europe and the East.

If you have **EDUCATION**, you get a Cartography Technology; If you have **LITERATURE**, you get +3 XP.

108 - EVERYONE

Ibn Abi Usaibi'a, a renowned Arab historian and physician, wrote "Sources of Information on the Medical Classes," commonly known as the "Lives of the Physicians." This work contains biographies of 380 physicians, including those from antiquity and his own time, despite several inaccuracies. The first edition of Ibn Abi Usaibi'a's work was dedicated to the vizier of Damascus. The work was later expanded and revised in a new edition, which became an important source for the history of medicine in Islam and for the biography of physicians of the time.

Roll 1d8 (+1 to the die roll for each **HOSPITAL** branch Technology, Muslim players add 2 to the result): whoever rolls the highest, finds a copy of the new edition of Doctors' Lives and gets 1 **HOSPITAL** branch Technology.

109 - EVERYONE

Master Adamo is a counterfeiter operating in Florence; his business consists of counterfeiting the Florin, the Florentine currency. However, rather than simply imitating the original coin, Master Adamo reduces the amount of gold in each Florin, replacing part of the gold with less valuable metals. In this way, he can produce more coins using less gold, but deceiving people as to the true value of the coin. Master Adamo is a character mentioned by Dante Alighieri in the Inferno of the Divine Comedy; in Canto XXX, Dante and Virgil encounter Master Adamo among the counterfeiters, who is punished in the eighth circle of Hell, the circle of counterfeiters.

For those who want to take a risk, they can try to counterfeit their Florins to increase the quantity.

1d8	+1 to die roll if you have COIN, TL III.
1-3	Fail and lose 10% of your Florins to pay the counterfeiter; -5 XP.
4-6	You manage to counterfeit many Florins, but the counterfeiter runs away with the extra coins; -3 XP.
7	Manage to counterfeit some Florins, gain 10%; +3 XP.
8	Manage to counterfeit many Florins, gain 20%; +5 XP.

110 - EVERYONE

Louis IX dies of an incurable disease. Upon his death, his body, according to the custom of the time, is boiled and deboned. His heart sails up the Italian peninsula and arrives in Paris, after a long return journey marked by enormous popular support and a succession of miracles, testifying to the king's recognized sanctity, certified not by papal commissions or political calculations, but by collective sentiment.

Roll 1d8 (+1 to the die roll for each Technology of the **HOSPITAL** branch): the player with the lowest result (if more than 1 player, they will all suffer the event) will lose the Captain with the highest level.

111 - EVERYONE

Rumors are coming of a large and wealthy kingdom called the Mali Empire. All players with CARTOGRAPHY have the option of taking MoT off the map by passing through Mauritania or the southernmost sea zone of the Atlantic Ocean. The MoT must remain off the map for one full turn and return on the following turn to the territory/sea zone from which it left.

1d8	+1 to the die roll if you have **TRADE**, **GUILDS**, **HANSA**.
1-3	The journey fails and you never return; -5 XP.
4-6	You can purchase a shipment of SALT in the Mali Empire for 15 Florins per item; +3 XP.
7	You can buy a shipment of SLAVES in the Mali Empire for 20 Florins per item; +5 XP.
8	The Emperor is fascinated by your stories and the exchange of maps and technological knowledge with you; he gifts you a shipment of silver (same price as WEAPONS AND ARMOR).

112 - EVERYONE

Your scholars are making great progress in technological development.

1d8	+1 to the die roll for each level IV Technology.
1-3	Get 1 free level 1 technology.
4-6	Get 2 free level 1 technologies.
7	Get 1 free level 2 technology.
8	Get 1 free level 3 technology.

If you don't meet the requirements for that level of Technology, take it 1 level lower, and so on.

113 - EVERYONE

Stephen Uroš I encouraged the country's economic development: he summoned numerous Saxon miners working in Hungary to his lands to employ them in the silver mining at the Brskovo and Rudnik deposits. He granted them broad administrative autonomy, as well as the right to freely profess the Catholic faith. The large quantities of silver extracted from the mines were used to mint coins: large quantities were put into circulation, serving the trade that Stephen Uroš I wanted to intensify, especially with the Dalmatian cities of Ragusa and Kotor.

The player who owns or the first player to conquer the Kingdom of Serbia takes possession of a large quantity of silver coins equivalent to 1d6x100 Florins; +50 Florins if you own **BLACKSMITHING** and +50 Florins if you own **COINAGE**.

114 - EVERYONE
Your Kingdom undergoes a massive reorganization of the state apparatus: based on your TL, add 1/2/3 Technologies by choosing between the **LOGISTICS**, **FEUDALISM** and **HANSA** branches.

115 - EVERYONE
Tunneling through enemy walls is a common tactic employed by engineers during siege operations. It allows them to silently approach enemy walls or towers and undermine them to compromise their stability. The process begins with the excavation of an underground tunnel that extends to the base of the structure to be attacked. Engineers support the tunnel with props and wooden planks to prevent premature collapse. They then fill the excavated space with flammable material and, once everything is ready, set fire to the props. The heat generated by the fire weakens the wooden supports, causing the overlying structure to collapse when the ground beneath it suddenly gives way. This technique is extremely effective at weakening enemy defenses, creating breaches in the walls or destroying defense towers, but it requires time, resources, and considerable logistical effort on the part of the besiegers.
If you have **ENGINEERING**, you can use 1 **ENGINEER** or 1 **CARPENTER** to conduct sieges without MoS and dig under the defender's walls; on the second round of siege, you use 1 of these 2 Empire cards and destroy 2 levels of fortification (you cannot add the effect of the MoS to that of the Empire card); the Empire card is discarded if the ensuing field battle is lost.

116 - EVERYONE
If you own a Minor Kingdom that borders the sea, you pay half the price for **MUDE** branch Technologies.

117 - EVERYONE
Ambushes are crucial strategies used by military forces to gain tactical advantages against opponents who are often superior in numbers or equipment. A famous example of an ambush is the Battle of Mohi in 1241, during the Mongol invasion of Eastern Europe; the Hungarian armies were surprised and defeated by the Mongols, who used guerrilla tactics, skillfully exploiting their archery and mobility. Ambushes are flexible tactics and can be employed in a variety of contexts, such as clashes between regular armies, guerrilla warfare, or local conflicts. They are designed to confuse and surprise the enemy, exploiting the element of surprise and knowledge of the surrounding territory. These tactics require planning, coordination, and rapid execution on the part of the forces deploying them.
If you have a level II Captain, you can attempt an ambush before starting a battle, roll 1d8: on a result of 8 you can inflict 1d4 losses on the enemy; if the Captain is level III, the ambush is successful on results of 7-8 and 1d6 losses.

118 - EVERYONE
If you're a TL III player and have a **DIPLOMAT**, you can play him to marry the princess of a Small Kingdom adjacent to your holdings. If the Small Kingdom is barbarian, remove the barbarian armies and replace them with 5 SVs in each territory, taken from the reserve. If it's another player's, that player removes the armies, Captains, MoTs, MoSs, and goods that he will reposition during the **Placement** and gains 3 BC towards you. As with barbarians, add 5 SVs to each territory, taken from the reserve.

119 - EVERYONE
A raid is a military tactic characterized by a stealthy and stealthy approach, aimed at destroying enemy infrastructure or capturing strategic resources. It typically involves a mobile and agile combat force, ready to move quickly and discreetly to avoid enemy detection. This tactic is particularly effective for attacking vulnerable or poorly defended targets without engaging in protracted conflict. Once the objective is reached, raiders launch a sudden and violent attack, seeking to inflict maximum damage and gain control of the desired resources. They then quickly disengage from the action and retreat to their starting positions, possibly taking with them any loot they have plundered.
If you have a Captain with at least 10 SV and a War MoT, you can attempt a raid instead of a normal attack (so you use up 1 of the Captain's available attacks based on his level, maximum 3 raids if the Captain is level III and you have enough MP). Choose an unfortified enemy territory contiguous by land or sea to the territory where your Captain is located (you must have the necessary MP to be able to return to one of your territories) and roll 1d8 (+1 on the die roll for each Technology of the **LOGISTICS** branch, Captain level II/III): on a result of 7-8 you can inflict 1 SV in losses on the enemy and plunder the Taxes of that territory; you cannot plunder the same territory twice in the same turn.

120 - KHANATE OF THE GOLDEN HORDE
A group of astronomers gathered around the figure of Nasir al-Din al-Tusi; he received from his sovereign, Hulagu Khan, considerable funds to build an astronomical observatory in Maragha equipped with large graduated instruments with which to follow the stars for several years.
This observatory is built in the Ilkhanate territories, if the Mongolian player conquers its territories, he gets the Technologies up to **ASTRONOMY**.

121 - EVERYONE
The religious fervor of your subjects is ever-growing, pilgrimages to the holy sites of your Kingdom are the result of years of devotion on the part of your King. Each player chooses a contiguous settlement with its own Cathedral or Mosque, increases the civil building by 1 level and the Taxes by 50 Florins; 2 levels and 100 Florins if you have **FANATICISM**.

122 - EVERYONE
Your territories bordering a potential enemy are not safe, ask your subjects for help in building fortifications as soon as possible.

1d8	+1 to the die roll for each Technology of the **FEUDALISM** branch.
1-3	Your subjects refuse to help you because they're overwhelmed by taxes; -3 XP.
4-6	You can place one Tower, paying 50 Florins, in one of your territories.
7	You can place up to two Towers, paying 40 Florins, in one of your territories; +3 XP.
8	You can place up to three Towers and two SVs in each Tower, paying 30 Florins, in as many territories; +5 XP.

123 - EVERYONE
If you own at least 1 Relic.

1d8	+1 to the die roll if you have **LAW**, TL II, and III.
1-3	The Relic and all the gold in the church where it was kept are stolen; -5 XP and -100 Florins.
4-6	The Relic is stolen; -3 XP.
7	You double the guards protecting the Relic and it is not stolen; +3 XP.
8	You capture the thief while attempting to steal the Relic; he is convicted and executed; +5 XP.

124 - EVERYONE
If you have the **TAX OFFICER**.

1d8	+1 to the die roll for each Technology of the **FEUDALISM** branch.
1-3	Your subjects threaten to revolt, but you manage to control them by paying 10 Florins for each of your territories.
4-6	Your subjects threaten to revolt, forcing you to reduce your taxes by 30 Florins.
7	Your subjects threaten to revolt, forcing you to reduce your taxes by 50 Florins.
8	Your subjects threaten to revolt, forcing you to reduce your taxes by 70 Florins.

125 - EVERYONE
The nobles of your Kingdom demand more rights and decision-making power and threaten civil war if you do not satisfy them.

1d8	-1 to the die roll for TL II and III.
1-3	Grant fewer Taxes, reduce by 30 Florins.
4-6	Grant fewer Taxes, reduce by 60 Florins.
7	Grant fewer Taxes and Reinforcements, reduce by 30 Florins and 2 SV.
8	Grant fewer Taxes and Reinforcements, reduce by 60 Florins and 3 SV.

126 - EVERYONE
Technological advances in the military field are beginning to bear fruit.

1d8	+1 to the die roll if you have **ENGINEERING**, **CARPENTRY**, **GENIUS**, **CARPENTER**.
1-3	Obtain a new CATAPULT.
4-6	Obtain a Technology from the **ALCHEMY** branch.
7	Convert a CATAPULT into a Trebuchet or place a new Trebuchet.
8	Based on your TL and the necessary prerequisites, build or convert your MoS to the maximum level.

127 - EVERYONE
Ordeal by fire is an ancient legal system common in many cultures and societies. Its practice is based on the idea that God would intervene to protect the innocent during a physical ordeal involving contact with elements considered sacred or purifying, such as fire or water. For example, in the ordeal by fire, the accused must walk across hot coals without suffering serious burns; in the ordeal by water, the accused is thrown into the water with weights and their innocence is established by remaining afloat without any assistance. If the accused suffers harm or fails the ordeal, they are considered guilty; however, the tests themselves are often subject to manipulation and deception, and the outcome also depends on cultural beliefs and the will of the judges. Despite its widespread use, ordeal by fire is gradually being replaced by more rational, evidence-based legal systems. Its practice was condemned by the Catholic Church as early as the last century, but it remains in use in some areas.
If you wish, you may use 3 CB caused by a player to incriminate 1 of his Empire cards of choice.

1d8	+1 to the die roll if you have **LAW**, **MYSTICISM**, TL II and III. -1 to the die roll for the same reasons, but by the accused player.
1-3	The Empire card is not guilty; -3 XP to you and +3 XP to the accused player.
4-6	The Empire card is guilty, but is not eliminated; the accused player must pay 100 Florins; +3 XP to you.
7	The Empire card is guilty and is eliminated; +3 XP to you.
8	The Empire card is guilty and is eliminated; +5 XP to you and -5 XP to the accused player.

128 - EVERYONE
Henri de Mondeville (1260 - 1320) is considered the first French surgeon to write a treatise on surgery. He certainly studied first in Montpellier and then in Bologna, where he learned the art of surgery from the great Theodoric de' Hamletgnoni and then from Master William of Saliceto. He then moved to Paris, where he also studied with Lanfranco of Milan, considered the founder of the Parisian medical school. He is the author of a monumental work, Chirurgie, which he was unable to complete due to an early death, probably from tuberculosis.
A foreign merchant offers you the opportunity to obtain a copy of the work Chirurgie, if you are interested.:

1d8	+1 to the die roll for each Technology of the **UNIVERSITY** branch, TL II and III.
1-3	The merchant is very skilled; you must pay 1d4 x 100 Florins to obtain a copy of the work that allows you to purchase **SURGERY** at half price; -5 XP.
4-6	You must pay 100 Florins to the merchant to obtain a copy of the work that allows you to purchase **SURGERY** at half price; -3 XP.
7	You must pay 100 Florins to the merchant to obtain a copy of the work that allows you to obtain **SURGERY**; +3 XP.
8	Your political and bargaining skills allow you to obtain a copy of the work and obtain **SURGERY**; +5 XP.

129 - EVERYONE

Craft guilds play a fundamental role in the economic and social organization of European cities. These associations of artisans and tradesmen who share the same occupation, such as weavers, blacksmiths, wool merchants, bakers, doctors, and many others, aim to provide mutual protection and support to their members. They regulate the production, quality, and trade of goods and services, establishing high professional standards and protecting the interests of workers in the sector. They also play a key role in the training and apprenticeship of artisans, ensuring the transmission of artisanal knowledge and traditions. Finally, they contribute to the social cohesion of urban communities by providing a network of support and solidarity among artisans and tradesmen of the same professional category. In some cases, the most powerful guilds also exercise a political role, defending their members' interests before local and national authorities.

If you have at least 1 City.

1d8	+1 to the die roll for each City you own, TL III.
1-3	Nothing happens.
4-6	Develop the technology of **COINAGE**.
7	Develop the technologies up to **BANKS**.
8	Develop the technologies up to **GUILDS**.

130 - EVERYONE

This year's winter has been particularly harsh and the harvests are insufficient.

1d8	+1 to the die roll if you have **AGRICULTURE**, **CROP ROTATION**.
1-3	Remove 1 SV from each territory, 2 SV if there is a civilian building; -5 XP.
4-6	Reduce one civilian building of your choice by 1 level, and remove any excess SV if they exceed your supply capacity; -3 XP.
7	Roll 1d6 for each of your territories; on a result of 6, remove 1 SV.
8	Whoever sells GRAIN and WINE in your settlements earns 5 more Florins for each good; +3 XP.

131 - EVERYONE

Coexistence between Muslims and Christians is often difficult and marked by tensions and conflicts. This historical period is constantly marked by a series of clashes between Christian and Muslim kingdoms, such as the Reconquista of the Iberian Peninsula by the Christians or the end of the Crusader kingdoms due to the advance of the Mamluks.

Gain 3 CB towards all players of a different religion who have territories contiguous with yours.

132 - EVERYONE

The transition from a conservation library to a reading library, introduced by the mendicant orders (Franciscans and Dominicans, and later the Carmelites and Augustinians) at the end of the century, represents a major innovation in the field of libraries. Previously, libraries were conceived primarily as places for the preservation of texts and manuscripts, with limited access to consultation. The mendicant orders, however, introduced the role of the librarian and the reading room, making texts more accessible to religious and scholarly groups.

Your scholars have unlimited access to the texts catalogued in the libraries.

1d8	
1-3	Your consultations of manuscripts yield nothing.
4-6	Your knowledge increases; +3 XP.
7	You attract illustrious scholars from faraway places to your court, including **DOCTOR**, **GENIUS**, **CARPENTER**, **ARCHITECT**; draw Empire cards until you find one of these characters, add it to your cards, shuffle the others, and return them to the bottom of the Empire deck.
8	Your technological knowledge advances significantly; you gain a Technology from the **MATHEMATICS** or **EDUCATION** branch.

133 - EVERYONE

Silk, a highly prized animal fiber used to create high-quality textile, was widely used. In Bologna and Lucca, in response to the growing demand for this fabric, a new machine was developed: the hydraulic silk twisting machine, or hydraulic spinning machine. The hydraulic twisting machine is a seemingly complex machine, but it is actually dense and repetitive in its structure. It is approximately two meters in diameter and slightly taller. Thanks to its repeatedly repeated operating elements, it can simultaneously twist 80 to 150 threads in a regular pattern. A man inside operates the machine, while an operator outside manages the twisting operations. This machine was one of the most interesting of the period and certainly the most productive. A 100-spindle twisting machine required only two workers instead of one hundred, as with manual methods, and the time to twist a bobbin was reduced by a factor of one hundred compared to the manual process. Overall, this invention reduced the twisting time for artisanal production by approximately 10,000 times. Rarely in the history of technology do we encounter such achievements. It can certainly be said that industrial civilization began with silk spinning machines.

Send your experts on a mission to Italy to obtain one of these hydraulic twisters at any cost and learn all the secrets to making it work.

1d8	+1 to the die roll if you have **THIEF**, **SPY**, **GENIUS**, **CARPENTER**, **WEAVING**, **MATHEMATICS**, **ENGINEERING**.
1-3	You fail the mission and return home empty-handed; -5 XP.
4-6	You manage to recover a hydraulic twister, but it breaks while trying to figure out how it works; -3 XP.
7	You recover some hydraulic twisters, and you manage to produce a decent amount of silk each turn; +3 XP, +50 Florins in Taxes.
8	You recover some hydraulic twisters and build new ones once you've learned how to use them, becoming one of the leading silk producers; +5 XP, +100 Florins in Taxes.

134 - EVERYONE

With the increase in trade volume and the growing importance of major ports, local fairs in various regions began to develop and evolve into specialized international fairs. These markets offered a wide range of products of a particular type and attracted merchants from around the world; they facilitated the exchange of goods and fostered the development of international trade relations and the dissemination of knowledge and technologies between different cultures.

If you own at least 1 City, you can place 1 Fair of your choice in one of your settlements, 2 Fairs if you have **GUILDS**.

135 - EVERYONE

European silk art experienced a period of growth and development, fueled largely by the growth of the silk trade from the East. Trade routes connecting Europe to Asia facilitated the exchange of goods, including fine silk, which became a symbol of status and wealth. During this period, many European cities, particularly in Italy, became important centers for silk production and trade. Silk art included the cultivation of silkworms, silk spinning, weaving, and silk dyeing. Italian artisans and merchants, such as those of Venice, Florence, and Genoa, were particularly influential in promoting the silk industry in Europe. The use of silk was not limited to clothing, but also extended to furnishing textile, flags, tapestries (decorated with narrative scenes, often inspired by episodes from the Bible or historical events), and other works of art.

Do you want to decorate all the rooms of your palace with silk tapestries that tell the story of your conquests? Decide what to do:

You think better of it, spending nothing, but the court nobles are whispering that you're a cheapskate; -3 XP.

Spend 150 Florins to decorate just the throne room; +3 XP.

Spend 300 Florins to decorate the most important rooms; +6 XP.

Spend 500 Florins to decorate all the rooms; +1 HP.

136 - EVERYONE

Avicenna's Canon of Medicine is an encyclopedic work on medicine and philosophy written by the Persian philosopher and physician Avicenna (Ibn Sina) nearly 300 years earlier. It is considered one of the greatest and most influential medical books of the Islamic era and has had a significant impact on Western medicine and philosophy for centuries. Translated into Latin as Liber canonis medicinae, it is divided into five volumes and also includes a detailed description of diseases, their symptoms, causes, and treatments.

1. The Book of the Messenger: focuses on philosophy, logic, and theology.

2. The Book of Animals: deals with biology and zoology.

3. The Book of Plants: deals with botany and pharmacy.

4. The Book of Man: deals with anatomy, physiology, and psychology.

5. The Book of Therapy: deals with medicine and surgery.

You have the opportunity to study and assimilate its contents.

1d8	Muslims have a +3 on the die roll.
1-3	Your scholars are having difficulty assimilating the work's contents; -3 XP.
4-6	You can add 1 Technology in the **SURGERY** branch; +3 XP.
7	You can add 1 Technology of your choice in the **THEOLOGY**, **PHILOSOPHY**, or **SURGERY** branches; +5 XP.
8	You can add 2 Technologies of your choice in the **THEOLOGY**, **PHILOSOPHY**, or **SURGERY** branches; +1 HP.

137 - EVERYONE

Ergotism is a disease caused by the ingestion of food contaminated with ergot, a fungus that grows on grain ears. This disease is also known as "shingles" or "fire disease" due to the symptoms it causes, such as burning, pain, and ulcer formation. It is widespread throughout Europe, especially in areas where grain is an important part of the diet, especially among farmers. Symptoms include burning and pain in the extremities, ulcer formation, abdominal pain, nausea, vomiting, and, in some cases, loss of consciousness; it can also cause respiratory problems, such as coughing and difficulty breathing. The cause is unknown to doctors, who attribute the disease to demonic causes or excessive humidity in the air. Treatments include purges, vomiting, and bath therapy, but there is no effective treatment for the disease.

The disease rages in your territories for a number of turns from 3 to 1 based on your TL (from I to III).

At the end of the **Events** phase:

1d8	Roll 1d8 for each PLAINS territory you own.
1-6	Very few become ill, and there are no serious consequences.
7-8	Many become ill; you lose 1 SV.

138 - EVERYONE

During this period, thermal baths became increasingly popular and frequented, especially among the nobility and the upper classes. Hygienic conditions improved significantly, leading to a greater awareness of cleanliness and personal hygiene; thermal baths became a place for cleansing and personal care, far from marshy areas and the risk of malaria and other diseases.

Roll 1d8, each hot spring you have in your territories is worth 3 XP:

1d8	Each thermal bath you get in your territories is worth 3 XP.
1-3	You've heard of hot springs, but you don't have any in your territories; lose 3 XP.
4-6	Discover 1 hot spring area in a territory with HILLS and mark it with 1 marker.
7	Discover 2 hot spring areas in territories with HILLS and mark them with 1 marker.
8	Discover 3 hot spring areas in territories with HILLS and mark them with 1 marker.

139 – RANDOM ZONE

One of your officers has proven particularly brave in battle and is promoted to Captain (remove 1 SV of your choice and replace it with 1 Captain of level I, level II if you have **MILITARY SCHOOL**).

140 - EVERYONE

During these decades, the Champagne fairs, held almost all year round in the region of the same name in Provins, Troyes, Lagny and Bar-sur-Aube, experienced their splendor.

The example is contagious and everywhere we try to create the same conditions to develop new fairs.

1d8	+1 to the die roll for each technology in the **HANSA** branch.
1-3	You fail to create enough attraction to establish a Fair; -3 XP.
4-6	You fail, but your trade increases considerably; +30 Florins to Taxes.
7	You may add 1 Fair of your choice to one of your settlements; +3 XP.
8	You may add 1 Fair of your choice to one of your settlements; +30 Florins to Taxes and +5 XP.

141 - EVERYONE

Surgery has seen some significant advances, though it remains largely primitive. Surgeons rely on rudimentary methods to relieve pain during operations, such as the use of narcotic herbs or nerve compression. New surgical instruments, including scalpels, forceps, and drills, are developed, allowing for more precise and less invasive interventions. Thanks to frequent wars, military surgery has made significant advances in wound treatment and introduced new suturing techniques to close surgical wounds more safely and effectively, reducing the risk of infection and accelerating healing. Anatomical knowledge has improved thanks to the studies of anatomists such as Mondino de' Liuzzi, allowing for a better understanding of the structure of the human body and for safer and more effective interventions. New methods for treating fractures have been introduced, such as the use of splints or casts to immobilize bones and promote healing. Despite these improvements, surgery remains a primitive and often dangerous art, with a high mortality rate associated with surgical procedures.

If you have **SURGERY**, roll 1d8: the result is the XP gained.

142 - EVERYONE

One of your Captains (roll the dice to select which one) is seriously ill, confined to bed with a very high fever; your doctors suspect a form of malaria and propose a series of remedies, including bloodletting.

1d8	-1 to the die roll if you have **MEDICINE**.
1-3	The Captain heals after 1 turn; +3 XP.
4-6	The Captain heals, but loses 1 level.
7	The Captain dies and you lose XP equal to his level.
8	The Captain dies and your medic is accused of negligence; -5 XP.

143 - EVERYONE

The work of an apothecary is highly complex and multifaceted: he or she is simultaneously an entrepreneur, a craftsman, and a merchant. They sell various products and raw materials, combining scientific knowledge in the preparation of medicines with business skills. They bridge the gap between popular science, based on common practices and popular beliefs, and actual medicine. Socially, the apothecary stands between professionals such as doctors and notaries, and those more closely associated with commerce and craftsmanship. To become an apothecary, one must complete an apprenticeship lasting several years, which varies depending on the city. Subsequently, they must pass an exam before the masters of the craft, swear to perform their work honestly, and pay a fee to the guild. Once licensed, the apothecary receives a mark to affix to their products, facilitating traceability and identifying liability in the event of problems.

1d8	
1-3	The apothecaries in the Capital are causing unrest and protests; decrease their taxes by 30 Florins; -3 XP.
4-6	Your apothecaries in the Capital are very capable and loyal; increase their taxes by 30 Florins.
7	Some of your merchants gain membership in the Apothecary Register and increase their capacity; one of your Trade MoTs is improved with +10 cargo capacity (white disk); +3 XP.
8	All your merchants gain membership in the Apothecary Register; all your Trade MoTs are improved with +10 cargo capacity (white disk); +5 XP.

144 - EVERYONE

If you are not at war with any other player, remove 3 CB from all players of your same religion who have territories contiguous with yours.

145 - EVERYONE

Diseases are generally seen as divine punishment or the result of a humoral imbalance in the body. Gout is not considered a distinct disease, but rather a symptom of a broader problem, and there are no specific treatments for gout. Your doctors recommend modifying your diet to try to alleviate symptoms, avoiding foods such as meat, fish, and alcohol. However, it should be noted that medical knowledge is very limited, and understanding gout as a specific disease remains a mystery.

1d8	-1 to the die roll for each Technology of the **HOSPITAL** branch.
1-3	One of your Captains (random) gets gout, but fortunately recovers and only remains inactive for 1 turn.
4-6	One of your Empire cards (random) gets gout and dies; remove it from the game; -3 XP.
7	One of your Captains (random) gets gout and dies; remove it from the game; -3 XP.
8	The Pope gets gout and dies; remove him from the game; -5 XP.

146 – RANDOM ZONE

Your Kingdom's nobles refuse to provide armies during **Reinforcements**, preferring to pay more in Taxes. Double your Taxes and reset your Reinforcements for this turn.

147 - EVERYONE

Agricultural yields continued to grow (the crop-to-seed ratio increased from 2 or 3:1 to 4:1 and, in the best areas, even 5 or 6:1), thanks in part to some improvements in farming equipment, which, however, remained very expensive and therefore not widely used. Interest in a more practical approach to agriculture seemed to be growing: agronomy treatises began to spread.

If you own either the **AGRICULTURE** or **CROP ROTATION** technologies, get the other one for free; if you already own both, +3 XP; otherwise:

1d8	+1 to the die roll if you are TL II, +2 to the roll if you are TL III.
1-3	You gain nothing; -3 XP.
4-6	You gain one of the two technologies of your choice.
7	You gain both technologies.
8	You gain both technologies; +3 XP.

148 - EVERYONE

Giovanni da Procida was among the advisors of Frederick II of Swabia, who entrusted him with the education of the young Manfred. He remained at Manfred's side until the defeat of Benevento in 1266, after which, forced to flee, he began traveling to the courts of Europe in a major diplomatic effort aimed at the return of the Swabian dynasty to the thrones of Naples and Sicily and the expulsion of the Angevins from the Italian peninsula. According to legend, he was incognito in Naples on October 29, 1268, while Conradin of Swabia was beheaded, managing to accept the "gauntlet" that the executed man threw from the scaffold into the crowd shortly before his death.

Giovanni da Procida appears before your court seeking aid for the cause of the Kingdom of Sicily. If you donate: 100 Florins, +3 XP; 200 Florins, +5 XP; 300 Florins, +8 XP; if you donate nothing, -3 XP.

For every 30 Florins collected, add 1 SV of barbarian armies evenly distributed across the territories of the Kingdom of Sicily. If there are at least 6 SV of barbarian armies in a territory, add 1 Level I Barbarian Captain.

149 - EVERYONE

"Battagliole" are simulated events involving groups of variously armed knights or infantry; these combat performances are an integral part of tournaments and courtly celebrations. They are not intended to inflict actual damage or destruction, but are choreographed combat performances, designed to entertain the nobility and spectators, as well as provide an opportunity for participants to display their martial prowess. Participants in the battagliole can be fully barded knights, archers, crossbowmen, or infantry armed with swords and lances; each category of combatant has its own role and tactics in the simulated battle. They are often carefully choreographed, and tournament organizers may set up elaborate settings that include obstacles, barricades, or structures that provide context for the simulated combat.

These shows are highly appreciated by noble courtiers, to organize them you can spend: 50 Florins, +1 XP; 100 Florins, +3 XP; 150 Florins, +5 XP; 200 Florins, +8 XP; if you spend nothing, -3 XP.

150 - EVERYONE

European mercenary cavalry played a significant role in the conflicts of this era, contributing substantially to wars and military campaigns. Mercenary cavalry consisted of professional warriors who offered their services for hire to various factions, principalities, city-states, or lordships seeking additional military strength. These mercenaries were often well-trained, disciplined, and motivated by the desire to gain fame and wealth through their valor in battle.

You have the option to recruit a group of mercenary knights; roll 1d8 to find out how many there are (on a result of 8, also add a level 1 Captain). Players can participate in a blind auction to win these mercenaries to place during the **Placement**. If no player wins the auction, the mercenaries become barbarians. A series of dice rolls determine the Zone, Kingdom, and Territory where they will be placed.

151 - EVERYONE

Dice is a common form of gambling; there are several dice games, and many of the rules are specific to the region or culture in which they are played. The most popular dice games are:

Hazard, where players bet on a specific outcome by rolling two or more dice; they can bet on single numbers, combinations of numbers, or whether the outcome will be high or low.

Passage, where players roll dice, attempting to obtain specific combinations of numbers to win; bets can be placed on various aspects of the outcome of the roll.

Each player can challenge others, individually or collectively, with one of the games mentioned above. The challenger decides how many dice to use and the winning combination. The winner takes all the Florins in the bet. If after 10 dice rolls no player has won, the bet is dropped and players are free to create new ones. The number of bets each player can make as a challenger is equal to their TL.

152 - EVERYONE

Two large and complex encyclopedias of great success belong to this period: that of Vincent de Beauvais (ca. 1190 - 1264), tutor of the children of the king of France Louis IX, and the treatises of Albertus Magnus (ca. 1200 - 1280), a famous university teacher and great expert on Aristotle.

You have the opportunity to get a copy of both encyclopedias and increase your knowledge.

1d8	
1-3	Your copyist monks are too slow and it will take years to obtain a copy of the manuscripts; -3 XP.
4-6	Your copyist monks complete the copying of only 1 encyclopedia, but are significantly behind schedule; +3 XP.
7	Your copyist monks complete the copying of 1 of the 2 encyclopedias, gaining 1 technology from the **UNIVERSITY**, **CARTOGRAPHY**, or **ENGINEERING** branch.
8	Your copyist monks complete the copying of both encyclopedias, gaining 2 technologies of your choice from the **UNIVERSITY**, **CARTOGRAPHY**, or **ENGINEERING** branch.

153 – EVERYONE

Chess is a widespread and popular game; its roots are even older, having reached Europe from the East via trade and cultural routes. Chess is enjoyed by both nobility and commoners, and its appeal lies in the combination of strategy, skill, and intellectual challenge. The rules of chess were already very similar to those of today, as were the various mechanics (board layout, piece movements, and rules for check and checkmate) were already well developed. During this period, manuscripts and treatises on chess began to appear, describing the rules of the game, strategies, and suggestions, which helped standardize and spread the game.

Participate in a chess tournament.

1d8	+1 to the die roll if you have **TACTICS**, **STRATEGY**, TL II, TL III.
1-3	You lose your first match, are eliminated from the tournament, and pay 50 Florins.
4-6	Win a few matches, earn 50 Florins; +3 XP.
7	You finish third in the standings, earning 20 Florins for each other player; +5 XP.
8	Your player skills are exceptional, you win the tournament and earn 40 Florins for each other player; +8 XP.

154 - EVERYONE

Ring racing, or jousting, is a popular form of equestrian competition. Riders attempt to thrust a lance or small spear through one or more suspended rings, demonstrating their skill and dexterity. This type of competition is often associated with festive events, tournaments, and city celebrations. The rules of ring racing vary depending on local traditions, but the basic concept is similar. The rings can be of different sizes and are hung at a certain height or fixed to a structure, and riders must attempt to pass through them with their lance while galloping. Success in this challenge requires a combination of riding skill, precision, and coordination.

Participate in a joust of the ring with one of your Captains, wager Florins (maximum 100 Florins) and roll 1 die (+1 to the die roll if the Captain is level II or level III); the tests are progressively more difficult; each time you succeed at the test, you double your capital; if you fail the test, you lose everything.

First test: 1 ring, roll 1d4; on a result of 4, you succeed.

Second test: 2 rings, roll 1d6; on a result of 5-6, you succeed; +3 XP.

Third test: 3 rings, roll 1d8; on a result of 6-7-8, you succeed; +5 XP.

155 - EVERYONE

Guido Bonatti was one of the most famous Italian astronomers and astrologers of the period, as well as "the most authoritative astrological treatise writer in Italy," serving Frederick II and then in Ghibelline Forlì. Around 1277, he wrote a major treatise on astronomy and astrology entitled Liber decem continens tractatus astronomiae.

Unleash your agents to obtain a copy of this treaty.

1d8	+1 to the die roll for every 25 Florins you invest, +1 for each **SPY** you own.
1-3	The mission fails; -3 XP.
4-6	The mission fails.
7	The mission succeeds, you find a copy of the treaty; +3 XP.
8	The mission succeeds, you find a copy of the treaty and gain **ASTRONOMY**; +5 XP.

156 - EVERYONE

Investiture is a formal act that confers land and power to an individual through a ceremony, symbolizing authority over a territory. It is linked to the feudal system, vassalage relationships, and is regulated by rules and rituals. During the investiture ceremony, the vassal must swear an oath of fealty to the lord, committing to loyalty and serving the lord under certain circumstances, such as participating in wars or providing advice. Often, the investiture ceremony involves the handing over of physical symbols such as a piece of land (usually a small amount of soil or grass), a sword, or a staff; these symbols represent the transfer of power and authority.

If you have **INVESTITURE**.

1d8	+1 to the die roll if you are TL II and TL III.
1-3	Your vassals, especially peers, are unhappy with your foreign policy; reduce the Reinforcement table by 2 SV; -3 XP.
4-6	Your vassals are unhappy with your foreign policy; reduce the Reinforcement table by 1 SV.
7	Your vassals are happy with your foreign policy; increase the Reinforcement table by 1 SV.
8	For each Kingdom you own, gain 1 extra SV to add during this turn's **Placement**; +3 XP.

If you do not have **INVESTITURE**, -3 XP.

157 - EVERYONE

Jousting is a spectacular event that can include various types of equestrian competitions, particularly popular during this period. It is often elaborate, with opening ceremonies and processions involving participants. Knights wear elaborate and colorful costumes, often adorned with distinctive crests and symbols; they challenge each other to duels or compete in tests of skill using lances, swords, or other weapons. Jousting may feature individual combats between knights or team competitions; in individual combats, knights compete one-on-one, while in team competitions, groups of knights represent factions or cities in larger competitions. Jousting is held during public holidays, noble weddings, or other important celebrations; sometimes for private events, organized by feudal lords or local nobles, while others are open to the public. Jousting follows the code of chivalry, a set of moral and behavioral values that govern the behavior of knights; honor, courtesy, and loyalty are crucial aspects during these competitions. Winners of jousts often receive prizes: cups, money, or honorary awards; Victory contributes significantly to the knight's fame and honor.

All players participate in a joust with one of their Captains; if you don't have a Captain, -3 XP. For each test, roll 1d8 (+1 to the die roll if the Captain is level II and level III if you have **TACTICS**, **STRATEGY**). The player with the lowest result is eliminated from the tournament and loses 3 XP (if there are 1 or more players with the same lowest result, they are all eliminated). The others advance to the next test, earning 2 XP. The winner (in the event of a tie, there is a tiebreaker) receives a number of Florins equal to 50x the number of participants and the Captain is promoted by 1 level.

158 - EVERYONE

Over the last 200 years or so, a magnificent process of knowledge transmission known as Translatio studii has taken place. Philosophical texts, particularly those of Aristotle, and scientific texts from Greek and Arabic were translated into Latin. The driving forces behind these translations were recently reconquered Spain, with its immense wealth of Arabic texts accumulated by the Almohad caliphs, and Norman Sicily, where the rulers preserved trilingualism (Arabic-Greek-Latin). One of the key protagonists of the translatio studii was William of Moerbeke, who, at the end of the century, through a careful revision of existing translations and a vast translation effort, restored almost the entire corpus of Aristotelian texts to the West from Greek. He also translated scientific works by Archimedes, Hero, Ptolemy, and Galen, as well as some late-antique commentaries on Aristotelian works.

Countless manuscripts are translated, giving you the opportunity to broaden your knowledge.

1d8	+1 to the die roll for Muslims for each technology in the branches from **MATHEMATICS** and **EDUCATION** onwards.
1-3	Translations are inaccurate and often contradictory; -3 XP.
4-6	The first translations are very useful; you gain 1 Technology from the **MATHEMATICS** or **EDUCATION** branch and above.
7	The translations are very useful; you gain 2 Technologies from the **MATHEMATICS** and **EDUCATION** branch and above.
8	All translations have been done accurately and are crucial to your development; you gain 3 Technologies from the **MATHEMATICS** and **EDUCATION** branch and above; +5 XP.

159 - EVERYONE

"The Focatico" is a tax established by Charles I of Anjou in 1263 in the Kingdom of Naples; this tax is levied on each fire or hearth, that is, on each household of a family group, or on each smoker if the household includes multiple families. The primary purpose of this tax is to finance the kingdom's military and administrative expenses; however, it is quite burdensome for the population and often causes discontent among taxpayers. The Focatico is the subject of controversy and protests, and its implementation generates social tensions.

If you decide to apply Focatico to your territories.

1d8	+1 to the die roll if you are TL II and TL III.
1-3	The population protests this unfair tax and riots in some territories (roll 1d4 to determine how many); -5 XP.
4-6	Despite the controversy, the people accept the new tax; add 1d4 Florins for each territory to the Taxes.
7	The people accept the new tax; add 1d6 Florins for each territory to the Taxes; +3 XP.
8	The people are always ready to make sacrifices for you; add 1d8 Florins for each territory to the Taxes; +5 XP.

160 - EVERYONE

Vincent of Beauvais, in his encyclopedic work Speculum Maius, included the first references and an initial attempt to integrate alchemy into the hierarchies of Western knowledge. He adopted the Arab theory that recognized sulfur and mercury as the primary constituents of metals and expanded it, believing that the various metallic species could be broken down into the four primary spirits of arsenic, mercury, sulfur, and sal ammoniac, from which the metallic species of silver and gold could be recomposed. Another significant testimony, demonstrating the importance of alchemy in university circles, is Costantino Pisano's Liber secretorum alchimiae. For alchemists, the search for the secret of the operations to transform base metals into gold could not be considered a mechanical art but an integral part of philosophical inquiry. It is from this perspective that the two greatest representatives of thirteenth-century alchemy, the so-called Latin Geber (13th century, pseudonym of the Franciscan friar Paul of Taranto) and Albertus Magnus, the Doctor Universalis of Scholasticism, welcomed and interpreted the alchemists' procedures, attempting to assimilate them into the hierarchy of scholastic knowledge. Albertus Magnus considered the Arab-derived doctrines on the generation of metals a complement to his own and Aristotelian natural philosophy; in his De mineralibus, which purports to fill the gaps in Aristotle's work on mineralogy and geology, he considered various alchemical doctrines, framing them within a unified and homogeneous discourse.

1d8	+1 to the die roll if you are TL II and III.
1-3	You decide not to invest in alchemical studies; you cannot obtain **ALCHEMY** in any way; -5 XP.
4-6	Your progress in alchemical studies has brought you nothing; -100 Florins, -3 XP.
7	Your progress in alchemical studies is significant; purchasing **ALCHEMY** will cost you half; +3 XP.
8	You have made significant strides in alchemical studies; you gain **ALCHEMY** without needing the prerequisites; +5 XP.

161 - ZONE 2

The raiding gangs in the area demand a tribute of 120 Florins to let your land MoTs pass unhindered; if you refuse, your MoTs will be ambushed this turn, taking 10% losses in goods and SVs each time they move; -3 XP. If you play a **GOLDEN PLATE**, the raiders recognize the Khan's symbol and beg your forgiveness for 120 Florins; +3 XP.

162 - EVERYONE

Astrology is divided into two types: judicial and natural. Judicial astrology believes that the stars influence events and actions, allowing for the prediction of the future through horoscopes; it includes the study of revolutions, horoscopes, polls, and elections. Natural astrology studies the celestial effects on meteorological phenomena and human health, without determinism; it recognizes human freedom with the formula "the stars incline, but do not necessitate".

You often rely on the predictions of your astrologers.

1d8	
1-3	Judicial astrology is not favorable, this turn your MoTs will move with 1 MP less and your Captains will have a -1 penalty on their combat dice rolls; -5 XP.
4-6	Natural astrology is unfavorable; one of your Captains, devoted to this science, refuses to fight this turn due to meteorological omens; -3 XP.
7	Judicial astrology is favorable; this turn, your Captains will have a +1 bonus to their combat die rolls; +3 XP.
8	Natural astrology is favorable, one of your Captains, devoted to this science, feels stronger and more capable: he gains 1 level.

163 - EVERYONE

The vassalage system is a fundamental part of social and economic organization and is based on relationships of mutual obligation between lords and vassals. The vassalage relationship can be multilayered; a vassal can be either a lord or have his own vassals, thus creating a hierarchical chain of vassalage. At the top of this chain is the sovereign or monarch, who has major vassals known as peers, and so on. The vassal has various duties towards his lord, including participating in wars and paying taxes or gifts called "homages".

If you have **LAW**.

1d8	+1 to the die roll if you are TL II and TL III.
1-3	There is discontent among your peers; your rebellion level increases by 1 for 1 turn; -3 XP.
4-6	Your Kingdom and all your vassals are loyal; +3 XP.
7	All your vassals are loyal and faithful; you gain 1 Technology in the **VASSALAGE** branch; +3 XP.
8	All your people honor you; you gain 1 Technology in the **VASSALAGE** branch; you receive a series of gifts from your peers worth 20 Florins for each territory you own; +5 XP.

If you don't have **LAW**, -3 XP.

164 - EVERYONE

The oldest known nautical chart was probably drawn after 1232 and before 1258. It was certainly created using the nautical pixidis, which favored the production of many other nautical charts, especially after the inclusion of the compass rose. Genoa became, in this century, the main center for the production of these charts.

The player who owns Genoa gets 1 Technology from the **CARTOGRAPHY** branch; +3 XP.

165 - EVERYONE

There is a duty called "Abbeverata" which aims to collect a tax for the right to quench the thirst of animals at the fountains; in Latin, this right is known as "ius beverandi".

If you decide to apply the Imbottato to your territories.

1d8	+1 to the die roll if you are TL II and TL III.
1-2	For each level of all your land-based MoTs, pay 10 Florins.
3-4	Land trade is affected; reduce taxes by 20 Florins; -3 XP.
5-6	Increase taxes by 20 Florins; +3 XP.
7-8	Each time another player's MoT moves into your territories, that player must pay you 10 Florins; +5 XP.

166 - EVERYONE

Medieval nautical charts were often drawn on parchment and primarily depicted coastlines, with less attention paid to inland areas. The depiction of landmasses was inaccurate, and mythological or decorative elements were often included. Nautical charts were usually based on empirical information gathered by sailors and travelers; as new routes were explored, the charts were updated with new information. Navigational instruments such as the compass were well known, but their adoption was not yet widespread.

1d8	
1-3	Due to the inaccuracies of your nautical charts, you have suffered excessive damage to your ships. To repair them, you must pay 10% of their value or reduce them by 1 level.
4-6	Your nautical charts are too inaccurate and your crews are unable to read them; -3 XP.
7	Add 1 **CARTOGRAPHY** Technology.
8	Add 1 **CARTOGRAPHY** Technology; +3 XP.

167 - EVERYONE

For many years of this century, very few European astronomers knew how to use a planar astrolabe or one of its many variants devised by Islamic mathematicians. Even more so, almost no one had the material knowledge to build such instruments; in this regard, the Englishman Roger Bacon (1214/1220-1292) was forced to admit that to carry out astronomical investigations, in addition to good instruments, a lot of money was also needed to procure them. Usually, purchasing instruments meant turning directly to Islamic manufacturers through the two privileged markets of Spain and Sicily, as seems to be demonstrated by the frequent practice of adapting the most complex objects, especially planar astrolabes, by scraping away the original Arabic engravings and replacing them with new ones in Latin.

Muslim players earn technologies up to **ASTRONOMY**, or 200 Florins if they already own it. All other players must pay 50 Florins to each Muslim player to buy or use **ASTRONOMY**.

168 - EVERYONE

Feudalism is a socioeconomic system characterized by a hierarchical structure in which lords granted lands (fiefs) to vassals in exchange for services and loyalty. Lords are at the top of the hierarchy, followed by vassals and peasants; the system includes manorialism, an economic organization based on fiefdoms, in which peasants worked the land in exchange for protection. The progressive consolidation of the centralized power of monarchs contributed to the gradual decline of feudalism, although not uniformly across Europe.

If you have **FEUDALISM**.

1d8	+1 to the die roll if you are TL II and TL III.
1-3	Your centralized power is increasing sharply, but at the expense of the feudal system; halve your income from the **FEUDALISM** technology; -5 XP.
4-6	Your centralized power is increasing, but at the expense of the feudal system; -3 XP.
7	The feudal system in your territories is consolidated, as is your power; +3 XP.
8	You double your income from the **FEUDALISM** technology; +5 XP.

If you don't have **FEUDALISM**, -5 XP.

169 - EVERYONE

The imbottato is a tax levied on the entire community for agricultural products. A register from this period specifically mentions "d'imbottar li grani et vini," indicating that the tax was tied to the production and possession of grain and wine.

If you decide to apply the Imbottato to your territories.

1d8	+1 to the die roll if you are TL II and TL III.
1-2	This tax increases your taxes by 50 florins, but costs -5 XP.
3-4	This tax increases your taxes by 30 florins, but costs -3 XP.
5-6	This tax increases your taxes by 2 florins for each territory, but increases the purchase price of GRAINS and WINE in your territories by 2 florins.
7-8	This tax increases your taxes by 4 florins for each territory, but increases the purchase price of GRAINS and WINE in your territories by 4 florins.

170 - EVERYONE

The astrolabe is an astronomical instrument used to locate or calculate the position of the Sun and the stars, linked to the day of the year and the time, for a given latitude. About 300 years ago, al-Sufi was the first to describe over 1,000 different uses of the astrolabe: astronomy, astrology, navigation, mapping, timekeeping, moments of choice for the salat (awqat), determining the correct qibla, and more. Astrolabes were introduced to Latin Europe about 200 years ago, thanks to contact with the Muslim kingdoms of the Iberian Peninsula; from the beginning of the century, regional schools of astrolabe construction also developed in Europe.

Knowledge and use of the astrolabe in the Arab world have been established for over 200 years, with the Hafsid and Mamluk Sultanates obtaining technologies up to **CARTOGRAPHY**. Other players.

1d8	+1 to the die roll if you have MATH, ENGINEERING, TL II, TL III.
1-3	If you don't have enough knowledge to use the astrolabe, you won't be able to purchase any more technologies in the branch after **CARTOGRAPHY** beyond those you already have; -3 XP.
4-6	Acquire the minimum knowledge to continue purchasing Cartography technologies.
7	Acquire the knowledge required to obtain technologies up to **ASTRONOMY**; +3 XP.
8	Acquire the knowledge required to obtain technologies up to **CARTOGRAPHY**; +5 XP.

171 - EVERYONE

The "Legnatico" or "Boscatico" duty was a tax for the right to cut and harvest tall or large-sized wood; in Latin, this right was known as "ius lignandi." This duty reflected the regulations of this period on the management of natural resources; inhabitants wishing to exploit forest resources had to pay this tax to obtain permission to carry out such activities.

If you decide to apply the Imbottato to your territories.

1d8	+1 to the die roll if you are TL II and TL III.
1-2	The population is unhappy with this tax; wood is a basic commodity; -5 XP.
3-4	Increase Taxes by 30 Florins, but -3 XP.
5-6	For each territory with WOOD, increase Taxes by 3 Florins; +3 XP.
7-8	For each territory with WOOD, increase Taxes by 5 Florins, +5 XP.

172 - EVERYONE

There is a duty called "Pontatico" which is a tax for the right to pass over bridges; it is applied to customs or privately owned bridges and requires a payment to cross such structures.

If you decide to apply the Pontatico to your territories.

1d8	+1 to the die roll if you are TL II and TL III.
1-2	The population is unhappy with this tax because it affects trade and business activities, -5 XP.
3-4	Increase taxes by 30 Florins, but -3 XP.
5-6	For each territory bordering a RIVER, increase taxes by 3 Florins; +3 XP.
7-8	For each territory bordering a RIVER, increase taxes by 5 Florins; +5 XP.

173 - EVERYONE

Rye cultivation is often affected by a fungal parasite called Claviceps purpurea, known as "ergot," a fungus that infects rye ears and produces toxic alkaloids, which can cause a disease called ergotism, or shingles. Ergotism manifests itself with neurological and vascular symptoms, such as convulsions, hallucinations, delirium, tingling, paralysis, and gangrene. The disease can be fatal if not treated promptly. It is a feared and widespread disease, especially in rural areas, where rye is a staple food. It is particularly dangerous during times of famine, when people are forced to consume poor-quality or ergot-infected rye. To prevent ergotism, farmers and millers must regularly inspect rye fields and mills to identify and remove infected ears. Additionally, bakers must carefully sift rye flour to remove any traces of ergot.

1d8	+1 to the die roll if you have **AGRICULTURE**, TL II, TL III.
1-3	Many of your peasants and soldiers fall ill with ergotism and die; you lose 3 SV of your choice; reduce taxes by 25% for 1 turn; your settlements cannot sell GRAIN; -5 XP.
4-6	Your settlements cannot sell GRAIN; until 30 GRAIN goods are sold in your settlements, reduce taxes by 25%; -3 XP.
7	Cases of ergotism are very rare; you have been very skilled at avoiding the infection; +3 XP.
8	The GRAIN supplies you had in your granaries allow you to feed your entire population; +5 XP.



GOFFREDO SI SLANCIA IN GERUSALEMME.

174 - EVERYONE

The "Pascolatico" was a tax for the right to take one's livestock to pasture, which was essential for rural communities that depended on agriculture and livestock farming. In Latin, it was known as "ius pascendi"; this duty reflects the regulations of this period on the management of natural resources for grazing livestock in certain areas.

If you decide to apply the Pascolatico to your territories.

1d8	+1 to the die roll if you are TL II and TL III.
1-2	The population is unhappy with this tax; livestock is essential for sustenance; -5 XP.
3-4	Increase taxes by 30 Florins, but -3 XP.
5-6	For each territory with HILLS, increase taxes by 3 Florins; +3 XP.
7-8	For each territory with HILLS, increase taxes by 5 Florins; +5 XP.

175 - EVERYONE

Wood was used extensively, but its availability began to become problematic due to the extensive exploitation of forest resources. The growing demand for wood, primarily due to population growth and the need to clear new land for agriculture, led to the continuous felling of trees without allowing them time to mature. Restrictions multiplied; in 1280, in Montaguloto (BO), the municipality required each resident to plant 10 trees annually. To address fire risks, during this period, the use of stone and brick for building homes increased. This shift helped reduce the vulnerability of structures to fires compared to wooden constructions.

You can make your settlements immune to **FIRE** by replacing wood with stone if you pay 50% of their value; place a marker on new stone settlements. Any upgrades or construction of new stone buildings will cost 50% more than the standard price.

176 - EVERYONE

The Champagne region of France hosts several fairs held throughout the year; the most famous are those of Lagny in January-February, Bar-sur-Aube in March-April, Provins in May-June, Troyes in the summer, again in Provins in September-October, and finally in Troyes in November-December. The Counts of Champagne, who are responsible for organizing the fairs, oversee the legality and correctness of commercial and financial transactions. Special officials were appointed to monitor the fairs and maintain order until 1284, when the King of France acquired direct control of Champagne and transferred the task to royal officials.

Following the example of the Fairs in the Champagne region, you too are eager to build your own Fairs to create commercial hubs that attract investors and banks.

If you own **COIN**, you can add 200 euros to purchase 1 Fair of your choice.
If you own **BANKS**, you can add 150 euros to purchase 1 Fair of your choice.
If you own **GUILDS**, you can add 100 euros to purchase 1 Fair of your choice.
If you own **HANSA**, you get 1 Fair of your choice for free.

177 - EVERYONE

The use of blue as a royal color by Louis IX of France and Henry III of England represents a significant shift in Western tradition. Previously, red was the quintessential royal color, associated with power, blood, and the Roman Empire. The use of blue as a royal color is a shift with religious, symbolic, fashionable, and distinction implications; their example helped establish blue as the quintessential royal color in many parts of Europe. To create blue, they used lapis lazuli, a deep blue gemstone mined in Persia; its price is comparable to that of gold. Finely ground lapis lazuli is used to create a deep blue pigment, called ultramarine, used in highly valuable works of art.

A large shipment of lapis lazuli worth 1000 Florins is arriving from Persia and headed for the European Kingdoms; roll 1d6 to determine which of these 3 routes it will follow: 1-2 Persia, Syria, Crete, Venice; 3-4 Persia, Syria, Crete, Sicily, Liguria; 5-6 Persia, Pontus, Thrace, Rumelia, Pest.

If you own at least one of the territories or an MoT that passes through these routes, roll 1d8 following the order of the territories on the route.

1d8	+1 to the die roll if you have **CARTOGRAPHY**, TL II, TL III.
1-3	Do not intercept the convoy with cargo.
4-6	Intercept the convoy as it passes through your territories and collect a 10% tariff; +3 XP.
7	Intercept the convoy as it passes through your territories and decide to confiscate 20% of the cargo; +5 XP.
8	Intercept the convoy as it passes through your territories and confiscate all the cargo, but each other player gains 3 CB against you.

178 - EVERYONE

Alchemists are capable of producing brass, but they pass it off as higher-quality gold. Alchemists know how to prepare nitric acid, used to separate gold and silver from alloys; they distill sulfuric and hydrochloric acids, which they use in metallurgy and the textile industry; and perfecting distillation allows them to produce pure alcohol. Even the authorities believe in alchemical transmutations, but they prohibit them for fear that they will be used to produce counterfeit gold coins.

Your advisors urge you to produce fake gold coins to fulfill your expansionist aims, roll 1d8 for each batch (maximum 300 Florins), for a maximum number of batches equal to your TL.

1d8	+1 to the die roll for TL II and TL III, +3 to the die roll if you have **ALCHEMY**.
1-3	You fail miserably at counterfeiting coins; -100 Florins and -5 XP.
4-6	Some coins appear real, and you manage to counterfeit many of them, but you still lose 50 Florins and -3 XP.
7	You succeed at counterfeiting coins and gain 100 Florins; +3 XP.
8	You succeed at counterfeiting coins, increasing taxes by 30 Florins; +5 XP.

179 - EVERYONE

Floods pose a threat to communities due to limited technical resources. Caused by heavy rains and other natural factors, floods damage agriculture, destroy wooden houses, and compromise communication routes. Communities adopt preventive measures such as building levees and dams, but options are limited.

1d8	+1 to the die roll if you are TL II, TL III or if you have **LAW**.
1-3	One of the rivers in your territories overflows, causing 3 SV losses and the reduction of 1 civilian building of your choice.
4-6	Cultivated fields are flooded; you cannot trade GRAIN; MoTs cannot move to or from flooded territories; -3 XP.
7	Your reclamation works and embankment construction have worked; the flood passed without causing serious damage; +3 XP.
8	Your prevention works make your territories immune to **FLOOD**; +5 XP.

180 - EVERYONE

Portolan charts are detailed navigation manuals, often written by experienced navigators and merchants. These documents contain detailed instructions on routes, ports, coastal landmarks, and details on sea currents; they are particularly useful for coastal navigation. The information in portolan charts is based on the authors' personal experience and empirical data gathered during voyages; each portolan chart covers a specific region, and different ones exist for various navigable areas.

If you own **CARTOGRAPHY**, you have +1 MP in 1 sea zone of your choice.

181 - RANDOM ZONE

Insurrection in a Small Kingdom, roll dice to define the Kingdom, giving precedence to Kingdoms already occupied by players.

182 - EVERYONE EXCEPT THE KHANATE OF THE GOLDEN HORDE

Giovanni da Pian del Carpine is an Italian explorer; upon returning from his mission, Friar Magionese writes a work: the Historia Mongalorum, a work that discusses the customs (always analyzed with an eye to providing Catholics with useful information on how to behave against the Mongols in the event of a military conflict) of that population. Thanks to the prestige he has acquired, he becomes Bishop of Antivari. The Historia Mongalorum is a treatise written in its first edition by Friar Giovanni during his journey and then revised more slowly (probably during his stay in Rome), thus giving rise to the second edition. The work stems from a problem that Europe initially underestimated: the problem of the Mongols, their strength, and their military capability. The fact that the entire treatise is oriented towards war is evident even in paragraphs that at first glance have nothing to do with war.

Many merchants have come from far away to participate in your markets and fairs in the capital; one of them shows you some old manuscripts trying to sell them to you.

1d8	
1-3	Don't believe the merchant's fantastic stories; in fact, you almost imprisoned him for fraud; -3 XP.
4-6	Agree to purchase two manuscripts worth 200 Florins, deposited at the bank; +3 XP.
7	Purchase an important work for 200 Florins; deposit it at the bank and add one **PHILOSOPHY** technology; +3 XP.
8	Recognize the work "Historia Mongalorum"; deposit 200 Florins at the bank and add one **LOGISTICS** technology; +5 XP.

183 - EVERYONE

As the years go by, wars become more and more expensive, both for the cost of weapons and armour, for supplies and transport, and for the soldiers' wages which become ever higher due to the risks and the time spent away from home.

From now on, if you are at war, your Captains will cost you 50/100/150 Florins each turn based on their level I/II/III (to be paid during **Combat**). If you don't pay a Captain, when he fights he will automatically lose 1 level and 10% (rounded down) of the SV under his command before rolling the first die; -3 XP.

184 - EVERYONE

Silver mines played a crucial economic role, and their productivity was improved by technical innovations originating primarily in Germany and sometimes directly spread by German miners. Regions such as Germany, Bohemia, Muslim Spain (Al-Andalus), Sardinia, Persia, and others were renowned for the wealth of their mines. The extracted silver was essential for minting coins, supporting trade and economic stability. The mines were controlled by local rulers or lords, directly contributing to their wealth. Mining employed numerous workers, but working conditions were often difficult.

Roll 1d6 for each HILL or MOUNTAIN territory you own:

1. During excavation, the mine collapses; you lose 50 Florins; -3 XP.
6. For each HILL, you find a small silver mine worth 100 Florins; +3 XP.
5. For each MOUNTAIN, you find a small silver mine worth 200 Florins; +5 XP.

185 - EVERYONE

The new structure and organization of the Hanse quickly spread across all the major trade routes. The first emerged in northeastern Europe, from Flanders to the Baltic countries: the cities initially grew rich thanks to the textile trade, but soon their artisanal production (almost industrial in the textile sector) increased and diversified their offerings. This network of urban centers, to name only the richest, included Arras, Ypres, Ghent, Bruges (the most powerful), Hamburg, Lübeck, founded in 1158, Riga, founded in 1201, and Stockholm, founded around 1251; to these cities we must add London, which became an economic force precisely by entering the Hanseatic circuit. The second dominant region was northern Italy, including Tuscany, and more generally the Mediterranean area; the major centers were Milan, Venice, Genoa, Pisa, Florence and, at a secondary level, Cremona, Piacenza, Pavia, Asti, Siena, and Lucca.

If at least 3 players agree, each participating with a settlement reachable by the others, a Hansa can be founded (-2 to purchase prices, +2 to selling prices); the 3 or more players must own GUILDS and in at least one of the shared settlements there must be a Fair.

186 - EVERYONE

Mills are essential to the metallurgical industry, using water power to power furnaces, hydraulic hammers, and foundry and smelting equipment (water power maintains furnaces at high temperatures for processing raw metals, such as iron and copper), rolling (reducing the thickness and forming plates or sheets of metal), hammering, and forging metals. These mills contribute to the production of metal products, including tools, armaments, and more complex components.

Players who own **MILL** get 50 Florins and 2 XP for each Technology they own among the following: **AGRICULTURE**, **BLACKSMITH**, **CARPENTRY**, **ARCHITECTURE**, **ENGINEERING**, **ROADS**, **ARSENAL**, **SURGERY**.

187 - EVERYONE

Margrave Otto of Meissen, whose treasury was plundered by the Bohemians in 1189, is a prime example of this. Nicknamed "the Rich," a term that in his case truly expressed wealth rather than power, contemporary annals estimated his fortune at 30,000 silver marks, accumulated primarily in the form of ingots. It is estimated that if such wealth had been converted into pfennige, the most common small denomination coin in that part of Germany, the transaction would have yielded something like ten million pfennige. Otto acquired estates and funded the construction of new city walls in Leipzig, Eisenberg, Schatz, Weissenfels, and Freiberg, near which there was an important mine. Finally, he donated 3,000 silver marks to the Zella Monastery to be distributed to surrounding churches for the salvation of his soul.

A nobleman of your Kingdom, very rich, indeed, very rich, decides to make a series of donations before leaving this world, and you have given your word to fulfill his wishes.

1d8	
1	He gives you his personal army, consisting of 10 SV.
2	He gives you 1,000 Florins, with the requirement to build 1 Cathedral/Mosque.
3	He gives you the Florins needed to upgrade your Galley fleet, both in number, level, and customizations.
4	He gives you the Florins needed to upgrade your Merchant fleet, both in number, level, and customizations.
5	He gives you 600 Florins to purchase Technologies.
6	He gives you the Florins needed to upgrade your War Wagons, both in number, level, and customizations.
7	He gives you the Florins needed to upgrade your Caravans, both in number, level, and customizations.
8	He gives you 1,000 Florins to use as you see fit.

188 - EVERYONE

Guilds are an important phenomenon in the economic and social history of Europe; they are associations of artisans and merchants who banded together to protect their economic and social interests in the face of the decline of the feudal system and the rise of trade and culture. Guilds also helped establish standards for the quality of craftsmanship and commercial practices, which ensured the quality of goods and services, although many viewed them as monopolistic and exclusive.

For each City you own, add 10 Florins to your Taxes and 3 XP.

If you own at least 3 Cities, add an extra 30 Florins to your Taxes, 5 XP, and get 1 **GUILD** Technology.

189 - EVERYONE

Dice games are only allowed at certain times, in daylight, in public places, preferably outdoors: major squares, church squares, or, in case of rain, under porticoes. The most popular game is Zara, played with three dice: each player takes turns calling out a number from 3 to 18, then rolling the dice. The winner is the player who rolls the same number on all three dice, or at least two dice. In the most common form in Italy, the player who preemptively declares, out loud, the total points they would have scored with the three dice. Everything is played down to the shirt (usque ad camisam) or the underwear (usque ad serrabulas).

Players can compete against each other in the Zara game; the challenger decides which rules to use. Multiple players can compete simultaneously (only one game can be played). Each player bets a blind amount of Florins, then the bets are looked at, and the lowest amount is the one actually bet by everyone. The winner takes all the Florins bet (including their own), but must pay 1% to the game bank; they also win a number of XP equal to the sum of all the TL of the participating players (including their own).

The losers lose the Florins wagered and a number of XP equal to their TL.

190 - EVERYONE

Numerous cities were forced to build aqueducts, wells, canals, and fountains at their own expense. In 1273, the Hamletmaster of Provins, Azzo di San Martino, was a man of great experience and knowledge, renowned for his wisdom and strength of character. He devoted much of his time to developing the area's road network, facilitating communication and trade. He promoted trade and industry, fostering the province's economic growth. He introduced a law on hydraulics to regulate the use of springs and rivers; he is considered one of the greatest governors of the Province of Siena.

You have the option to carry out public works in a number of settlements equal to your TL; for each settlement you wish to try to improve, pay 25 Florins and roll 1d4.

1d4	+1 to the die roll if you have **ARCHITECTURE** and **ENGINEERING**.
1-3	The upgrades aren't enough; +1 XP.
4-6	The upgrades are excellent; they increase the civilian building's level by 1.

191 - SARDINIA

In 1277, the conquests of the Giudicato of Arborea were recognized by Pope John XXI, and a portion of the territory from Montiferru to Monteacuto, along with its castles, was annexed. The Logudorese territories were divided into two large sections, one to the north and the other to the south. With skillful military and political maneuvers, the Republic came to control more than half the island, and the Arborean territories now contained the largest plains and the richest deposits of precious metals. Arborea's wealth was even more opulent when compared to the economic crisis sweeping across Europe at that time.

If Sardinia is barbarian, place 1 Tower and 5 barbarian SVs in the territory. Roll 1d6 to determine how many silver goods (50 Florins each) and 1d4 to determine how many gold goods (100 Florins each) to place in the territory each turn for 3 turns. If the Giudicato of Arborea is conquered first, 3 turns of insurrection will begin.

192 - EVERYONE

Millers play a fundamental role in society; their activity is linked to the grinding of grain, mainly grain, to produce flour, an essential ingredient for the preparation of bread, a basic component of the diet.

The millers of your Kingdom need help to overcome the frequent local famines that have impoverished them and weakened their economy.

If you have **CROP ROTATION**, pay 5 Florins for each Mill you own.

If you have **AGRICULTURE**, pay 10 Florins for each Mill you own.

Otherwise, pay 20 Florins for each Mill you own.

193 - EVERYONE

In 1257, Genoa captured a Pisan ship containing 20,000 marks of silver, equivalent to approximately three tons. This considerable amount of silver was subsequently invested in expanding the arsenal of the Genoese port.

Other similar ships plied the trade routes, carrying cargoes of precious metals to every part of Europe.

1d8	+1 to the die roll if you have CARTOGRAPHY, STRATEGY, any level III Galley, **CORSAIR**, **PIRATE**.
1-3	Despite your searches, you don't encounter any valuable ships or convoys; -3 XP.
4-6	You plunder a few small vessels carrying low-value cargo, earning 100 Florins.
7	Your searches have been successful; you plunder and sink a couple of ships carrying valuable cargo: earn 300 Florins and 10 SLAVES; +3 XP.
8	You have a stroke of luck; your galleys and the corsairs in your service capture a highly valuable ship: earn 1 Merchantman, 500 Florins, and 10 SLAVES; +5 XP.

194 - EVERYONE

Livestock farming techniques are largely traditional and rely on local resources and knowledge passed down through generations. Common practices include free-range grazing, pasture rotation, extensive livestock farming, herding, animal selection, the use of by-products, and mixed-species farming (i.e., the presence of different animal species that complement each other, for example, raising chickens to control parasites or using cattle for tillage). Livestock farmers carefully select animals for breeding, choosing robust individuals suited to the local environment.

If you own **FARM**, continue reading; otherwise, reduce Taxes by 50 Florins; -5 XP.

If you own no HILL territories, reduce Taxes by 30 Florins; -3 XP.

If you own 1 or 2 HILL territories, increase Taxes by 30 Florins; +3 XP.

If you own more or more HILL territories, increase Taxes by 50 Florins; +5 XP.

195 - EVERYONE

Pilgrimages have a significant impact on the cash flow and prosperity of certain locations. Pilgrimages are religious journeys undertaken by individuals, often over long distances, to visit shrines and sacred sites. These pilgrimages generate a significant movement of people and financial resources, contributing to the livelihood of the destination locations.

For Catholics: Santiago de Compostela, Rome, Jerusalem.

For Orthodox: Constantinople, Jerusalem.

For Muslims: Jerusalem.

You have 1 pilgrimage available: if one of your MoTs reaches a pilgrimage site of its religion and pays 100 Florins to the owner of the territory, it can halve the CBs to and from all other players of the same religion.

196 - EVERYONE

Preparations for a Crusade or to defend against one include several stages and activities: after issuing a call to arms, funds are collected through donations and special taxes and the supply of food, water and materials is ensured.

During the preparation rounds for a **CRUSADE**, the participating attacking and defending players can triple their Taxes.

197 - EVERYONE

Woad is a plant used to produce a blue substance used in dyeing textile. Cultivating woad requires the use of specialized tools, such as millstones to crush the leaves and rollers to extract the dye. Blacksmiths are therefore essential for the production of woad and for maintaining the tools needed to work it; their importance and social status grow.

1d8	+1 to the die roll if you have **BLACKSMITH**, **GENIUS**, TL II/III.
1-3	The tools your blacksmiths produce are poor quality and break easily; reduce Taxes by 50 Florins, -5 XP.
4-6	You can produce tools that require little maintenance, increase Taxes by 10 Florins, +1 XP.
7	You can produce good tools that require no maintenance, increase Taxes by 30 Florins, +3 XP.
8	You can produce excellent tools that require no maintenance, increase Taxes by 50 Florins, +5 XP.

198 - EVERYONE

Hemp is used to produce rope and durable textile. Cultivating it requires the use of tools such as combs for processing the fibers and presses for producing hemp oil. Blacksmiths are essential for the production and maintenance of the tools needed to process hemp; their importance and social status are growing.

1d8	+1 to the die roll if you have **BLACKSMITH**, **GENIUS**, TL II/III.
1-3	The tools your blacksmiths produce are poor quality and break easily; reduce Taxes by 50 Florins, -5 XP.
4-6	You can produce tools that require little maintenance, increase Taxes by 10 Florins, +1 XP.
7	You can produce good tools that require no maintenance, increase Taxes by 30 Florins, +3 XP.
8	You can produce excellent tools that require no maintenance, increase Taxes by 50 Florins, +5 XP.

199 - EVERYONE

Already in the past, especially because of the Crusades, funding for military operations had reached astronomical figures. For example, the French nobility had ambitions of conquest in Italy, which Louis IX the Saint had evaded, but which instead involved his brother Charles of Anjou, his nephew Charles of Valois, and many wealthy aristocrats. Italian ambitions, replacing those in the Middle East, prolonged and increased the drain on French wealth. At the same time, money was flowing from England to Germany. At the beginning of the century, the English king John Lackland allocated significant financial aid to his brother-in-law, Emperor Otto IV, the loser at the Battle of Bouvines. Henry III, however, forged an alliance with Frederick II, to whom he married his sister Isabella, cost him not only a very rich dowry but also financial participation in the emperor's military operations in Germany and the Two Sicilies.

From now on, during **Tax**, players can make secret donations (a number equal to their TL) to other players, maximum 100 Florins for each TL of the donor.

200 - RANDOM ZONE

Legends still resonate about the life of Henry of Guelders, also known as Henry of Cleves, who became famous for his adventurous life. After being deposed from his position as Prince-Bishop of Utrecht, he became a brigand and led a life of plunder and violence. He organized gangs of outlaws and plundered numerous villages and trade caravans; his criminal actions made him feared and hated by many. However, his criminal career did not last long: in 1238 he was captured and executed by order of the authorities.

His adventurous life as a brigand set an example for others... a band of brigands infests the territory, roll 1d8 to see if you can defeat them:

1d8	
1-3	You fail the attempt, -1 SV in the territory, -100 Florins, and -5 XP.
4-6	You fail the attempt, the bandits flee with 100 of your Florins; -3 XP.
7	You defeat the bandits, but their leader escapes with the loot, +3 XP.
8	You defeat the bandits and capture their leader; collect the bounty of 1d4 Florins x100, +5 XP.

201 - RANDOM ZONE

The Treaty of Nymphaeum was signed in 1261 by Genoa, led by the first Captain of the People, Guglielmo Boccanegra, and the Byzantine Emperor Michael VIII Palaiologos. The treaty provided for Genoese support in the reconquest of Constantinople from the Latin emperors, with a fleet docked in the Byzantine capital's port to prevent Venetian incursions from the sea. The treaty also provided for Genoese support in the maritime defense of the reconstituted empire. Palaiologos also pledged to expel Genoese enemies from their territory, grant them all commercial privileges, and maritime control of the Straits of the Black Sea.

You can sign an alliance treaty with a barbarian Minor Kingdom (no diplomatic action required), immediately gaining +10 Florins in Taxes and +1 SV in Reinforcements, and you can fortify its territories at half the price. However, you will be required to declare war on any player who attacks your ally. The Minor Kingdom can only trade with the allied player. You can abandon the alliance at any time, losing extra Taxes, Reinforcements, and 5 XP.

202 - RANDOM ZONE

The Treaty of Nymphaeum was signed in 1261 by Genoa, led by the first Captain of the People, Guglielmo Boccanegra, and the Byzantine Emperor Michael VIII Palaiologos. The treaty provided for Genoese support in the reconquest of Constantinople from the Latin emperors, with a fleet docked in the Byzantine capital's port to prevent Venetian incursions from the sea. The treaty also provided for Genoese support in the maritime defense of the reconstituted empire. Palaiologos also pledged to expel Genoese enemies from their territory, grant them all commercial privileges, and maritime control of the Straits of the Black Sea.

You can sign an alliance treaty with a barbarian Minor Kingdom (no diplomatic action required), immediately gaining an extra Galley equal to your TL, but you will be required to declare war on any players who attack your ally; the Minor Kingdom will only be able to trade with the allied player. You can abandon the alliance at any time, losing the Galley and 5 XP.

203 - KINGDOM OF SICILY

The Sicilian Vespers revolt broke out in Sicily against Angevin rule, represented by Charles I of Anjou, King of Naples and Sicily. The revolt began on March 30, 1282, during Easter celebrations, when the killing of a young Sicilian by Angevin soldiers sparked anger among the people of Palermo, escalating into a riot and quickly escalating into a full-scale uprising. The revolt quickly spread across the island and led to the expulsion of Angevin troops from Sicily, marking the beginning of the Sicilian War of Independence. The Sicilian Vespers had significant political consequences, leading to the birth of the independent Kingdom of Sicily under the Aragonese dynasty.

1d8	
1-3	All territories of the Kingdom of Sicily rebel; add 1 Barbarian Captain to each settlement.
4-6	All territories of the Kingdom of Sicily rebel.
7	Sicily becomes part of the Crown of Aragon.
8	Sicily becomes part of the Crown of Aragon, and the island of Malta becomes a Small Kingdom.

204 - RANDOM ZONE

During the war with a small neighboring kingdom, Prince Edward, the king's son, is kidnapped by troops led by a Duke who is giving you a hard time. The Duke wants to use the prince as political leverage to gain an advantage in the ongoing war; he demands that you pay a ransom before the next full moon.

1d8	+1 to the die roll for each Technology of the **STRATEGY** branch, TL III.
1-3	The ransom is 1d8 x 100 Florins. If you don't pay, Edward will be executed; 1 HP.
4-6	The ransom is 1d4 x 100 Florins. If you don't pay, Edward will be held captive until his death; -5 XP.
7	Prince Edward attempts to escape and manages to return home; +3 XP.
8	Prince Edward manages to escape; his escape has a significant impact on the outcome of the war and the final victory; +5 XP.

205 - EVERYONE
An important alliance is signed between the player's Kingdom (RG) and a Minor Kingdom (RM), with the aim of countering the influence and threats of another enemy player's Kingdom (RGN) or a potential enemy against the two countries. The alliance establishes a mutual defense and support agreement, and to provide each other with military support in the event of attacks by the RGN.
During **Placement**, perform one of these options.
In the event of war against the RGM, the RG manages the RM and can send reinforcements to or receive them from the RM:
- The RM can send a maximum of 1 SV to the RG for each of its territories still held by barbarians.
- The RG can send a maximum of 3 SV or 1 Captain to the RM, who will be converted into barbarians and placed in territories of the RM held by barbarians.
- Alternatively, the RG can send the RM Florins which will be converted: 30 Florins for 1 SV, 200 Florins for 1 Tower, 300 Florins for 1 Level I Barbarian Captain.

206 - EVERYONE
You are visiting a neighboring Kingdom on important business; you can establish a trade pact with their merchants using a **CONCESSION**; if you do so:

1d8	+1 to the die roll if you have **DIPLOMAT**, TL II/III.
1-3	The offer is rejected; -3 XP.
4-6	The offer is accepted; +3 XP.
7	The offer is appreciated and accepted; +150 Florins and +3 XP.
8	The offer is very appreciated and accepted; +250 Florins and +5 XP.

207 - RANDOM ZONE
Insurrection in a Minor Kingdom, roll the dice to define the Kingdom, giving precedence to Kingdoms already occupied by players.

208 - EVERYONE
Banks' difficulties are leading some of them, and not just the smaller ones, to bankruptcy. Debt has grown, individuals and companies have taken on sometimes excessive risks, but above all, banks are forced by political pressure to lend enormous sums to sovereigns, the Holy See, and princes, which remain unrepaid for a long time. These huge loans weigh heavily on banks' reserves and sometimes lead to their bankruptcy.

1d8	+1 to the die roll if you have **BANKS**, **MISER**, **STINGY**; -1 to the die roll if you are at war.
1-3	Your major banks declare bankruptcy; reduce your taxes by half for 1 turn and lose BANKS (until you repurchase this technology, you cannot use any **GUILDS** and **HANSA**); -5 XP.
4-6	Some of your major banks declare bankruptcy; reduce your taxes by half for 1 turn; -3 XP.
7	Your skills and friendships with wealthy nobles manage to avert the worst, but you will have to repay the loan; reduce your taxes by 50 Florins and -1 XP.
8	Your skills and international connections allow you to receive crucial assistance in averting any financial problems; +3 XP.

209 - ITALY
The war between the Guelphs and Ghibellines is a political and military conflict raging in Italy, especially at this time. The two rival factions are battling for political control of Italian cities and territories. The origins of this division date back to the last century, when they emerged as rival factions between supporters of the papacy (Guelphs) and supporters of the German Empire (Ghibellines).
Roll 1d4: the result represents the number of barbarian territories in Italy where to place a Tower or, if already existing, a Fort and 1 barbarian Captain.

210 - EVERYONE
A significant expense during this period was luxury, increasingly appreciated in aristocratic courts and among the urban upper middle class. At the end of the century, the growth in luxury spending (spices and refined foods, expensive silk and fur women's clothing, the salaries of court poets and musicians) pushed kings, princes, and municipalities to enact sumptuary laws aimed at curbing their excesses. In 1294, Philip the Fair published an ordinance concerning "superfluous ornaments in clothing," targeting primarily the bourgeoisie. They were prohibited from wearing furs, jewelry, precious stones, gold and silver crowns, and clothing valued at more than 2,000 livres tournois for men and 1,600 livres for women.
Based on your TL (I/II/III), reduce Taxes by 50/100/150 Florins respectively.

211 - COMMUNE OF MILAN
After the death of Ottone Visconti in 1295, Milan was torn apart by violent struggles for control of the city. On one side were the supporters of the imperial vicar, belonging to the Ghibelline faction, which supported the Emperor of the Holy Roman Empire and sought to maintain the power of the Visconti dynasty. On the other side were the Guelphs, supporters of the papacy and opponents of the Viscontis, led by the Della Torre, a noble family that traditionally opposed the Viscontis' power.
The Comune di Milano rises up.

212 - BALKAN PENINSULA
Mercenary armies are available in the Balkan Peninsula (Croatia, Slavonia, Rasa, Wallachia, Dobruja, and all the territories south to the Peloponnese). Roll dice to determine which territory they are placed in and 1d6 for the number of armies (if a result of 6 is added, a Level I Captain is also added). Roll 1d4, the result x 100 is the base price to hire these mercenary armies; if there are 1 or more players interested in hiring them (they must own at least 1 territory in the Balkan Peninsula), an auction is held, raising the bid from the base price (same rules as the sword auction). The player who wins the mercenaries converts them into his own armies and places them in one of his territories in the Balkan Peninsula; if no player is willing to pay, the mercenaries become barbarians and, if necessary, rebel.

213 - RANDOM ZONE
Increased popular unrest across the area; each player in the land zone with their Capital rolls a d4 to determine the duration in turns and a d6 to determine the level of unrest (-1 to the die roll for each **HANSA** branch technology).
Based on the result, here is the percentage of taxes you can collect: 1 100% Taxes; 2 80% Taxes; 3 60% Taxes; 4 40% Taxes; 5 20% Taxes; 6 0% Taxes.
If you attempt to collect more taxes, you will have a number of random insurrections in your territories equal to the difference between the percentage defined by the die and the percentage you are actually rerolling.

214 - COMMUNE OF MILAN
Under Napoleone della Torre, known as Napo Torriani, Milan was transformed into a true metropolis thanks to a vast public works program that modernized the city and fostered its economic and cultural development. Torriani promoted the construction of new walls, canals, bridges, and roads, and the creation of new public spaces such as squares and markets. He also fostered the development of the textile and wool processing industries, which became the city's main sources of wealth. Thanks to these projects, Milan became an important commercial and financial center; it attracted a large number of artists, intellectuals, and entrepreneurs who contributed to its cultural and economic growth.
Place 1 Tower in the territory. If a player owns the Commune of Milan, he gains 1 level 1 Technology.

215 - TUSCANY
From 1200 onwards, during the heyday of the Pisan navy, the Terzana, a complex of Republican naval arsenals, was built. These arsenals featured 60 or 80 porticoes for galley storage and were located against Pisa's city walls. Built around 1261, the arsenals were fortified on three sides. Within the Terzana is a dock, accessible through the Porta delle Galee, which allows vessels to dock. In 1290, the Ghibelline Tower was erected in the southwest corner of the complex. This tower, along with the arsenals, bears witness to the strategic and military importance of the Pisan navy during that period.
A distant port is built in the territory of Tuscany, on the Tyrrhenian Sea side and 1 Tower.

216 - EMPIRE OF TREBISOND
Andronikos II Comnenus, emperor of Trebizond from 1266 to 1269, transformed the city into an important commercial center in the Black Sea and surrounding regions. He promoted the development of the port, stimulated trade, and encouraged the immigration of foreign merchants. He promoted the construction of markets and bazaars, facilitating trade and contributing to the diversification of the local economy. His policy of religious and cultural tolerance attracted merchant communities of various faiths, consolidating Trebizond's prosperity.
Increase the civilian building level by 1; place a Mining Fair.

217 - SWABIA
Mercenary armies are available in Swabia. Roll dice to determine which territory they are placed in and 1d6 for the number of armies (if a result of 6 is added, a level I Captain is also added). Roll 1d4, the result x 100 is the base price to hire these mercenary armies; if there are 1 or more players interested in hiring them (they must own at least 1 territory adjacent to Swabia), an auction is held, raising the bid from the base price (same rules as the sword auction). The player who wins the mercenaries converts them into his own armies and places them in one of his territories adjacent to Swabia; if no player is willing to pay, the mercenaries become barbarians and, if necessary, rebel.

218 - ITALY
The Battle of Meloria, fought on August 6, 1284, off the coast of Tuscany between the Pisan and Genoese fleets, marked a crucial turning point in the struggle for maritime dominance in the Western Mediterranean. The Pisan victory ended Genoa's maritime dominance, accelerating the city's decline as a naval and commercial power. This event had repercussions on the rivalry between the Guelphs and Ghibellines in Italy, as Pisa, traditionally Guelph, gained hegemony over the Western Mediterranean, while Genoa, often siding with the Ghibellines, gradually lost its position as the region's leading maritime power.
The Maritime Republic of Pisa expands into the Mediterranean and occupies the hinterland, creating a new Minor Kingdom comprising the territories of Tuscany, Corsica, and Sardinia. If the territory of Tuscany is barbarian, this new Minor Kingdom becomes entirely barbarian (remove the armies, MoT, MoS, and Captains of the players; they will be repositioned during Placement); build 1 Tower (or increase the existing fortification by 1 level) in each of the 3 territories and increase each by 3 SV; if the territory of Tuscany is a player's, this new Minor Kingdom becomes entirely the player's (remove barbarian armies and Captains and replace them with 5 of the player's SV in each territory), and the latter gains a shipment of 30 SLAVES in Tuscany, 1 Far Port on the Tyrrhenian side, 300 Florins, and +5 XP.

219 - SULTANATE OF RUM
The period of prosperity between this century and the previous one, between the Crusades and the Mongol invasion, saw Anatolia flourish with exceptional works of architecture and decorative arts. Among these were the caravanserais, also known as hans, which served as rest stops for caravans traveling along trade routes, offering them a safe place to spend the night, sheltered from the elements and from attacks by marauders. Caravanserais were often built along main roads and in strategic locations along trade routes; their features included covered internal courtyards, rooms for travelers and their animals, warehouses for goods, and spaces for commercial activities. Some larger and more elaborate caravanserais also included religious structures, such as mosques and public baths. During the Seljuk rule of Anatolia, around a hundred caravanserais were built, representing true architectural marvels.
The player who owns all the territories of the Sultanate of Rum has a +2 bonus on movement throughout the Anatolian peninsula (including Pontus, Cappadocia and Cilician) and is immune in this area to events such as raiders, attacks on caravans, loss of orientation.

220 - ITALY
Mercenary armies are available in Italy. Roll dice to determine which territory they are placed in and 1d6 for the number of armies (if a result of 6 is added, a Level I Captain is also added). Roll 1d4, the result x 100 is the base price to hire these mercenary armies. If there are 1 or more players interested in hiring them (they must own at least 1 territory in Italy), an auction is held to raise the bid from the base price (same rules as the sword auction). The player who wins the mercenaries converts them into his own armies and places them in one of his territories in Italy. If no player is willing to pay, the mercenaries become barbarians and, if necessary, rebel.

221 - REPUBLIC OF GENOA

Mas'ud Bey succeeded his father as Pervane and maintained a wise and prudent policy towards the Mongols. In 1298, he was captured by a group of Genoese pirates and held hostage in Genoa; only with the payment of a heavy ransom did the Seljuk Sultan of Rum, Kay Qubadh II, manage to free him in 1299 and bring him home.

If Genoa belongs to the barbarians, build a Tower or increase the existing fortification by one level and add 3 barbarian SVs. If Genoa belongs to a player, roll 1d6 x 100: the result is the ransom in Florins paid to recover the captive son.

222 - ANATOLIAN PENINSULA

Mercenary armies are available in the Anatolian Peninsula (Pontus, Cappadocia, Cilicia, and all territories west to Mysia and Lydia). Roll dice to determine which territory they are placed in and 1d6 for the number of armies (if a result of 6 is added, a Level I Captain is also added). Roll 1d4, the result x 100 is the base price to hire these mercenary armies; if there are 1 or more players interested in hiring them (they must own at least 1 territory in the Anatolian Peninsula), an auction is held, raising the bid from the base price (same rules as the sword auction). The player who wins the mercenaries converts them into his own armies and places them in one of his territories in the Balkan Peninsula; if no player is willing to pay, the mercenaries become barbarians and, if necessary, rebel.

223 - IBERIAN PENINSULA

Mercenary armies are available in the Iberian Peninsula. Roll dice to determine which territory they are placed in and 1d6 for the number of armies (if a result of 6 is added, a Level I Captain is also added). Roll 1d4, the result x 100 is the base price to hire these mercenary armies. If there are 1 or more players interested in hiring them (they must own at least 1 territory in Italy), an auction is held to raise the bid from the base price (same rules as the sword auction). The player who wins the mercenaries converts them into his own armies and places them in one of his territories in the Iberian Peninsula. If no player is willing to pay, the mercenaries become barbarians and, if necessary, rebel.

224 - SULTANATE OF RUM

The Seljuk sultans initially managed to repel the Crusades, but eventually had to give in to the Mongol advance, becoming their vassals; despite some attempts to resist and reassert their power, the Seljuk sultanate underwent a progressive disintegration during this period.

When the Sultanate of Rum territories are occupied by the players, roll 1d4 for each occupied territory during the **Events** phases: on a result of 4 the territory rebels; in the subsequent Events phases, roll 1d6 (it rebels on a 6) and then 1d8 (it rebels on an 8).

225 - BALTIC COAST

Mercenary armies are available on the Baltic coast (territories bordering Sea Zone G). Roll dice to determine which territory they are placed in and 1d6 for the number of armies (if a result of 6 is added, a Level I Captain is also added). Roll 1d4, the result x 100 is the base price to hire these mercenary armies; if there are 1 or more players interested in hiring them (they must own at least 1 territory on the Baltic Sea coast), an auction is held, raising the bid from the base price (same rules as the sword auction). The player who wins the mercenaries converts them into his own armies and places them in one of his territories on the Baltic Sea; if no player is willing to pay, the mercenaries become barbarians and, if necessary, rebel.

226 - ZONE 2-3-4

European armies are unaccustomed to the climate, water, and diseases of Africa and the Middle East. During combat, they suffer a -1 penalty on their die rolls and lose 10% of their armies at the end of the phase, and 20% during sieges. **MEDICINE** halves the effects of casualties, and **HOSPITAL** negates all penalties.

227 - KINGDOM OF PORTUGAL

Dínis Afonso of Portugal, supported by the college founded in 1286 by his tutor Dom Domingo Jardo, established Portugal's first university in Lisbon in 1290, with teachers paid by the clergy. He actively worked to improve agriculture, promoting the draining of marshes and reforestation to ensure a sustainable supply of timber for construction. A notable example of this commitment is the creation of the pine forest of Leiria, which also served to protect the surrounding fields from Atlantic sand. Furthermore, to prevent famine, he prohibited the export of grain, following a law introduced by his father in 1272.

The player who owns the entire Kingdom of Portugal gets 1 Technology from the **UNIVERSITY** branch and the **AGRICULTURE** and **CROP ROTATION** technologies; it is no longer possible to buy GRAIN in Lisbon.

228 - ITALY

The Battle of Meloria, fought on August 6, 1284, off the coast of Tuscany between the Pisan and Genoese fleets, marked a crucial turning point in the struggle for maritime dominance in the Western Mediterranean. The overwhelming Genoese victory ended Pisa's maritime dominance, accelerating the city's decline as a naval and commercial power. This event had repercussions on the rivalry between Guelphs and Ghibellines in Italy, as Pisa, traditionally Guelph, lost its hegemony over the Western Mediterranean, while Genoa, often siding with the Ghibellines, further consolidated its position as the region's leading maritime force.

If Genoa belongs to the barbarians, thanks to this victory, the barbarian territories of the Republic of Genoa build 1 Tower (or increase the existing fortification by 1 level) and increase by 3 SV each; if Genoa belongs to a player, the latter obtains a shipment of 30 SLAVES in Genoa, 300 Florins and +5 XP.

229 - MONASTIC STATE OF THE TEUTONIC KNIGHTS

The hospital system of the Monastic State of the Teutonic Knights represents a remarkable achievement in healthcare; founded on the principles of the order, the hospital structure reflects the rules of the order. The Teutonic Knights, in addition to their religious and military mission, are also dedicated to the medical care of the sick and wounded; their hospital facilities are staffed by highly qualified staff, composed of members of the order, assisted by doctors and nurses recruited locally or from other territories. These hospitals provide advanced medical care for the time, including surgery, pharmacology, and rehabilitation, as well as spiritual care and comfort to patients. Thanks to the order's financial resources and their control over the territory, the Teutonic hospitals have modern equipment and highly qualified personnel.

The first player to own or conquer the Monastic State of the Teutonic Knights gets 1 Technology from the **HOSPITAL** branch.

230 - MONASTIC STATE OF THE TEUTONIC KNIGHTS

The phenomenon of monasticism constituted an important economic base in the unknown lands where the Germans arriving from the West had just settled, generating a certain self-sufficiency among local religious communities. The widespread and planned resettlement of German farmers, especially in Prussia, combined with extensive land reclamation and improvement measures, especially in the Vistula delta, led in a short period of time to the emergence of dozens of new towns and hundreds of smaller villages; it became the main exporter of wood and grain.

The first player to own or conquer the Monastic State of the Teutonic Knights gets, based on his TL, **AGRICULTURE**, **CROP ROTATION**, and **MILL** respectively; the price of GRAIN becomes 10 Florins in the city of Riga.

231 - MONASTIC STATE OF THE TEUTONIC KNIGHTS

Once Teutonic rule could be considered definitively secured, the order's high officials decided to expand and build new fortifications, preferably in brick, starting in the 1170s. It was during this decade that the new regulations slowly supplanted the previous schemes, which focused on speed rather than quality. Particular mention should be made of the extensive use of decorative elements in the construction of new castles, such as the brick wall motifs of different colors, as well as a partial departure from the canons of monastery construction with regard to elegant corner turrets and the erection of imposing keeps. The castles of Strasbourg, Rehden, Gollub, Mewe, and of course Marienburg can be included in the list of constructions carried out during this period.

1 Tower is placed in each territory of the order.

232 - MONASTIC STATE OF THE TEUTONIC KNIGHTS

Livestock farming thrived, with 13,000 horses, 10,000 cattle, 19,000 pigs, and 61,000 sheep raised on their 110,000 hectares of land near the Teutonic fortifications. The order's independent horse breeding was of great importance: the farms were usually in the immediate vicinity of the dioceses or castles. In the case of the structures on the Prussian and Livonian borders, the priority became to move troops as quickly as possible to safe areas inland if necessary; for this reason, the fortress of Ragnit (Neman) was located 80 km from Labiau (Polessk).

The first player to own or conquer the Monastic State of the Teutonic Knights gains **FARM**.

233 - MONASTIC STATE OF THE TEUTONIC KNIGHTS

Amber deserves special mention because the order holds a monopoly on it; although the gem trade had been common long before, it flourished significantly under the order's rule. In order to maximize economic benefits and prevent the creation of a specialized black market, an office was established specifically to protect the export of amber, overseen by the Bernsteinmeister and based at Lochstädt Castle. Every piece found had to be delivered to this office for a corresponding fee. Violators faced very severe penalties, not least the death penalty.

The player who owns all of the Monastic State of the Teutonic Knights gets triple the Taxes from the territories of the order.

234 - ALMOHAD SULTANATE

The Almohad dynasty is one of the most significant Islamic dynasties in North Africa and the Iberian Peninsula, having reigned since the last century. However, it began to decline over the course of the century due to a number of factors, including internal struggles for succession and tribal rebellions that weakened the central power; the Spanish Reconquista and the Crusades annulled Almohad control over the Iberian Peninsula; and the Marinids, a rival Berber dynasty, conquered the central and western Maghreb, undermining Almohad authority. In 1269 AD (668 AH), the Marinid sultan Abu Yusuf Ya'qub ibn 'Abd al-Haqq conquered Marrakesh, marking the end of Almohad rule.

The Marinid Sultanate conquers Marrakech and incorporates the Almohad territories into a single Great Kingdom.

235 - ZONE 3-4

The mercenary companies are mercenary troops, formed by the so-called soldiers of fortune, organized and led by a leader, generally called captain of fortune. They make their appearance in Italy, already in these years: they are the gangs formed by professional soldiers, mostly from very low social class, ready to kill and be killed for money and booty. Or the Almogavars, mercenaries who follow Peter III of Aragon in the conquest of Sicily (1288); they originally come from the Pyrenees and are recruited in the last periods mainly in Navarre, Aragon and Catalonia. Or the Gallowglass, Scottish mercenaries in Ireland.

If a mercenary company is available, roll 1d4 to determine the Zone, then roll more dice to determine the Kingdom and then the territory where they are located. Roll 1d6 to determine how many armies make up the mercenary company; if the result is 6, add 1 level 1 Captain. Players who own at least 1 territory in the determined land Zone can hire this company by participating in an open auction, raising a minimum bid of 5 Florins; the winner converts them into their own armies. If no player participates in the auction, the mercenary company and any Captain are converted into barbarians. For each subsequent **Event** phase, the armies and any Captain must be paid 10 Florins each and the Captain 50 Florins. If the mercenary company is not paid, it is available again for hiring at the auction, or it is converted into barbarian armies.

236 - RANDOM ZONE

It is a particularly abundant year of harvests, if you have a Caravan in the area and can load goods, you get a free load of goods between GRAIN or WINE; +3 XP.

237 - RANDOM ZONE

Players' territories without fortifications and bordering barbarian territories are pillaged and cannot contribute Taxes and Reinforcements this turn; -2 XP for each pillaged territory.

238 - KINGDOM OF GRANADA

The Kingdom of Granada became a refuge for Muslims, who flocked there in large numbers to avoid abandoning the Iberian Peninsula. Over the years, its population exceeded three million, making it one of the most densely populated areas in Europe. Its strategic location, perched on the southern mountains, made the Kingdom difficult to conquer. Furthermore, the Nasrid rulers of Granada, despite being vassals of the Christian kings, guaranteed Muslims religious and political freedom.

The Kingdom of Granada rises up, but with double the armies.

239 - RANDOM ZONE
Local riots of arts and crafts guilds, some goods are no longer purchasable until the end of the riots (1 turn). Roll 1d4 to define how many goods and 1d8 to define each non-purchasable good; if you sell these goods in this area, you earn 5 more Florins for each good, 6 Florins if you have **TRADE**.

240 - RANDOM ZONE
Insurrection in a Small Kingdom, roll 1d4 for the land area, then roll more dice to define the Kingdom.
-1 barbarian SV for each player's fortification level.
-1 barbarian SV if a player's Captain is in the territory.

241 - RANDOM ZONE
Insurrection in a Minor Kingdom, roll 1d4 for the land zone, then roll more dice to define the Kingdom.
-1 barbarian SV for each player's fortification level.
-1 barbarian SV if a player's Captain is in the territory.

242 - RANDOM ZONE
Some of your peers plot to undermine your power and attempt to poison the army's Captains to elect new ones, loyal to the conspirators; roll 1d8 for each Captain.

1d8	+1 to the die roll for each **SPY**, **HITMAN**, **ASSASSIN**.
1-3	The Captain dies under mysterious circumstances; -5 XP.
4-6	The Captain becomes seriously ill, but recovers, remaining inactive for 1 turn; -3 XP.
7	You discover some traitors and execute them immediately, the Captain is safe; +3 XP.
8	You discover the plot and the name of one of the instigators, one of your peers; you confiscate all his assets and execute him after a summary trial; +200 Florins and +5 XP.

243 - ZONE 2-3-4
In Europe, the ordeal is often "fire": red-hot metal in the first case and boiling water in the second. The exact use of the ordeal varies greatly; in Scandinavian and Anglo-Saxon practice, the accused must take nine steps while holding a red-hot iron bar in both hands. Depending on the customs of the period, innocence is demonstrated by a complete absence of injuries, or the wounds are bandaged and examined to verify whether they have healed or festered. An English version calls for nine red-hot blades to be placed on the floor; the accused is blindfolded, and if he walks across the floor without injuries, he is deemed innocent.
One of your Captains is accused of treason and plotting to kill your King, roll 1d6 (+1 to the die roll if the Captain is of level II and III): with a result of 6, the Captain passes the "fire" test and is judged innocent.

244 - ZONE 2-3-4
The water ordeal can take several forms. In one variant, the accused is asked to immerse his hand in a container of boiling water or another liquid, such as oil or molten lead. If the wounds on his hand show rapid healing, he is considered innocent; otherwise, he is considered guilty if they do not heal or heal slowly. Another form of the water ordeal involves the consumption of "bitter water" or other substances considered toxic or harmful. If the accused manages to consume the substance without suffering any apparent harm, he is considered innocent; conversely, if he suffers harm or becomes ill, he is considered guilty.
A character from your Empire cards is accused of stealing from the King's treasure chests, roll 1d6 (+1 to the die roll if you are TL II and III): with a result of 6, the character passes the "water" test and the Empire card is not eliminated.

245 - RANDOM ZONE
Smallpox was present throughout Europe and the Mediterranean region; there was no effective cure, and medicine was still inadequate. Smallpox caused high fever, rashes, vomiting, and diarrhea, often with fatal consequences. Medical practices of the time included compresses, ointments, and medicinal herbs, but they were not always effective. The disease could heal spontaneously or cause the patient's death.
Smallpox in a territory, roll 1d4 for the Land Zone, then roll more dice to define the Kingdom and then the territory.
1d6 casualties, -2 SV casualties for each Technology you possess (**MEDICINE**, **HOSPITAL**).

246 - ZONE 2-3-4
Guilds in cities vary in importance and weight. The top positions are generally held by judges, notaries, and merchants, followed by metalworkers (such as blacksmiths and goldsmiths) and leather and clothing craftsmen. Other groups, such as butchers, textile artisans, swordsmiths, and apothecaries, may occupy less central positions depending on the context. Innkeepers and tavern keepers are usually at the bottom of the hierarchy, along with bakers, painters, barbers, and carpenters. Finally, there are professions such as larders, millers, porters, glassmakers, and others with lower social prestige. Despite their economic importance, they may have less decision-making independence due to the communal control that binds them.
In one of your settlements (roll the dice to determine which one) riots break out due to some Craft Guilds.

1d8	
1-3	The protests of the millers, porters, and glassmakers do not cause serious problems, and the situation quickly returns to normal;
4-6	The protests of the tavern keepers, painters, and barbers unsettle the entire population, and you are forced to restore order with weapons; -3 XP.
7	The protests of the Textile guilds, swordsmiths, and apothecaries block all incoming and outgoing trade, and you are forced to restore order with weapons; -5 XP.
8	The protests of the judges, notaries, and merchants stir up a wave of protest throughout the social classes, and the settlement revolts; -5 XP and -50 Florins.

247 - KINGDOM OF PORTUGAL

King Dionysius began building a fleet to protect and defend his city, seeking to capitalize on the opportunities offered by rapidly growing urban activity. To ensure the necessary expertise, he recruited expert navigators of Genoese origin into his service.

If a player conquers or owns the Kingdom of Portugal, he gets the 4th level I galley.

248 - RANDOM ZONE

There are many important mines in Europe. Bohemia: renowned for its silver mines, which constitute a significant portion of European mineral production; those of Kutná Hora and Jáchymov are particularly important.
Styria: this region is renowned for its iron mines, which provide materials for the production of weapons, tools, and agricultural equipment. Slovakia: copper and silver mines were important in Slovakia, contributing to the local economy and the production of metals for processing.
Silesia: this region has copper, silver, and lead mines.
Slavonia: iron and silver mines are present in this region, contributing to the local metallurgical industry.
Bavaria: known for its salt mines, a valuable resource for food preservation.
Wessex: although not particularly rich in mines, it is home to tin and iron mines, which contribute to the region's metal production.
Sardinia: renowned for its lead, zinc, silver, and copper mines, exploited since Roman times.

A new precious metal mine has been discovered. Bohemia, Styria, Slovakia, Silesia, Slavonia, Bavaria, Wessex, and Sardinia; roll 1d8 to determine which of these territories the mine is located in. Roll 1d6x100 to see how many Florins the owner of the territory earns.

249 - ZONE 2

The nobles of the cities try to take control of the furs trade, forcing the merchants to give up a considerable part of their profits, but most of them start to protest and many cities rise up, trying in many cases to oust these nobles from the control of the cities.

All settlements with a FURS price below 40 Florins and those with Textile fairs are affected, roll 1d8 for each of these settlements.

1d8	+1 to the die roll for each Technology you have from the **FEUDALISM** branch.
1-3	The settlement rebels; -2 XP.
4-6	You manage to nip the insurrection in its tracks, but lose -1 XP.
7	You convince the workers not to rebel, but lose -40 Florins.
8	Your diplomatic skills pacify the population; +3 XP.

250 - KINGDOM OF PORTUGAL

In 1291, King Denis of Portugal founded the University of Lisbon to promote education in his kingdom. The university offered a wide range of academic disciplines and attracted renowned students and faculty from across Europe.

If a player conquers or owns the Kingdom of Portugal, he is entitled to a Technology from the **UNIVERSITY** branch.

251 - RANDOM ZONE

Leprosy is present throughout Europe and the Mediterranean region; it is considered a contagious disease and often associated with an image of impurity and sin. Leprosariums, or leprosy colonies, are separate settlements where lepers are confined, isolated from the rest of the community. Affected individuals exhibit symptoms such as skin lesions, facial deformities, loss of sensation, and limb damage. The disease is often progressive and degenerative, leading to disability and death in severe cases; there is no effective cure for leprosy, and treatment is limited to palliative measures to relieve symptoms.

Leprosy in a territory, roll 1d4 for the land ZONE, then roll more dice to define the Kingdom and then the territory. 1d6 losses, -2 SV losses for each Technology you possess between **MEDICINE**, **SURGERY**, **HOSPITAL**.

252 - VENICE

The Venice Arsenal, where the galleys of the Venetian Republic have been built since the last century, can be considered the largest production complex in the Mediterranean and the first truly large modern factory: thousands of men worked there, assigned to various activities, and the galleys were built "in series," anticipating the methods of the modern assembly line. The Arsenal's production capacity was impressive for the time: in May 1571, in the run-up to the Battle of Lepanto, 25 ships were launched ready to set sail, almost one a day!

The player who owns the Venice settlement gets the fourth Galley for free with a level equal to the player's TL.

253 - ZONE 1-3

The textile industry is a key sector, and mills play a fundamental role in its development. Many mills are powered by water, used for carding and combing (raw fibers, such as wool or cotton, are combed and separated to achieve a uniform texture), spinning (to obtain finer, more uniform threads), and weaving (looms powered by water power to streamline the textile process). Automation also contributes to the fulling (compacting and felting the fabric to make it more durable and compact), dyeing, and finishing stages.

Players who own **MILL** can buy TEXTILE for 2 Florins less and sell them for 2 Florins more; +3 XP.

254 - SULTANATE OF RUM

When, following repeated Mongol incursions a few years ago, Rum was gradually reduced to a protectorate of the Ilkhan, the Turkic populations of Anatolia organized themselves into a system of religious brotherhoods (known as akhis), inspired by their shared faith in Islam and specific mystical and ascetic devotions. The brotherhoods compensated for the absence of municipal governments following the disintegration of Seljuk power and the indifference of the Mongol imperial authority, directly assuming social, administrative, and territorial control functions. From this experience, starting in the second half of the century, small principalities soon emerged, their structure firmly based on the military power of the brotherhoods. The founders of the Ottoman principality also belong to one of these, the ghazi brotherhood, which takes its name from the second ruler of the kingdom, Osman (1259-1326), who succeeded his father Ertoghrul (1231-1280) in 1281, to whom the Seljuks had entrusted the government of the region of Suyut since 1260 so that he could defend it from the Byzantines and extend its territory.

Rise of the Ottoman Empire Core: Remove everything in 1 of the 3 Sultanate of Rum territories and replace it with 1d8 barbarian armies (on a 6+ also add 1 level 1 Barbarian Captain).

255 - ZONE 3-4
Saxony, Bohemia, Silesia, Hungary, but also the Black Forest and the Eastern Alps supplied all the kingdoms of Europe with silver, small quantities of gold, and copper (of which considerable quantities were found in Sweden). Silver ores were also discovered in Devon and Cornwall, although England played a leading role, especially in the production and export of tin and lead. While gold and silver mining was clearly dominated by the Germans, iron mining flourished throughout Europe, particularly in Styria, Carinthia, the Basque provinces of Biscay and Guipuzcoa, and, to a lesser extent, Hungary and Westphalia.
For each HILL territory you own, roll 1d4: on a 4 you find 1 rare metal deposit; increase the Taxes by 25 Florins. For each MOUNTAIN territory you own, roll 1d6: on a 4+ you find 1 precious metal deposit; increase the Taxes by 50 Florins. If you have found at least 3 metal deposits, you can place 1 Mining Fair in a settlement adjacent to at least one of these deposits; +3 XP.

256 - RANDOM ZONE
Spring and summer with very little rain, crops are poor, for this turn there is a lack of GRAIN and WINE to buy; if you sell these goods in this area, you earn 5 Florins more for each good, 6 Florins if you have **TRADE**.

257 - MOUNTAINS
The liveliness of Italian merchant groups also favored the opening of new routes connecting the peninsula and the Franco-German area; among the most popular routes were the one crossing the Mont Cenis and St. Bernard passes towards Flanders, the one (further east) through the St. Gotthard, which connected the Tuscan and Lombard areas with the textile centers of southern Germany, and the one crossing the Bavarian Alps, leading from Venice to Nuremberg.
Crossing MOUNTAIN territories costs 2 MP, regardless of whether players own **ROADS** or not.

258 - ZONE 3-4
Concern about excessive opulence and pomp grew, especially in the ecclesiastical sphere, due to reform movements such as those initiated by the Franciscans and Dominicans. The Council of Lyon in 1274 imposed regulations limiting pomp in religious ceremonies. These concerns also influenced civil legislation, leading to laws and regulations prohibiting or limiting the display of wealth in some Italian cities. However, these restrictions were not uniform across Europe, and while some sectors of society condemned pomp, others, such as the nobility and wealthy merchants, maintained a more luxurious lifestyle.
You must pay 50 Florins for each of your level 2 and 3 settlements.

259 - ZONE 2-3-4
Brewing beer is an important and widespread activity in many European communities. Mills play a crucial role in brewing beer, helping to grind the grains needed to produce malt, a key ingredient in brewing. The grains are ground into flour or a coarser consistency, depending on the desired type of beer; the resulting flour is called "grist" and is then mixed with water to form a paste called "mash".
Players who own **MILL** +20 Florins to Taxes and +3 XP.

260 - ZONE 2
The tanning industry is an important sector, and mills play a crucial role in the leather tanning process. Powered by water, mills are used for mashing (the hides are placed in tanks containing water and chemicals such as lime to remove hair, flesh, and other impurities), grinding bark and tannins, impregnation (the tannins are often diluted in a solution and the hides are immersed in this mixture to promote the absorption of the tanning agents), and washing. They also contribute to the drying and finishing stages (mills may have specially designed spaces for drying and preparing hides for specific uses).
Players who own **MILL** can buy FURS for 2 Florins less and sell them for 2 Florins more; +3 XP.

261 - ZONE 2-3-4
Mills were crucial to the lumber industry, harnessing water power to automate sawing (more precise cuts and large-scale production) and wood cutting (saws could be adjusted to specific board or plank dimensions to standardize production). Equipped with innovative saws and machinery, mills allowed for faster and more uniform production of boards, planks, and structural elements. This helped meet the growing demand for building materials and diversify the wood industry, effectively exploiting local resources and implementing advanced technologies for the time.
Players who own **MILL** can build or upgrade civilian buildings at half price; +3 XP.

262 - KINGDOMS ON THE MEDITERRANEAN
Mills are widely used for olive oil production. Powered by water, these mills crush the olives (using millstones or other mechanical devices) and then mechanically press them to extract the oil. The separation, decantation, and filtration phases contribute to obtaining a higher-quality oil; this practice, widespread in the Mediterranean regions, allows for large-scale production, making olive oil a fundamental food resource.
Players who own **MILL** can trade olive oil using WINE purchase prices and sell it at double the price; +3 XP.

263 - ILKHANATO
Nassir Eddin al-Tusi (Razavi Khorasan, February 1201 – Baghdad, June 26, 1274) was a Persian astronomer and mathematician; he was also a physicist, chemist, biologist, philosopher, theologian, but above all an interdisciplinary scholar in the service of Hulegü (Hulag Khan). Tusi convinced Hulegü to build an astronomical observatory to improve knowledge on the subject; begun in 1259, the Rasad Khaneh Observatory was built west of Maragheh, the capital of the Persian-Mongol Ilkhanate. Thanks to his observations, Tusi produced highly accurate tables of planetary positions and motions and named several stars. His work can be considered one of the most complete of his time (it was at least until Nicolaus Copernicus that astronomical models took a further leap forward).
The first player to own or conquer the territory of Mesopotamia gains **ASTRONOMY**.

264 - RANDOM ZONE
The Minor Kingdoms in this area, when they rise up, increase the die roll by 1.



OLTRE MILLE TESTE FURONO LANCIATE IN NICEA.

265 - ZONE 3-4

The architects of Gothic cathedrals are selected from among the stonemasons and work alongside several specialized master craftsmen. These professionals include a master mason, a master carpenter, a master blacksmith, a master plumber, a master sculptor, and a master glassmaker. These craftsmen train through several years of apprenticeship and travel to various construction sites to gain experience and knowledge.

The architect presents a plan and model of the church to the bishop and cathedral chapter for approval, supervising the stone cutting and carving.

1d8	+1 to the die roll for each Technology in the **ENGINEERING** branch, if you have **CARPENTRY**.
1-3	Your artisans' skills are poor; Cathedral construction will cost you 20% more; -5 XP.
4-6	Your artisans' skills are fair; Cathedral construction will cost you 10% more; -3 XP.
7	Your artisans' skills are good; Cathedral construction will cost you 10% less; +3 XP.
8	Your artisans' skills are excellent; Cathedral construction will cost you 20% less; +5 XP.

266 - IBERIAN PENINSULA

The new Gothic architectural style was spreading from France throughout the West. In the regions of the Iberian Peninsula, Gothic churches, largely inspired by French models, arose from buildings seized from the prophet's followers, such as Santa María de Regia in León, the cathedral of Burgos, and the cathedral of Toledo, founded in 1227 on the site of a mosque. In the kingdom of Aragon, construction of a Gothic cathedral began in Barcelona, and around the same time, one in the same style was built in Portugal, in Lisbon.

1d8	+1 to the die roll for each Technology in the **ENGINEERING** branch, if you have **CARPENTRY**.
1-3	Your artisans' skills are poor; Cathedral construction will cost you 20% more; -5 XP.
4-6	Your artisans' skills are fair; Cathedral construction will cost you 10% more; -3 XP.
7	Your artisans' skills are good; Cathedral construction will cost you 10% less; +3 XP.
8	Your artisans' skills are excellent; Cathedral construction will cost you 20% less; +5 XP.

267 - ZONE 3-4

The veritable epidemic of riots that broke out around the 1280s arose from the combination of socioeconomic demands (especially wage demands) with widespread political discontent, directed primarily against the ruling elite and stemming from the fiscal situation and management of urban finances. Revolutionary ferments arose primarily from the textile manufacturing industry, which experienced earlier economic expansion, favoring the formation of a middle class as early as 1280. The varying circumstances of the economic cycle gave these struggles a coloration that was sometimes social, sometimes political, sometimes professional, and sometimes economic, in some cases with similar objectives and methods.

All settlements with a TEXTILE price lower than 30 Florins and those where there are Textile fairs are affected, roll 1d8 for each of these settlements.

1d8	+1 to the die roll for each Technology you have from the **FEUDALISM** branch.
1-3	The settlement rebels; -2 XP.
4-6	You manage to nip the insurrection in its tracks, but suffer a -1 XP penalty.
7	You convince the workers not to rebel, but suffer a -30 florins penalty.
8	Your diplomatic skills pacify the population; +3 XP.

268 - ZONE 3

Salt production is declining due to ongoing protests by mine workers; the price of the raw material risks skyrocketing, disrupting the entire area's economy; the risk of riots and insurrections is ever higher.

All settlements with a SALT price lower than 26 Florins and those where there are Mining Fairs are affected, roll 1d8 for each of these settlements.

1d8	+1 to the die roll for each Technology you have from the **FEUDALISM** branch.
1-3	The settlement rebels; -2 XP.
4-6	You manage to nip the insurrection in the bud in this settlement, but lose -1 XP.
7	You convince the workers not to rebel, but lose -25 Florins.
8	Your diplomatic skills pacify the population; +3 XP.

269 - ITALY

Dante Alighieri (Florence 1265 – Ravenna 1321) was an Italian poet, writer, and politician. Considered the father of the Italian language, he is the author of the Comedy, which became known as the Divine Comedy and is universally considered the greatest work written in Italian and one of the greatest masterpieces of world literature. He is known as the Supreme Poet, or, par excellence, the Poet.

If you have 1 MoT in Italy.

1d8	
1-3	You've heard about a certain Dante, but you're not interested; -5 XP.
4-6	You've heard about the famous Dante Alighieri, but your attempts to meet him have been unsuccessful; -3 XP.
7	You meet the Great Poet and exchange interesting questions; +3 XP.
8	You befriend Dante Alighieri, who is greatly impressed by your countless talents and knowledge. In thanks, he gives you a copy of his works, adding 1 Technology from the PHILOSOPHY branch; +5 XP.

270 - ZONE 2-3-4

Quintana is a very popular chivalric game throughout Europe: it involves a horse race in which knights must hit a target with a lance. The target can be a puppet, a ring, or a shield; the knight who hits the target most accurately wins the race. It is a very dangerous game, and it is not uncommon for knights to fall from their horses and sustain serious injuries; however, it is also a very exciting game, and it attracted large crowds of spectators.

Players can participate starting from difficulty 1; the player with the highest roll wins all the Florins for the round and the indicated XP; the player with the lowest roll is eliminated; then the game moves on to difficulty 2 and so on. Players can withdraw at any time, but lose 5 XP.

Roll 1d8 (+1 on the die roll if you are Level II or III):

Difficulty 1: Bet 50 Florins; win on a 4+; +4 XP.

Difficulty 2: Bet 100 Florins; win on a 5+; +5 XP.

Difficulty 3: Bet 150 Florins; win on a 6+; +6 XP.

Difficulty 4: Bet 200 Florins; win on a 7+; +7 XP.

Difficulty 5: Bet 250 Florins; win on a 8; +8 XP.

271 - ZONE 1

Islamic stained glass windows in mosques have a fascinating history and are characterized by a unique expression, combining new techniques and the innovation of ancient traditions. However, mosque stained glass windows have a markedly different style and execution technique than Gothic stained glass windows. Mosque stained glass windows are often made of medium-sized panes, perfectly transparent and seemingly flawless; they served a conservative purpose, maintaining the space in semi-darkness to protect the works preserved within.

If you have at least one Mosque, you must hire new craftsmen in the workshops to build the stained glass windows: spend 400 Florins and gain 1 HP for each Mosque you own. If you don't want or can't afford this expense, you will lose -5 XP.

272 - ZONE 3-4

Gothic stained glass windows are a fascinating and distinctive feature of European cathedrals; they are translucent windows composed of colored glass panels, which lend a unique atmosphere to religious buildings, creating effects of light and color. These windows are often decorated with divine images, depicting saints, prophets, symbols, and stories from the Holy Scriptures, with a didactic function: they illustrate sacred texts and events from the Old and New Testaments to the faithful. The construction of Gothic stained glass windows is complex and involves actual art workshops; they are crafted following geometric structures and axial symmetries, as in rose windows. Glass, with its varying degrees of transparency, is the material of choice for this marriage of art and faith.

If you have at least one Cathedral, you must hire new craftsmen in the workshops to make stained glass windows: spend 400 Florins and gain 1 HP for each Cathedral you own. If you don't want or can't afford this expense, you will lose -5 XP.

273 - ITALY

Northern Italy experienced remarkable economic and cultural development, which contributed to the formation of the first Signorie. The region's growing wealth was largely due to growing trade, especially along the trade routes connecting Northern Europe with the Mediterranean. Cities such as Venice, Genoa, Milan, and Florence became important commercial and financial centers. The accumulated wealth led to the emergence of a wealthy social class that appreciated and supported the arts. Patrons, including members of the Signorie, commissioned works of art of various kinds, including paintings, sculptures, architecture, and illuminated manuscripts. Artists such as Giotto, Cimabue, and other renowned masters of the era contributed to the creation of true masterpieces.

The territories of Northern Italy (Venice, Lombardy, Liguria, Tuscany) have double value as regards taxes.

274 - ALPS

While excavating a silver mine in the Alps, workers accidentally discover an ancient secret passage hidden deep within the mountain. Exploring the passage, they find an underground chamber containing an ancient shrine dedicated to the Roman god of wealth and abundance, Pluto. Inside the shrine, they find a precious statue of Pluto made entirely of solid silver, along with a series of ancient manuscripts recounting the history of the mine and its ancient Roman owners. Roll 1d6 to determine the territory in which the shrine is found (Provence, Swabia, Bavaria); the owner of the territory receives 500 Florins; if the owner is the barbarian, instead add 1 level 1 Barbarian Captain and 5 SV of barbarian armies.

275 - GENOA

Genoa was an important hub for the slave market from Spain, where the Reconquista was advancing, and from the Black Sea regions. The city became the main slave market in the Mediterranean during this period, with businesses run by Catalan and Majorcan traffickers, with Spaniards flocking there to buy, sell, and resell large numbers of slaves. Aristocratic families, artisans, merchants, and other professionals often kept one or more slaves.

A shipment of slaves has just arrived from Crimea, and Genoese merchants, eager for cheap labor, rush to inspect the human cargo. They examine the slaves' bodies, assessing their strength and endurance. They negotiate the price with the Spanish captains; the player who owns Genoa.

1d8	
1-3	Thinking you've got a good deal, you buy the entire cargo for 300 Florins, but the long journey has weakened most of the slaves, leaving you with only 5 SLAVE goods (if you can't pay, you lose -5 XP and return all the goods).
4-6	Buy only the healthy slaves for 100 Florins (the others will die of starvation and disease); you gain 5 SLAVE goods, but -3 XP.
7	Buy the entire cargo for 300 Florins and try to save the weakest from starvation and disease; you gain 1d4+5 SLAVE goods and +3 XP.
8	Buy the entire cargo for 300 Florins and try to save the weakest from starvation and disease; you gain 1d8+5 SLAVE goods and +5 XP.

276 - CATHOLICS

The crusading ideal had been in crisis for some time; the Templars, their role as warriors in the Holy Land having waned, had for some time now turned their attention to Europe where, thanks to legacies, donations and profits from speculation, they had accumulated enormous wealth despite their vow of poverty.

The Kings of all the Catholic Kingdoms meet in secret to deliberate the end of the Order; on Friday the 13th, the Templars are arrested throughout Europe and their assets confiscated. Based on their TL, each Catholic player rolls 1d4+1d6+1d8 (if TL I they roll only 1d4, if TL II they roll 1d4+1d6, if TL III they roll 1d4+1d6+1d8), the result x100 is the Florins they obtain from the confiscation of the assets.

277 - RANDOM ZONE

In times of greatest poverty and after major conflicts, desperate men and women go into the woods to live off the land and rob caravans and merchants. This causes discontent and frightens the people; therefore, the ruler must often deploy his regiments to hunt down these bandits, rendering them unusable for other military tasks.

To neutralize these brigands, decide how many SVs to temporarily remove from the map; then roll 1d8. If the number of SVs is greater than the result of the d8, the brigands are neutralized and the removed SVs will be repositioned on the next turn; +3 XP. If the number of SVs is less than the result of the d8, the brigands are not neutralized, you lose 1 SV among those removed and the remaining ones will be repositioned on the next turn; on the next turn repeat the same operation until you defeat the brigands.

278 - ZONE 2-3-4

In this period, in several European countries, the gambling house appears, controlled by the authorities (sovereigns, but also municipalities) and organised, more or less, as a real public "office": in the kingdom of Navarre and in that of Castile (called tafureria), in Germany, in the counties of Flanders and Hainaut, but also in several cities of Italy.

Send a trusted courtier to a gambling house to wager your Florins (decide how many, from 10 to 1,000). You have a maximum of three chances to wager, then your courtier must return to you to avoid attracting attention and putting you in a bad light. If you win, you earn an equal number of Florins.

If you wager 10 to 100 Florins, roll 1d4; on a result of 3-4, you win.

If you wager 110 to 500 Florins, roll 1d6; on a result of 5-6, you win.

If you wager 510 to 1,000 Florins, roll 1d8; on a result of 7-8, you win.

279 - ZONE 1-3-4

In these volatile times, where wars for power are the order of the day, the production of weapons and armor is of fundamental importance, often at the expense of the population's well-being. Rulers and the nobility alike exploit every means to tax the lower classes, but the promises of a prosperous future and peace are increasingly unconvincing, and the risk of riots and insurrections is ever greater.

All settlements with a WEAPONS AND ARMOR price lower than 50 Florins and those with Mining Fairs are affected, roll 1d8 for each of these settlements.

1d8	+1 to the die roll for each Technology you have from the **FEUDALISM** branch.
1-3	The settlement rebels; -2 XP.
4-6	You manage to nip the insurrection in its tracks, but lose -1 XP.
7	You convince the workers not to rebel, but lose -50 Florins.
8	Your diplomatic skills pacify the population; +3 XP.

280 - ITALY

The Guelphs and Ghibellines have represented two opposing factions in Italian politics since the last century; the Guelphs, the Italianized version of Welfen, supported the papacy, while the Ghibellines, derived from Weiblingen, supported the emperor. Guelph cities such as Florence and Lucca clashed with the Ghibelline League, composed of Tuscan cities such as Arezzo, Siena, Pistoia, and Pisa, in conflicts such as the Battle of Montaperti in 1260 and Campaldino in 1289. After 1266, with the Battle of Benevento, a crisis occurred for the Ghibelline party in Italy following the defeats of Manfred of Sicily and Conradin. This led to the Guelphs' advance, who gained dominance in Italy, supported by Charles I of Anjou and the Popes. The Battle of Colle Val d'Elsa in 1269 is significant for the victory of the Guelphs over the Sienese, marking the gradual decline of the Ghibellines from central-northern Italy.

Italy is divided between the Guelphs (the Pope and other players who support him) and the Ghibellines (barbarians and players who do not support the Pope); one faction has now achieved supremacy. Count the Guelph and Ghibelline territories; whoever holds supremacy can replace the SVs in a territory of the opposing faction with their own SVs; +3 XP.

281 - RANDOM ZONE

When the ruler introduces special taxes and tolls, many of the less law-abiding merchants organize smuggling gangs to circumvent the additional costs the ruler has imposed. This is, of course, very damaging to business and extremely irritating to the ruler, who loses a portion of much-needed revenue; he is therefore forced to organize the city guards to track them down, rendering them useless for other military tasks.

To neutralize these smugglers, decide how many SVs to temporarily remove from the map; then roll 1d8. If the number of SVs is greater than the result of the d8, the smugglers are neutralized and the removed SVs will be repositioned on the next turn; +3 XP. If the number of SVs is less than the result of the d8, the smugglers are not neutralized, you lose 1 SV among those removed and the remaining ones will be repositioned on the next turn; on the next turn repeat the same operation until you defeat the smugglers.

282 - RANDOM ZONE

In times of greatest poverty and after major conflicts, desperate men and women go into the woods to live off the land and rob caravans and merchants. This causes discontent and frightens the people; therefore, the ruler must often deploy his regiments to hunt down these bandits, rendering them unusable for other military tasks.

To neutralize these brigands, decide how many SVs to temporarily remove from the map; then roll 1d8. If the number of SVs is greater than the result of the d8, the brigands are neutralized and the removed SVs will be repositioned on the next turn; +3 XP. If the number of SVs is less than the result of the d8, the brigands are not neutralized, you lose 1 SV among those removed and the remaining ones will be repositioned on the next turn; on the next turn repeat the same operation until you defeat the brigands.

283 - KINGDOM OF SCOTLAND

On March 19, 1286, King Alexander III of Scotland tragically died after falling from his horse while traveling from Kinghorn to Edinburgh Castle. This sudden and unexpected event left Scotland without a direct male heir to the throne, creating a situation of uncertainty, rivalry, and conflict among Scottish noble families for control of the kingdom. This marked the beginning of the period known as the "War of the Scottish Succession," a series of conflicts and political intrigues that would last for several years, involving various noble factions. This situation was ultimately resolved with the accession of John Balliol to the throne in 1292.

If the Kingdom of Scotland has at least 1 barbarian territory, if possible remove 1 SV from each territory and, if present, remove 1 barbarian Captain.

284 - KINGDOM OF SCOTLAND

Alexander III of Scotland arranged the marriage between his daughter, Margaret of Scotland, and Eirik II of Norway. This marriage, celebrated in 1281, was part of a policy of marriage alliances to strengthen ties between the Kingdoms of Scotland and Norway. Alexander's daughter, Margaret, then became Queen of Norway by marrying Eirik II. This marriage had important political and diplomatic implications, helping to consolidate relations between the two Nordic countries.

1d8	
1-3	Despite the marriage, the two Kingdoms remain separate.
4-6	Despite the marriage, the two Kingdoms remain separate, but add 1 SV to each territory.
7	The Kingdoms merge into a Greater Kingdom of 7 territories.
8	The Kingdoms merge into a Greater Kingdom of 7 territories; add 1 SV to each territory and 1 Barbarian Captain to a settlement.

285 - CROWN OF ARAGON

In domestic politics, Alfonso III of Aragon faced repeated rebellions from the Aragonese aristocracy, who felt neglected by the monarchy; the latter, for its actions, relied more heavily on the Catalan mercantile bourgeoisie. After the Cortes meetings of 1286, held in June in Zaragoza and in October in Huesca, Alfonso was forced to grant privileges to the Aragonese Union in 1287. Subsequently, he faced further rebellions; after the Cortes meeting of 1289 in Monzón, Alfonso succeeded, with the support of the Catalans and Valencians, in consolidating and centralizing the power of the Crown of Aragon, especially to the detriment of the Aragonese nobility.

1d8	
1-3	The uprisings are averted with excellent diplomatic skills.
4-6	The territory of Aragon revolts.
7	The territory of Aragon revolts with 1 Barbarian Captain.
8	All the territories of the Crown of Aragon revolt.

286 - CROWN OF ARAGON

Upon ascending the throne, Peter III found himself facing Moorish revolts in the kingdom of Valencia, which ended in 1277 with the conquest of the city of Montesa. During this period, following the death in 1275 of the heir to the throne of Castile, Ferdinand de la Cerda, son of Alfonso X and Violante of Aragon (Peter's sister), the latter asked the king to protect Ferdinand's sons, the "Infantes de la Cerda," Alfonso and Ferdinand, in the fortress of Xàtiva in Aragon, a request which Peter granted. Meanwhile, the widow and mother of the Infantes, Blanche of France, took refuge with her brother Philip the Bold, King of France. Subsequently, due to the introduction of a tax on livestock, the Catalan nobles rebelled. The revolt was particularly strong in the counties of Urgell, Foix, Pallars, and Cardona, as well as in the Barony of Erill. This conflict led to the siege of Balaguer in 1280, which, after its fall, marked the definitive defeat of the Catalan feudal opposition.

1d8	
1-3	The uprisings are averted with excellent diplomatic skills.
4-6	The territory of Catalonia revolts.
7	The territory of Catalonia revolts with 1 Barbarian Captain.
8	All the territories of the Crown of Aragon revolt.

287 - CROWN OF ARAGON

Peter III, aiming to reconquer the Kingdom of Sicily for his wife, had contacts with the Sicilian nobility, dissatisfied with Angevin rule. In 1281, he launched a crusade against North Africa and, without obtaining either the approval or the funds requested from Pope Martin IV, landed in Barbary, not far from Tunis, in June 1282, where he extended his protectorate.

1d8	
1-3	The Aragonese attempt to conquer Algerian territory, but are driven back into the sea; remove 3 SVs from the territories of the Crown of Aragon.
4-6	The Aragonese attempt to conquer Algerian territory, but are driven back into the sea, halving their forces defending the territory; remove 2 SVs from the territories of the Crown of Aragon.
7	The Aragonese conquer Algerian territory, but due to heavy losses, they leave only 1 barbarian SV behind and return home; remove 3 SVs from the territories of the Crown of Aragon.
8	The Aragonese conquer Algerian territory and occupy it with 1d6 barbarian armies and 1 level 1 barbarian Captain.

288 - ZONE E-F-G

In the North Sea, a nautical orientation device is used. It consists of a vessel filled with water, in which two wooden capsules float. These are two objects, one shaped like a solid hemisphere and the other, of the same diameter, shaped like a short, wide cylinder. A magnet is glued between the two capsules; it was designed in Denmark.

If you have at least 1 ship in these Zones, you are immune to seasonal sailing penalties; your ships gain 1 MP; +3 XP.

289 - REPUBLIC OF VENICE

The Polo brothers set out again in 1266, arriving in Rome in 1269 as ambassadors of Kublai Khan, with a letter to deliver to the Pope requesting the sending of trained clerics to evangelize the pagan Mongol populations. Young Marco left for China with his father Niccolò and uncle Matteo in 1271 and remained in the Far East for approximately seventeen years before returning to Venice. After his return, Marco was captured and taken prisoner by the Genoese, likely following a naval battle between the republics of Venice and Genoa. In prison in Genoa, he met the Pisan writer Rustichello, to whom he recounted his adventures, which he transcribed in a book later known as Il Milione. Marco Polo was released from prison in Genoa in the summer of 1299 and returned to Venice, where his father and uncle had purchased a large house in the historic lagoon center, in the district of San Giovanni Crisostomo, with the profits from their company. The mercantile company continues its activity and Marco becomes a wealthy merchant; he finances other expeditions, but never leaves Venice again.

The player who owns Venice gets 1 copy of "Il Milione", 1 Technology from the **CARTOGRAPHY** branch, 1 **GOLDEN PLATE** (to be searched in the Empire deck) and 250 Florins as a personal gift from the Polo family.

290 - EVERYONE

Mediterranean trade routes were constantly threatened by pirates and corsairs from various regions, including the North African coast, the Christian kingdoms of Iberia, and the Aegean islands. These pirates operated from both coastal bases and ships, attacking merchant ships, kidnapping crews and passengers, plundering coastal cities, and demanding tribute to ensure the safety of the sea routes. Many North African coastal cities became notorious havens for pirates who raided the Mediterranean coasts, capturing slaves for trade, plundering villages and cities, and attacking merchant ships.

If you have at least 1 territory in ZONES B-C.

1d8	+1 to the die roll for **MUDE**, **HANSA**, **STRATEGY**, level III Galley.
1-3	You lose 1 Merchant Ship, 1 Galley, 3 SVs, and 300 Florins; -5 XP.
4-6	You lose 2 SVs and 200 Florins; -3 XP.
7	The pirates and corsairs have learned to stay away from you; +3 XP.
8	You have defeated pirate and corsair ships that have attempted to board you several times; +5 XP.

291 - ZONE 1

African gold, nicknamed "Sudan gold," comes primarily from southern Morocco, specifically from the region north of the Sahara, centered in Sijilmasa, founded about 500 years earlier when the sub-Saharan trade route was opened. This gold is exported in the form of powder, or fine-grained native gold. A smaller percentage reaches Timbuktu in the form of ingots, but the bulk is transformed into coins in the workshops of the Muslim Maghreb.

You learn of some secret gold coin laboratories in the Maghreb zone (from Western Sahara to Cyrenaica). You must find them before the gold is melted down and taken back to the Mali Empire. Roll 1d4 to determine how many laboratories are discovered and randomly define which territories in the Maghreb zone they are located in. Roll 1d8 for each laboratory to determine how many GOLD goods are there (place a yellow cube to indicate this). If the laboratories are in your territories, you have two turns to recover them with your trade move, otherwise the desert Bedouins loyal to the Mali Empire will steal the goods. If the laboratories are in barbarian territories, you have only this turn to defeat the barbarians and recover the goods with your trade move, otherwise the desert Bedouins loyal to the Mali Empire will steal the gold.

292 - RANDOM ZONE

The Five Ports Mutiny of 1258 is still vivid in sailors' tales across Europe; during this episode, sailors from the Cinque Ports in southern England rebelled against the taxes and trade restrictions imposed by King Henry III, refusing to provide ships and men for the royal naval service.

The long open sea voyages, exposure to the elements, poor food, and rigid discipline caused growing discontent among the sailors, driving them to mutiny to improve their conditions.

1d8	
1-3	The mutiny plan is discovered in time and fails; +3 XP.
4-6	Part of the crew of a ship or a group of ships traveling together revolts; the rebellious SVs are taken by the SVs of the embarked armies.
7	Half the crew of the ship with the most SVs decides to mutiny; convert half of the SVs to barbarian armies and immediately begin melee combat on the ship's main deck; -3 XP.
8	The crews of your ships present in the zone decide to mutiny and become pirate ships; convert your SVs to barbarian armies; -5 XP.

293 - CATHOLICS

After the fall of Acre and the last Christian strongholds in the Middle East, land routes for the spice trade had become impassable, and the need for an alternative trade route was felt. Several Genoese merchants and patricians, including Tedisio Doria, financed an expedition that was supposed to reach "ad partes Indiae per mare oceanum" ("to India by sea"); they intended to reach India by circumnavigating Africa. In 1291, the two brothers set sail from Genoa with two galleys (the Allegranza and the Sant'Antonio) and 300 sailors; the expedition was also accompanied by two Franciscan friars. They were the first to pass the Pillars of Hercules and then began their descent along the African coast, but the expedition was lost after Cape Juby, on the southern border of Morocco.

You can decide on an amount to invest in the trip (maximum 500 Florins).

1d8	+1 to the die roll for **ASTRONOMY**, **CARTOGRAPHY**, **CARPENTRY**, TL III.
1-3	The expedition fails, -5 XP.
4-6	The expedition returns home, you recover half the invested Florins, -3 XP.
7	The expedition succeeds, you double your capital, +3 XP.
8	The expedition succeeds, you triple your capital, +5 XP.

294 - RANDOM ZONE

The weather isn't improving, and has been like this for months now; navigation in the open sea without the aid of stars is impossible, so all ships must navigate in coastal waters if you have a map, otherwise you must head for the nearest port.

1d8	
1-3	Easily reach the nearest friendly or neutral port; +3 XP.
4-6	The ship is damaged and the crew is decimated, but you reach the nearest friendly or neutral port.
7	The ship is damaged and half the crew aboard dies; move 4 sea zones randomly; -3 XP.
8	You go off course and end up in an enemy player's port; -5 XP.

295 - RANDOM ZONE

Prince Ferdinand, the king's son, is kidnapped by pirates off the coast of your kingdom while returning from a pilgrimage to the Holy Land. On his return journey, he is attacked by pirates, who capture him in the waters of Sicily. Soon, a ransom demand arrives; if it isn't paid within two months, you will receive the prince's head in a sack of hemp.

1d8	+1 to the die roll for each Technology of the **STRATEGY** branch, TL III.
1-3	The ransom is 1d8 x 100 Florins. If you don't pay, Ferdinand will be beheaded; 1 HP.
4-6	The ransom is 1d4 x 100 Florins. If you don't pay, Ferdinand will be held captive until his death; -5 XP.
7	Prince Ferdinand attempts to escape and manages to return home; +3 XP.
8	Prince Ferdinand manages to escape, his escape having a significant impact on the war on piracy; +5 XP.

296 - RANDOM ZONE

Ships in the affected sea zone cannot move until they manage to exit the calm zone; roll until successful or remain permanently stationary for this turn; results of 7 and 8 are successful.
Roll 1d8 (+1 on the die roll for **ASTRONOMY**, **CARTOGRAPHY**, TL III):
If the 1st roll fails, any WINE or GRAIN goods on board are spoiled and eliminated from the game.
If the 2nd roll fails, any TEXTILE or FURS goods on board are spoiled by rats and eliminated from the game.
If the 3rd roll fails, half of the SLAVES goods die and the other half rebel; -3 XP.
If the 4th roll fails, you do not have enough Florins to pay the crew; you lose half of the SV on board if you are in a port you do not own; -5 XP.
If the 5th roll fails, the crew rebels and takes control of the ship and it becomes a pirate ship, replacing your SVs with barbarian armies; -1 HP.

297 - ZONE A-B-C

The large galley is larger than the thin war galley, with two tall frames at the bow and stern and a trench amidships to provide shelter for the soldiers, modeled after the Byzantine dromon. They are equipped with two, but more often three, sailing masts, as well as traditional oars, used in the event of a headwind, calm, or in combat. Given the ship's particular weight, the rowing system is the "scalloccio" (a rowing machine), with five rowers per bench working a single oar. The larger hold volumes make these galleys ideal for merchant activities, while also allowing, thanks to the greater maneuverability and safety afforded by oars, a greater defensive capacity than round sailing ships. Large galleys were primarily used for the transport of valuable merchandise and as the main element of the mude, or maritime caravans used in trade, often to protect the core of round ships and sometimes with the addition of an additional escort of slender galleys. In times of war, large galleys could also be deployed in war fleets, serving as floating fortresses amidst the array of slender galleys.
Your Freighters are modified and can carry more SV: +5 SV if level II, +10 SV if level III.

298 - ZONE F-G

The Hanseatic League is an important trade and defense alliance between several merchant cities on the Baltic and North Seas. Its origins can be traced back to the last century, although it reached its peak of power and influence during this period. The Hanseatic League included trading cities such as Lübeck, Hamburg, and Bremen in Germany, Novgorod in Russia, Bruges and Antwerp in Flanders, and many other port cities on the Baltic and North Seas. These cities formed an alliance to protect their interests, establishing safe trade routes and combating piracy. Its ships transported goods such as grain, timber, wool, hides, and other essential products across the Baltic and North Seas, contributing to the economic growth of the member cities.
All cities bordering the North Sea and the Baltic Sea, including the city of Novgorod, are part of the Hanseatic League; all goods in these settlements are purchased for 2 Florins less and sold for 2 Florins more than the standard price. If a player wishes to remove one or more settlements from this trade alliance, they lose 3 XP for each settlement.

299 - RANDOM ZONE

A convoy of merchant galleys was attacked by corsairs aboard fast vessels such as the fusta, the galeotta and the saettia; hidden behind the cliffs, they launched an unexpected raid against the convoy, taking the merchants by surprise.

1d8	-1 to the die roll for each Technology you possess between **WEAVING**, **CARTOGRAPHY**, **TACTICS** and **STRATEGY**.
1-3	You manage to escape thanks to your seafaring skills and knowledge of these seas; +5 XP.
4-6	To escape, you throw half your cargo overboard, increasing your speed and distracting the corsairs; +3 XP.
7	The corsair ships are too fast and catch up with you: you lose all your cargo, and for each MoT, they deduct 2 SV from you to be sold into slavery; -3 XP.
8	Despite the resistance of the sailors and the few soldiers on board, the corsairs, expert in naval combat, prevail. The ships are plundered and sunk; -5 XP.

300 - RANDOM ZONE

Ships are often plagued by various diseases and epidemics due to the crowded and often unsanitary living conditions on board; epidemic typhus is a common disease on ships, transmitted by rat fleas or lice, causing high fever, rash, and other serious symptoms.

If you have ships in foreign ports, you have contracted a typhus epidemic on the ship and are prevented from going ashore.

1d8	+1 to the die roll if you have **MEDICINE** and **HOSPITAL**.
1-3	The plague spreads uncontrollably, causing 90% of your SVs to be lost and all your cargo to be thrown overboard; -5 XP.
4-6	The plague spreads, causing 50% SV losses, forcing you to throw half your cargo overboard; -3 XP.
7	You manage to contain the plague to a few sailors; you lose 10% of your SVs and cargo.
8	You manage to contain the plague to a few sailors; you lose 10% of your SVs; +3 XP.

301 - RANDOM ZONE

Privateering refers to military operations conducted by private warships, known as corsairs, which operate under authorization or independently, attacking enemy ships and plundering their cargoes. This type of warfare is widespread in the Mediterranean and along the maritime trade routes of Western Europe. Corsairs typically maintain bases of operations in coastal cities or remote islands, from which they can plan their raids, repair their ships, and find protection from enemy retaliation. Privateering threatens trade routes, creating insecurity for merchants, with the risk of conflict between the nations involved and the need to protect trade routes with armed naval escorts.

Hire all the corsairs in the sea zone to blockade all other players' ports. Interested players bid openly at a minimum bid of 5 Florins; the winner blocks all other players' ports for 1 turn; the other players gain 1 CB against the player controlling the corsairs.

302 - ZONE B-C

In 1288, Roger de Flor was named a Servant Brother of the Order of the Templars for his legendary exploits. Just a year later, he was given command of the flagship, "The Falcon," considered the fastest and most powerful ship in the Mediterranean. Roger led daring pirate attacks with cunning and determination, filling the Order's coffers with gold. In 1291, when Acre was besieged by the infidels, Roger joined the defense, but following the fortress's fall, he secretly had a large quantity of Templar gold coins transported aboard the flagship. He also exploited the desperation of Christian women seeking safety, demanding exorbitant sums and favors in exchange for taking them aboard. These dishonourable acts earned him a fortune, but once he reached Marseille, Roger learned that he had been expelled from the Order of the Templars and denounced to Pope Boniface VIII as a thief and apostate by the Grand Master of the Order.

Roger learns what awaits him in Marseille and decides to devote himself to the pirate life.

1d8	
1-3	Place 1 Level I Galley, 10 SVs, and 1 Level I Barbarian Captain in a Sea ZONE.
4-6	Place 1 Level II Galley, 15 SVs, and 1 Level I Barbarian Captain in a Sea ZONE.
7	Place 1 Level III Galley, 15 SVs, and 1 Level II Barbarian Captain in a Sea ZONE.
8	Place 1 Level III Galley, 20 SVs, and 1 Level III Barbarian Captain in a Sea ZONE.

303 - ZONE A-B-C

The Dromon is a medium-sized vessel, approximately 30-40 meters long and 5-6 meters wide. It is equipped with two or three lateen-rigged masts, which give it considerable speed and maneuverability, but its primary means of propulsion are oars, operated by a crew of experienced and trained rowers. The Dromon is equipped with a forecastle and aft castle, which provide protection and cover for the troops on board. It also has a pitching keel, a sort of foredeck used for boarding and close combat. It is armed with catapults, crossbows, and other missile weapons used to damage enemy ships and disembark troops on board. It is equipped with a small observation tower that provides an elevated view for spotting and firing at enemy vessels. It is expensive and difficult to build, requiring considerable skill and knowledge in shipbuilding and engineering. However, it is a very effective and feared vessel in battle, used successfully by the Byzantine and Muslim navies for centuries.

Byzantine and Muslim warships can be modified at will, 1 modification if tier II, 2 modifications if tier III: +10 SV, +1 MP.

304 - ZONE A-B-C

The characteristics of the thin galley described below refer specifically to the galleys armed by the Republic of Venice from this century onward, but can in fact be extended, with minimal modifications, to all Mediterranean navies of the same era. These are single-deck vessels, approximately 45 meters long and 5 meters wide. They have two rows of approximately 25 benches for two oarsmen with two lateen-rigged masts, called the main and foremast. Sometimes a third mast, called the mezzanello, is added at the stern. The sails are called mizzen, reef, and artimòn. All life on board takes place outdoors, on deck, with the exception of the command tent erected at the stern. The crews are divided into sailors, responsible for nautical activities and sails, and galley slaves, responsible for the oars. These can be further divided into buonavoglia, that is, free citizens who voluntarily enlisted; zontaroli, conscripts in times of war to swell the crews; and sforzati, that is, prisoners of war and criminals condemned to the oars. In addition to these, there are the embarked military units. In peacetime, it can also serve mercantile purposes, especially for the transport of valuable and compact goods, given the limited available hold space.

Your Galleys are modified and can carry goods: 5 goods if level II, 10 goods if level III.

305 - RANDOM ZONE

Pirates suddenly intensify their activity in the ZONE and attack. Any player with a ship in the open sea or a coastal territory is attacked. Pirates attack with the following priorities: convoy at sea, unfortified coastal territory, and territory fortified with a Tower. If a player has more than one convoy or territory, pirates attack the weakest; if there are two or more of the same convoy or territory, roll one die to determine which one. If a player owns an entire Minor Kingdom bordering that sea ZONE, it is immune to attack because your pirates patrol the area. Remove 3 SV and half the goods from the convoy, 3 SV from the unfortified coastal territory, and 1 SV from the territory with a Tower.

306 - EVERYONE

Northern European trade routes were constantly threatened by pirates and corsairs from various regions, including the Scandinavian coast, the Christian city-kingdoms, and the Baltic Sea islands. These pirates operated from both coastal bases and ships, attacking merchant ships, kidnapping crews and passengers, plundering coastal cities, and demanding tribute to ensure the safety of the sea routes. Many Scandinavian coastal cities became notorious havens for pirates who raided the coasts of Northern Europe, capturing slaves for trade, plundering villages and cities, and attacking merchant ships.

If you have at least 1 territory in ZONES B-C.

1d8	+1 to the die roll for **MUDE**, **HANSA**, **STRATEGY**, level III Galley.
1-3	You lose 1 Merchant Ship, 1 Galley, 3 SVs, and 300 Florins; -5 XP.
4-6	You lose 2 SVs and 200 Florins; -3 XP.
7	The pirates and corsairs have learned to stay away from you; +3 XP.
8	You have defeated pirate and corsair ships that have attempted to board you several times; +5 XP.

307 - ZONE D-E-F

A terrifying storm unlike anything ever seen before, coming from the southwest Atlantic, strikes northwestern Europe, sweeping the coasts of Spain and Portugal, England, and reaching Denmark and Norway. Enormous waves devastate the mainland, claiming countless victims; furthermore, sea conditions are so unstable that navigation is an absolutely reckless act.

1d8	+1 to the die roll if you have **ARCHITECTURE** and **ENGINEERING**, TL II and III.
1-3	You cannot sail this turn. Each of your coastal territories loses 1 SV; -5 XP.
4-6	You cannot sail this turn. Each of your unfortified coastal territories loses 1 SV; -3 XP.
7-8	You cannot sail this turn.

308 - RANDOM ZONE

Ships are often plagued by various diseases and epidemics due to the crowded and often unsanitary living conditions on board; dysentery is a common disease on ships, easily transmitted through contaminated water or food; it causes severe diarrhea, abdominal cramps, fever, and dehydration.

If you have ships in foreign ports, you have contracted an epidemic of dysentery on the ship and are prevented from going ashore.

1d8	+1 to the die roll if you have **MEDICINE** and **HOSPITAL**.
1-3	The plague spreads uncontrollably, causing 90% of your SVs to be lost and all your cargo to be thrown overboard; -5 XP.
4-6	The plague spreads, causing 50% SV losses, forcing you to throw half your cargo overboard; -3 XP.
7	You manage to contain the plague to a few sailors; you lose 10% of your SVs and cargo.
8	You manage to contain the plague to a few sailors; you lose 10% of your SVs; +3 XP.

309 - ZONE B-C

The Calaria is a medium-to-large ship, specifically designed to transport large quantities of timber from forests to coastal cities and ports. It is built from strong, durable timber, such as oak or pine, and features sturdy, water-resistant planking. It is a sailing vessel, powered by square sails on vertical masts, and can carry a payload of several hundred tons of timber. It is slow and difficult to maneuver due to its large size and heavy cargo, but it is still capable of navigating shallow waters and braving waves and sea currents.

For each territory you own that faces the Mediterranean, increase taxes by 10 Florins.

310 - ZONE A-B

The Pisan Chart, also known as the Mediterranean Chart, is a portolan chart drawn at the end of the 12th century, probably around 1275, so called because it was found in Pisa. It depicts the Mediterranean Sea, the Black Sea, and part of the Atlantic coast of Europe, known as the "Spanish Sea." However, the chart is much more precise in its depiction of the Mediterranean than of the Atlantic coast. Characterized by a decorative style, the map features a detailed delineation of coastal cities, ports, and islands along the Mediterranean coast.

The wreck of a ship from Italy, probably from the Republic of Pisa, is found; players who own at least 1 ship in the Mediterranean, roll 1d8 (+1 to the die roll for each ship beyond the first in the Mediterranean): the player who gets the highest result, gets 1 Technology from the **CARTOGRAPHY** branch; +3 XP.

311 - ZONE A-B-C

The Sagitta is a versatile and adaptable sailing and oar-powered vessel used in the Mediterranean. It fulfills multiple roles, including naval warfare, thanks to its maneuverability and the ability to accommodate a fighting crew; trade; and open-water fishing vessel due to its size and speed. Precise information on the dimensions of the Sagitta is limited, but it is estimated to be a medium-sized vessel, ranging from 15 to 30 meters in length. Sails allow for long-distance navigation by harnessing the wind, while oars ensure maneuverability and the ability to operate in light winds. When used for warfare, it can be equipped with crossbows, catapults, and bombards. The number of crew members varies depending on the vessel's use: from about ten sailors for commercial navigation to about thirty men for war.

1d8	+1 to the die roll if you have **WEAVING**, **CARPENTRY**, TL II and III.
1-3	Construction work on a new ship is halted due to poor materials; -3 XP.
4-6	The people give you a Fishing Arrow; add 30 Florins to your Taxes.
7	The people give you a Trading Arrow; add a Level I Merchant.
8	The people give you a War Arrow; add a Level I Galley.

312 - GENOA

Rampines are a type of Genoese vessel characterized by their relatively small size, averaging about 20 meters in length and 5 meters in width. Equipped with sails and oars, they were also used for racing, being among the fastest ships of the time. They were armed with crossbows, catapults, and firearms such as bombards; the crew consisted of about 20-30 men, including sailors and fighters. They were ideal for piracy, such as attacking merchant ships and plundering enemy ports; they were often employed in naval battles, thanks to their maneuverability and firepower. In 1284, the Republic of Genoa sent a fleet of Rampines against the rival city of Pisa. The Genoese fleet, led by Admiral Oberto Doria, defeated the Pisan fleet in the Battle of Meloria, securing Genoa's control of the Ligurian Sea.

If you own Genoa, increase the effects of your **CORSAIRS** (steal 6-9-12 goods and armies) and **PIRATES** (level II pirate ship with 6-9-12 armies).

313 - ZONE B-C

The Saettia is a versatile vessel common in the Mediterranean; its characteristics make it suitable for a variety of uses, from war to trade. It is a medium-sized vessel, with an average length of about 20 meters and a beam of about 5 meters, equipped with a single mainmast with a lateen sail; it is also equipped with oars, used for navigation in light winds or for maneuvering in port. In times of war, it can be armed with crossbows, catapults, and bombards; the crew varies depending on the vessel's use, from about 20 sailors for trade to 50 or more for war. Thanks to its speed and maneuverability, it is often used for piracy, coastal patrol, and privateering. It is a very common merchant ship, used for the transport of various goods, such as grain, wine, oil, and textiles; its speed and ability to navigate coastal waters make it ideal for maritime trade in the Mediterranean. The Saettia is also sometimes used for fishing, thanks to its ability to navigate deep waters and carry a good amount of fish. The Saettia is generally smaller and lighter than the Sagitta, with a more tapered bow and a single mainmast.

1d8	
1-3	You board a drifting, unmanned Saettia... but discover too late that they've died from a plague; you lose half your crew; -5 XP.
4-6	You approach a drifting, seemingly unmanned Saettia, but it's an ambush by privateers who force you to pay 200 Florins; -3 XP.
7	You discover the remains of a Level I Saettia with half a cargo of TEXTILE still aboard; you must recover them by the end of the turn; +3 XP.
8	You capture a drifting, unmanned Level II Saettia with a cargo of GRAIN; +5 XP.

314 - ZONE E-F-G

The Hanse are associations of cities and merchants who banded together to protect their economic interests and promote trade in the region. They are organized in a hierarchical structure and engage in a wide range of activities, including trade, fishing, shipping, production of goods, and management of funds. They are also active in politics and diplomacy and have representatives in many European countries. They played an important role in the economic and cultural development of Northern Europe in this century, fostering trade and culture and establishing economic and cultural ties between the cities and regions of Northern Europe.

For each City you own, add 30 Florins to your Taxes and 3 XP. If you own at least 3 Cities, add an extra 50 Florins to your Taxes, 7 XP, and get 1 **HANSA** Technology.

315 - ZONE B-C

The Tarida is a merchant ship frequently found in the Mediterranean. It is usually quite large, with a hull that can reach 30 meters in length and about 10 meters in width. Its shape is probably rounded and it has a shallow draft, ideal for navigating coastal and river waters. It has two masts with triangular sails to catch the variable Mediterranean winds, as well as oars for navigation in calm weather or in confined spaces. On the raised deck, the crew works and monitors the ship. The Tarida is primarily used for maritime trade, carrying goods such as grain, wine, oil, textiles, and manufactured goods. It can also transport people, such as pilgrims, merchants, and soldiers, and is sometimes used for military purposes.

1d8	
1-3	A Tarida offers to take your pilgrims on a pilgrimage to the Holy Land, but in reality sells them as slaves; -5 XP.
4-6	A Tarida lands at one of your trading posts and offers to buy a shipment of wine for 150 Florins; you pay, but discover too late that the goods are spoiled; -3 XP.
7	A Tarida lands at one of your trading posts and offers to buy a shipment of wine for 150 Florins; you pay and place 10 WINE goods in the port; +3 XP.
8	A Tarida lands at one of your trading posts and offers to buy a shipment of wine for 200 Florins; you pay and place 20 WINE goods in the port; +5 XP.

316 - RANDOM ZONE

You find the remains of a galley that ran aground on the reefs of one of your territories. You discover that it was owned by corsairs or pirates, and decide to imprison all the survivors and sell them as slaves. Use the dice to determine the sea zone and territory where the remains are located. Use a d8 to determine how many SLAVE goods to place in that territory.

317 - ZONE F-G

The birth date of the Hanseatic League is uncertain, but it is undeniable that its origins and formidable development date back to the establishment by German merchants of trading posts in major trade hubs in Northern Europe, such as London, Bruges, Visby (on the Swedish island of Gotland), Novgorod (in Russia), and, later, Bergen (in Norway). Already by the end of the last century, merchants from Lower Germany and the Rhine cities enjoyed extensive commercial privileges in these centers: tariff benefits, partial, and in some cases total, exemption from export duties on goods, and exemption from local jurisdiction.

The Hanseatic League is born and in the cities bordering the F-G sea zones (London, Bruges, Bergen, Lübeck, Danzig, Riga, Stockholm, Novgorod) there is a price change: -2 Florins on the purchase, +2 Florins on the sale of goods; the territories of these cities are exempt from taxes.

318 - ZONE A-B-C-D

The carrack is still a relatively new type of ship, still being developed and refined. The first carracks are similar to cogs, merchant ships used in the Baltic and North Seas. They are characterized by a single mast with a square sail, a curved bow, and a single deck. They were primarily used for maritime trade: high-value goods such as spices, fabrics, and precious metals. Their strength and cargo capacity also made them efficient warships, capable of carrying large numbers of soldiers and weapons. Over the years, the carrack underwent several evolutions: the hull became larger and wider, increasing cargo capacity and stability at sea; masts and sails were added, improving maneuverability and speed. The ship used by Saint Louis IX in the Holy Land during the Seventh Crusade (1248-1254) and the one on Marco Polo's voyage to China in 1271 are both carracks.

If you own Tier III ships, you can add 1 customization of your choice to each of these ships (+1 MP or +10 cargo or +10 army).

319 - ZONE B-C

During this period the Mediterranean experienced a significant expansion of trade networks and ports.

1d8	+1 to the die roll for each technology in the **MONOPOLY** branch.
1-3	Increase your trade income, gain +30 Florins in Taxes.
4-6	Increase your trade income, gain +50 Florins in Taxes.
7	Place 1 Far Harbor.
8	Place 1 Far Harbor; +3 XP.

320 - EVERYONE

The invention of the compass had an immediate and practical consequence: an increase in Mediterranean navigation, even in the winter months, and greater safety for voyages to England and the Netherlands. In this regard, navigators were aided by the use of portolan charts, which contained accurate descriptions of coastlines, ports, and useful shelters, and by martelogio tables, which could calculate the straight line resultant of a series of zigzag routes. Calculating distances and directions was the primary concern; the first chart, known as the Pisan chart, was produced in 1275 with the aim of providing the essential data for the new navigation technique.

New technologies such as the compass and the first copies of the Pisan map are essential for navigation all year round.

1d8	
1-3	Despite your attempts, you fail to obtain anything that will improve your ships' navigation.
4-6	With your new knowledge of the compass, you gain **ASTRONOMY**; +3 XP.
7	With a copy of the Pisan map, you gain **CARTOGRAPHY**; +3 XP.
8	With the compass and Pisan map, you gain **CARTOGRAPHY**, **ASTRONOMY**; +5 XP.

321 - ZONE C-D

In 1291, brothers Ugolino and Vadino (or Guido) Vivaldi set sail from Genoa with two galleys (the Allegranza and the Sant'Antonio) and 300 sailors; the expedition was also accompanied by two Franciscan friars. They passed the Strait of Gibraltar and then began their descent along the African coast, but the expedition disappeared after Cape Juby, on the southern border of Morocco, and was never seen again.

If a player owns a territory with a coastal settlement, he can choose to attempt the voyage along the West African coast by preparing 1 Merchant with at least 5 SV in his port.

1d8	+1 to the die roll if you have **ASTRONOMY**, **CARTOGRAPHY**, TL III.
1-3	The mission fails; you lose the ship and all SVs on board; -5 XP.
4-6	The ship returns, but is badly damaged (pay half its value to repair it); -2 SV and -3 XP.
7	The mission is successful; the ship returns with a cargo of gold worth 300 Florins; +3 XP.
8	The mission is highly successful; the ship returns with a cargo of gold worth 500 Florins; +5 XP.

322 - EVERYONE

The use of the nautical pixidis in navigation allowed for winter navigation even in the open sea; in fact, the pivoted magnetic needle was highly resistant to the mechanical stress of rough seas. This instrument was destined to revolutionize navigation techniques, offering sailors the ability to navigate the sea with sufficient safety year-round. It was precisely the nautical pixidis that favored and encouraged this navigational practice, as it spread immediately after the instrument's appearance, between 1270 and 1300.

If you have at least 1 ship in these ZONES, you are immune to seasonal sailing penalties; your ships gain 1 MP; +3 XP.

323 - EVERYONE

During this period, the system of Venetian and Genoese mude was systematically organized; this involved navigation in convoys of galleys used for the transport of goods, which for safety reasons traveled armed or at least escorted by armed ships. The periodic departures had fixed dates and pre-established ports of call; the main destinations were Constantinople, Cyprus, Syria, Egypt, England, and Flanders. Barring exceptional circumstances, the mude departed twice a year: from Venice in February, returning at the beginning of summer; the second muda between July and August, returning for the Christmas holidays; naturally, the dates varied from region to region and according to the type of vessel.

If you own the territory of Genoa or Venice you get 1 Technology of the **MUDE** branch.

324 - ZONE B-C

The Ogara represents a significant example of the evolution of naval technology. There is no precise information on its dimensions, but given its 120-oar propulsion, it is estimated to have been a rather large vessel, capable of carrying a considerable cargo and a large crew; all of this made it a cutting-edge vessel for its time, capable of undertaking long voyages and competing with other Mediterranean vessels.

You can upgrade your trade ships with +10 cargo and +10 SV.

325 - EVERYONE

In 1291, the Genoese brothers Ugolino and Vadino (or Guido) Vivaldi set sail from Genoa with two galleys (the Allegranza and the Sant'Antonio) and 300 sailors; the expedition was also accompanied by two Franciscan friars. After passing the Strait of Gibraltar, they began their descent along the African coast, but after Cape Juby, on the southern border of Morocco, all trace of the expedition was lost; no one ever returned. Various hypotheses have been formulated regarding the fate of the navigators; the galleys, with oars and low, thin hulls, were not suitable for ocean navigation; furthermore, their navigation systems were poor, and navigation could only be along the coast, with frequent landings. It is possible that the expedition reached unknown locations or perhaps there was a shipwreck.

Other Genoese seek financial aid, both to search for the missing and to succeed in the two brothers' quest. Each player makes a blind bid, and whoever offers at least 5 florins participates in the division of a possible loot. Add together the participants' florins:

Up to 100 florins, the expedition does not have enough funds to depart; -5 XP for players who did not participate, -3 XP for others.

From 101 to 300 florins, the ships set sail from Italy and pass the Strait of Gibraltar, but nothing more is heard of them; -3 XP.

From 301 to 600 florins, the expedition is successful; +3 XP.

From 601 to 1,000 florins, the expedition is successful; +5 XP.

Above 1,000 florins, the expedition is successful; participants earn a load of GOLD (1d4 goods for each participant); +5 XP.

326 - ZONE B-C

The nautical pixidis or nautical pyx is a magnetic instrument used for navigation at sea. It is a glass box containing a bronze pin with a magnetic steel needle inserted into it. The lid features 360 notches, indicating 360 degrees of goniometric compass. It appeared in southern Italy around the middle of the century and allowed navigation even in rough open seas. In 1268, King Charles I of Anjou called upon the French mechanic Pietro Peregrino de Maricourt, a skilled builder of assault war machines, to lay siege to Lucera, the last stronghold remaining loyal to the Swabian cause. During his stay there, he discovered a novissimum instrumentum (a brand new instrument) used for navigation, especially at sea. This knowledge led him to write an epistolary treatise, De Magnete, in which he reviewed all the magnetic orientation devices, to focus on this new invention, to which he attributed, perhaps for the first time, the name of nautical pixidis.

All players who have at least one settlement in these two zones no longer have any penalties for sailing, in any season. Players of at least TL II who own at least one ship in these sea zones gain +1 MP to their ships; those of TL III gain all technologies up to **CARTOGRAPHY**.

327 - EVERYONE

Through trial and error, attempting to modify the box's material, they discovered that the light, heavy wood of the boxwood plant greatly limited the strange interference caused by the magnetism of rocks or magnetite deposits. The use of the boxwood box led to the newly perfected instrument being called a "compass." This term first appeared in 1270 (boxwood), and from then on it became part of pseudo-scientific jargon and literature on the subject, and then of common usage.

If you have at least 1 ship in these ZONES, you are immune to seasonal sailing penalties; your ships gain 1 MP and you gain 5 XP.

328 - POPE

Pope John XXI was awarded the title of magister at the prestigious University of Paris, demonstrating his high level of education and his reputation as a scholar. He wrote many medical works, including the famous Thesaurus pauperum (The Treasure of the Poor), a well-known medical care manual for the less well-off.

The player controlling the Pope gets 1 Technology from the **HOSPITAL** branch.

329 - CHRISTIANS

In 1274 the Council of Lyon was convened by Pope Gregory X; one of its main objectives was the reunification of the Eastern and Western Churches, which had been discussed for a long time.

Catholic and Orthodox players discuss the reunification of the two religions; everything is allowed in the negotiations: territories, armies, MoT and MoS, Florins, diplomatic pacts. If the reconciliation is successful, all players who participated in the Council gain 2 HP; the Orthodox must apply the optional rules on page 89 regarding changing religion.

330 - CHRISTIANS

Hagiography is defined as the biography of a saint or an especially devout and spiritual individual. Hagiography aims to inspire devotion and virtue in readers by providing examples of lives lived in a holy manner and in harmony with the principles of the Christian faith. Hagiographers, often monks or clerics, conduct extensive research on the lives of saints and write their biographies to highlight their miracles, virtues, and spirit of sacrifice. These works, often written in Latin, but sometimes also in the vernacular, represent an important form of religious literature.

A monk collects all the documentation relating to a person who had spent his life in poverty, prayer and helping others; you have the possibility of having him beatified, acquiring his relics and bringing them to one of your cathedrals.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	The Church Tribunal, after careful examination, accuses your monk of falsifying documents; -5 XP.
4-6	The Church Tribunal, after careful examination, does not recognize him as a Saint; -3 XP.
7	The Church Tribunal officially recognizes the candidate as a "servant of God" or "venerable." During each Event phase, roll 1d4; on a result of 4, place 1 Relic in your Capital; +3 XP.
8	The Church Tribunal, after careful examination, recognizes him as a Saint; place 1 Relic in your Capital; +5 XP.

331 - CHRISTIANS

Your sovereign makes fiefdoms accessible to the bourgeoisie; this is a novelty and a victory of the modern element of capital over the old feudal aristocracy. For the first time, titles of nobility are granted to bourgeois.

Roll 1d4, 1d6, 1d8 based on your TL: the result x10 is the Florins to add to the Taxes.

332 - CHRISTIANS

In Europe, taxes were often collected in the form of land taxes, levied on peasants and landowners. In England, for example, the "fifteenth tax" (a tax levied on one-fifteenth of each taxpayer's income) was introduced in 1290 to finance Edward I's wars; during the reign of Henry III, a new income tax, called the "tallage," was introduced, which primarily affected the wealthiest landowners. In France, the "taille" was a land tax levied by feudal lords; the "gabelle" was a tax on salt, while during the reign of Louis IX, new taxes were introduced to finance the Crusades, including the "tithe," which levied one-tenth of each taxpayer's income. In the Holy Roman Empire, taxes were collected primarily in the form of tolls and trade taxes; In some cities, such as Nuremberg and Augsburg, tax offices were established to collect taxes and administer public finances.

1d8	+1 to the die roll if you have **TAX OFFICER**, **COLLECTOR**, **MISER**, **SCAMMERS**.
1-3	Reduce Taxes by 200 Florins; +5 XP.
4-6	Reduce Taxes by 100 Florins; +3 XP.
7	Increased Taxes by 100 Florins; -3 XP.
8	Increased Taxes by 200 Florins; -5 XP.

333 - CHRISTIANS

Throughout Europe, albeit in varying chronological and typological ways, the embryonic idea of the ghetto was gaining ground. In many cases, it was already taking the form it would become known in the future. The beginning of this measure can be traced back to Philip IV of France in 1294; but precedents are not lacking elsewhere: for example, in Tarragona (Aragon) in 1243 or in Oviedo (Asturias) in 1274. Similar regulations are recorded, patchily, throughout Europe; it seems impossible to unequivocally define a precise date of birth for the phenomenon, especially since it must be taken into account that, in its oldest attestations, the need to reside in a street, a vicus, or a specific, separate neighborhood does not appear to have been imposed from outside, but rather to have arisen as a defensive need within the Jewish community itself. for example in the Franco-Germanic area, not only in response to the violence and massacres that occurred throughout the crusade season, but especially in the period in which accusations of desecration of the hosts (and later, also of poisoning of wells) and the consequent reprisals spread: at least since the Röttingen massacre of 1298, when a member of the highest class of local society, the nobleman Rindfleisch, managed to trigger a chain reaction that led to the decimation of around 140 Jewish communities in Franconia, Bavaria and Austria.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	Relegate most Jews to specific neighborhoods in your settlements; -20 Florins to Taxes.
4-6	Relegate all Jews to specific neighborhoods in your settlements; -40 Florins to Taxes.
7	Religious intolerance forces you to relegate all Jews to limited areas in your settlements; gain 1 **FANATICISM** technology; -60 Florins to Taxes.
8	A noble from your Kingdom initiates a series of trials against all Jews residing in two of your settlements of your choice; they are reduced by one level; you are no longer eligible for loans from the game bank; gain 1 **FANATICISM** technology; -80 Florins to Taxes.

334 - CHRISTIANS

After its founding in 1255, the Gran Tavola, a powerful banking institution, rapidly achieved a high level of economic and financial power. It obtained exclusive custody of all funds collected by the Church and, under Pope Clement IV, acquired the right to collect tithes and dues destined for the Holy Land. The Gran Tavola financed several initiatives, including Charles I of Anjou's war against the Swabians to conquer southern Italy and the Norman-Swabian Kingdom of Sicily. This involvement placed it at the center of international politics, contributing to the elimination of Frederick II's descendants and the geopolitical redefinition of Italy. Thanks to its ties to the Pope and the new King of Sicily, Charles I of Anjou, it accumulated ever greater political and financial power. The Gran Tavola's success was so personal and closely tied to Orlando Bonsignori that when he died in 1273, the decline that would lead to its bankruptcy began.

1d8	
1-3	If the High Table fails, you lose 20% of your Florins; -5 XP.
4-6	If the High Table fails, you lose 10% of your Florins; -3 XP.
7	Despite some economic problems, you suffer no financial or political losses; +3 XP.
8	The loan you requested was made with the High Table; you no longer have to repay it; +5 XP.

335 - POPE

The desire to promote the revival of the Crusades was common among many European popes and religious leaders. Popes such as Gregory IX, Innocent III, and Urban IV are known for their efforts to promote the Crusades and support the European kingdoms in their organization. Papal propaganda, sermons by the mendicant friars, and public appeals were all tools used to mobilize Christians to participate in the Crusades. However, despite various attempts, the revival of the Crusades in this century never compared to the success of the first Crusades of the previous two centuries. Political, economic, and social motivations within Christian Europe and the growing political instability in the Holy Land made it difficult for the Popes to gain the support necessary for a successful new Crusade.

The Pope wants to conquer a Kingdom in land zone 1 or 2. The first Catholic player to succeed gets the CB reset to zero against the player controlling the Pope.
If a Small Kingdom is conquered, +3 XP.
If a Minor Kingdom is conquered, +5 XP.
If a Large or Major Kingdom is conquered, +1 HP.

336 - POPE

In 1276, an unusual situation occurred within the Catholic Church, known as the "Year of the Four Popes." This period was characterized by a series of papal successions that led to the succession of four Popes in a single year: Gregory X, Celestine V, Innocent V, Adrian V, and John XXI.

The Pope dies and the new Pope is elected, repeat these operations 4 times, with all that this entails in the game.



STRAGI D'ANTIOCHIA.

337 - POPE

The papacy maintained significant correspondence with various European and other rulers, seeking their support for the upcoming Crusade. The Pope attempted to persuade Michael VIII Palaiologos to support the Crusade, as the Byzantine Empire had a strategic interest in repelling Muslim attacks and recovering lost territories in the Holy Land. Abaqa, Khan of the Mongols, was a powerful ruler who ruled a vast empire in Western Asia; he too was approached by the Pope to gain his support for the Crusade, despite the complex relations between the Mongols and Christian Europe.

1d8	+1 for each **DIPLOMAT**.
1-3	You gain no results, the correspondence ends, -5 XP.
4-6	You gain a non-aggression pact from both of you during a future Crusade, +3 XP.
7	The Ilkhanate agrees to aid you in the event of a Crusade against the Mamluks (you will add 1 Barbarian Captain to 1 Ilkhanate territory that will attack the Mamluks).
8	The Ilkhanate agrees to aid you in the event of a Crusade against the Mamluks (you will add 1 Barbarian Captain and 3 SVs to 1 Ilkhanate territory that will attack the Mamluks), +5 XP.

338 - POPE

The decision to isolate the meeting of cardinals was established only in 1274 by the Second Council of Lyons, with the Apostolic Constitution Ubi periculum, to prevent delays, external influence, and corruption. A striking case occurred after the death of Pope Clement IV in 1268 in Viterbo, the site of the papal election of 1268-1271. The 19 assembled cardinals were unable to elect the Pope; after 19 months of vacancy, the cardinals were locked in the bishop's palace, forced to eat bread and water, and the roof was torn off. Despite these restrictions, the cardinals took a full 1,006 days to elect Pope Gregory X.

From now on, the vote to elect the Pope is secret and only the **CARDINAL** bonus can give extra votes.

339 - POPE

After his election, Pope Gregory X traveled to Jerusalem, where he met by chance with the brothers Niccolò and Matteo Polo. The Polos, during their previous trip to China, had received a letter from Kublai Khan intended for the Pontiff, but had been forced to leave for China without delivering it due to the absence of a Pope. However, having learned of his election while traveling, the Polos hurried back to Jerusalem, where they met the new Pope, who was their previous interlocutor. Pope Gregory X entrusted them with letters for the Great Khan and instructed them to deliver them personally, also inviting the Great Khan to send his emissaries to Rome. To give greater authority to the mission, the Pope sent two Dominican fathers with the Polos as his legates.

In Kublai Khan's letter, the Pope finds:

1 **GOLDEN PLATE** (paiza) allowing him to move and trade freely in Mongol territories (even the Ilkhanate, if in barbarian hands); a proposal for a military alliance with the Khanate of the Golden Horde against the Mamluks.

340 - POPE

Pope Innocent V was a highly erudite pontiff and a prominent theologian; before his election, he distinguished himself for his vast knowledge and works in the fields of philosophy, canon law, and ethics. He is described as "Doctor famosissimus" for his reputation as an eminent scholar and his contributions to theological and philosophical thought; his works reflect his profound understanding of the religious doctrines, morality, and legal issues of the Catholic Church. As Pope, he continued to promote academic research and the dissemination of knowledge within the Church, encouraging the production of theological and philosophical works; all of this helped consolidate his reputation as a great Doctor of the Church.

The player who controls the Pope gets 1 Technology from the **FANATICISM** branch or from the **UNIVERSITY** branch.

341 - POPE

The Treaty of Anagni, signed on June 12, 1295, between James II of Aragon and Charles II of Anjou, King of Naples, represented an important peace agreement in the context of the Sicilian Vespers Wars. James II, known as the Just, agreed to return the Kingdom of Sicily to the Church and to definitively withdraw from the hostilities sparked by the Sicilian Vespers; in exchange, the Pope lifted his excommunication and granted the licentia invadendi, or papal consent to conquer Sardinia and Corsica, thus giving rise to the Kingdom of Sardinia and Corsica (Regnum Sardiniae et Corsicae).

1d8	
1-3	The Treaty of Anagni is not respected, Sicily becomes a Small Kingdom under Frederick III of Aragon.
4-6	The Treaty of Anagni is not respected, the territories of the Kingdom of Sicily revolt.
7	The Kingdom of Sicily is restored.
8	The Kingdom of Sicily is restored, Sardinia and Corsica pass under the control of the Kingdom of Aragon.

342 - POPE

The Pope dies of severe fever and dysentery, new elections are called immediately.

343 - POPE

Pope Nicholas III, known as Giovanni Gaetano Orsini before his appointment, was a pontiff with significant political ambitions. One of his main projects was the creation of a vast state or lordship in northern Italy, which would include Romagna and Tuscany and be governed by his family, the Orsini. Nicholas III was one of the first popes to openly practice nepotism, that is, favoring his own family members with political offices and ecclesiastical benefices. This practice can be traced in part to the criteria adopted by Pope Nicholas III in promoting members of his family to high levels of political and ecclesiastical power.

1d8	+1 for each **DIPLOMAT**, TL III.
1-3	The Pope's political plan fails miserably, -5 XP.
4-6	The Pope's political plan fails, -3 XP.
7	The Pope's political plan succeeds; the territory of Tuscany becomes part of the Papal States as long as this Pope is alive; +3 XP.
8	The Pope's political plan is a resounding success; the territories of Tuscany and Lombardy become part of the Papal States as long as this Pope is alive; +5 XP.

344 - POPE

Celestine V, after being forced by Charles of Anjou to move the papal seat to Naples, found himself in a difficult situation and practically a prisoner. After only four months of pontificate, feeling oppressed by political pressure and wishing to retire from public life, he decided to renounce the papacy. However, his escape attempt was intercepted by soldiers and he was imprisoned in the fortress of Fumone, in Ciociaria, a castle in the territories of the Caetani and directly owned by the new Pope, Boniface VIII. Celestine V spent the rest of his days in this fortress, deprived of his freedom and isolated from the outside world; he died shortly thereafter, on May 19, 1296.

The Pope renounces the pontificate, elections of the new Pope immediately.

345 - POPE

Pope Clement IV has been in office for more than 30 months: more than enough time, especially in an era when pontificates were often much shorter, to leave a significant mark on the history of the Church. He distinguished himself by severe austerity, as well as extreme moral rigor and absolute honesty, qualities not often found in ecclesiastics of the time. It should be remembered, for example, that Clement IV was not guilty of any form of nepotism, not creating any cardinals during his pontificate, and he vigorously fought corruption.

Along with undoubtedly positive and praiseworthy aspects, it presents others that raise considerable doubts; here is a list of changes made during Pope Clement IV's lifetime:

1 - Aggravates the effect of **HERESY**.
2 - Increases the **INQUISITOR** effect.
3 - Removes all diplomatic pacts between Catholics and Muslims, under penalty of excommunication.
4 - Abolishes loans from Jews, only granted to those who own **BANKS**.
5 - Invitation to the Kingdom of France to conquer the Kingdom of Sicily, +5 XP if successful.
6 - Invitation to the Spanish player to expel the barbarians from the Iberian Peninsula, +5 XP if successful.
7 - Obligation for all Catholics to expel all Jews from their territories (removal of 1/10 armies).

346 - POPE

The election of Boniface VIII, previously known as Benedetto Caetani, to the papacy in 1294 was marked by controversy and accusations of irregularities, including the practice of simony, the buying and selling of ecclesiastical offices. This practice was widespread in many papal elections of the time, where political influence and economic interests often influenced the papal selection process. In the case of Boniface VIII, there are various accusations regarding the manipulation and control of cardinal votes, as well as the use of favors and promises to gain support during the conclave. Although there is no definitive proof of simony in Boniface VIII's election, the accusations and suspicions surrounding it remain a stain on his pontificate.

Election of a new Pope: each **BISHOP** card will be worth 2 votes and each **CARDINAL** card will be worth 3 points; in addition, Catholic players can buy the votes of others using Florins, Empire cards, territories, goods, MoT and MoS.

347 - POPE

Pope Honorius IV inherited plans for another Crusade, but over time he gradually lost interest in this project bequeathed to him by Gregory X. He therefore limited himself to collecting the tithes imposed by the Council of Lyon in 1274, establishing agreements with major banks such as those of Florence, Siena, and Pistoia to act as his agents. However, rather than allocating the funds raised to finance the Crusade, they were used to achieve the Curia's political objectives, such as the war with Aragon and the return of Sicily to Angevin rule. These military operations, although called "crusades," were primarily aimed at political rather than religious ends.

Roll 1d8 x10: these are the Florins that each Catholic player must pay to the Pope for the "Crusade"; those who do not pay lose 2 XP for every 10 Florins.

348 - POPE

If the Muslims besiege or conquer Naples, the Religious Orders of Chivalry in the Italian peninsula come to your aid.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	Add 5 SVs during **Placement**.
4-6	Add 10 SVs during **Placement**.
7	Add 15 SVs during **Placement**.
8	Add 15 SVs and 1 Level II Captain during **Placement**.

349 - POPE

Because of the excessive influence of the French in Italy, the Roman Curia began to fear becoming a mere tool in the hands of their ally. This led to a reactionary movement within the Curia itself, which, on the death of Clement IV (1268), prevented the election of a third French pope, although this occurred only after three years of conclave. Pope Gregory X (1271-1276), originally from Piacenza, and his successor, Pope Nicholas III (1277-1280), a Roman of the Orsini, successfully attempted to limit French influence in Italy. Gregory X contributed significantly to thwarting French ambitions for the Italian crown, while Nicholas III re-established papal authority, wresting from the Angevin government both the office of senator and the vicariate of Tuscany.

The Pope regains full control of the Papal States; the territory of Tuscany, if in French hands, returns to the barbarians; the territory of Sicily, if in French hands, passes to the Crown of Aragon; -5 XP to the Kingdom of France.

350 - POPE

On his way back from Lyon to Rome, Pope Gregory X was forced by the overflowing Arno to enter Florence, which he had placed under interdict and on whose territory he himself was therefore not supposed to set foot. But there were no other bridges or roads free except those of the city, which were under interdict. So the pope lifted the interdict, passed through the city blessing it, and then excommunicated it again as soon as he left its gates. The old god of the river had momentarily protected his city against the measures of the priest of the new God; but the latter, with the same ease of old paganism, once again hurled his arrows at it.

The Municipality of Florence is interdicted by the Pope, only the player who controls the Pope can cross it, the other Catholic players cannot cross it or leave the territory.

351 - POPE

The Apostolics and their beliefs could not be tolerated by the Church, so much so that Pope Gregory X, opening the Second Council of Lyon on May 7, 1274, disavowed the unauthorized religious congregations and launched a new crusade. With the canon Religionum diversitatem nimiam, the council prohibited the establishment of any new congregation and imposed a ban on the founding of new sees on orders established after 1215 and the obligation to merge with an order of their choice from among those already approved. Gherardo Segalelli and the Apostolics refused, prompting the initiation of the heresy trial: they were condemned in 1286 by Pope Honorius IV's bull Olim felicis recordationis, in 1287 by the Council of Würzburg, and in 1290 by Pope Nicholas IV.

Segalelli was first imprisoned in Parma, only to be released by Bishop Obizzo Sanvitale, who appears to have been a secret admirer of his. Imprisoned again in 1294 and sentenced to life imprisonment, he managed to escape while four apostolics, two men and two women, were burned at the stake, until, no longer able to enjoy the protection of Sanvitali, who had become bishop of Ravenna, he was captured again in 1300 and tried by the inquisitor Manfredo da Parma.

The Pope every turn, during the **Events** phase.

1d6	
1-4	The Apostolics continue to preach their faith and spread heresy; -1 XP.
5	You capture Gherardo Segalelli and imprison him, but he manages to escape.
6	You capture Gherardo Segalelli, put him on trial, and sentence him to be burned at the stake; +3 XP (you no longer need to roll

352 - POPE

Economic development brings large tithes and an accumulation of wealth beyond the needs of ordinary clergy, who also receive other income. This wealth pushes the Church to use these funds for welfare and development purposes, such as the construction of hospitals and universities. However, this freedom in the use of ecclesiastical benefices opens the way to serious abuses. Church assets are often allocated not only to public interest purposes, but also to the personal gain of favored or powerful lords. Over the years, this abuse becomes even more widespread due to the wealth accumulated by the Church through donations, dispensations, indulgences, and the expansion of ecclesiastical jurisdiction. This fuels the greed of the powerful, who often appropriate the revenues of many churches without providing adequate spiritual service in return.

Not all tithes reach their destination; from this turn on, roll 1d6: the result x10 represents the percentage of Florins of the tithes lost to greed.

353 - POPE

The legend of Pope Joan is an apocryphal tale that circulated in Europe during these years. According to this legend, Pope Joan attained the papacy by concealing her true gender identity; she took the name John VIII, and her secret was discovered during a procession in Rome during her childbirth. It is important to note that the story of Pope Joan is considered a pure legend with no historical basis; there is no concrete evidence or historical documents confirming its existence. The legend may have originated as a satire or criticism of the Church, or as a sort of memento mori against the rise of women to power.

The legend of Pope Joan is spreading more and more to discredit the Church in the eyes of the people and the rulers.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	You somehow manage to reduce the spread of this apocryphal tale; +3 XP.
4-6	You fail to reduce the spread of this apocryphal tale; -50 Florins and -3 XP.
7	The discredit of the Church in the courts of Europe will not last much longer, but the Catholic Kingdoms will no longer pay tithes next turn.
8	The discredit of the Church in the courts of Europe is now a fait accompli, the Catholic Kingdoms will no longer pay tithes;

354 - POPE

Among the most important scientists and mathematicians of the century (even Roger Bacon cited him as one of the greatest mathematicians of his time) was Campano da Novara (Novara, 1220 – Viterbo, 1296). After thirty years of presence in the papal curia in contact with the greatest natural philosophers of the time, he amassed an enormous real estate patrimony, estimated at his death by an Aragonese ambassador at more than 12,000 florins: a wealth most likely linked to his activity as a doctor.

One of the most important mathematicians of the time, Campano da Novara, dies. In his will he leaves a large donation to the Pope as a thank you for the years he spent at the papal curia.

1d8	
1-3	The donation is 1800 florins, but to the mendicant orders.
4-6	The donation is 1600 florins, divided equally among all the Cathedrals of the Catholic players.
7	The donation is 1400 florins, half to the Pope and half to the mendicant orders.
8	The donation is 1200 florins to the Pope.

355 - POPE

The Humiliati are a group of laypeople and religious who seek to follow an ascetic and humble lifestyle, inspired by the evangelical principles of poverty and sharing. In 1184, Pope Lucius III recognized their community and approved their rule; however, over the course of the century, the movement became increasingly suspect in the eyes of the Church due to certain practices considered heretical. For example, the Humiliati were accused of rejecting the traditional sacraments, practicing communion among community members without the intermediary of the clergy, and holding opinions that did not conform to Catholic doctrine. The heretical Humiliati movement developed in northern Italy.

The Pope every turn, during the **Events** phase.

1d6	
1-4	The Humiliated continue to preach their faith and spread heresy; -1 XP.
5	You capture their leaders and imprison them, but they manage to escape.
6	You capture their leaders, put them on trial, and sentence them to the stake. +3 XP (you no longer need to roll the d6).

356 - POPE

In 1300, Boniface VIII decided to proclaim a Jubilee, the first in history; a plenary indulgence was decreed for all those who visited the basilicas of St. Peter and St. Paul in Rome that year. It was an event, as chroniclers reported, that brought hundreds of thousands of pilgrims to Rome from all over the world, boosting tourism and, at the same time, the papal finances, which derived from millions of donations. From this religious event, the Pope gained enormous prestige, as well as a positive image. When pilgrims attended religious services, where Boniface VIII was sometimes present, they witnessed indescribable scenes: "They reached his throne to throw themselves in the dust before him as if before a supernatural being".

The Pope announces the Jubilee:

- the settlement of Rome becomes a City
- each Catholic player who travels to Rome with an MoT resets the CBs towards all other Catholic players
- for each Catholic player who travels to Rome, the Pope receives 1d4/1d6/1d8 (based on the player's TL) x 100 Florins from the game bank.

357 - POPE

The Passagini are a heretical religious movement that flourished in northern Italy. Their beliefs and practices put them at odds with the official Catholic Church, leading to their persecution and repression. Among their beliefs, the most serious are: a mixture of the Old and New Testaments, denial of the Trinity and the divinity of Christ, and rejection of the priesthood and the sacraments. The precise origins of the Passagini movement are unclear. It is assumed they arose from an evolution of other heretical movements, such as the Cathars or the Apostolics. Their main center is located in northern Italy, especially in Lombardy and Emilia-Romagna. They were persecuted by the Catholic Church, which considered them heretics. In 1215, the Fourth Lateran Council condemned their doctrines; subsequently, the Inquisition persecuted the Passagini, imprisoning them and condemning them to the stake.

The Pope every turn, during the **Events** phase.

1d6	
1-4	The Passagins continue to preach their faith and spread heresy; -1 XP.
5	You capture their leaders and imprison them, but they manage to escape.
6	You capture their leaders, put them on trial, and condemn them to the stake; +3 XP (you no longer need to roll the d6).

358 - POPE

The Guglielmites are a heretical religious movement that arose in northern Italy at the end of the 12th century. The movement takes its name from its leading figure, Guglielma of Milan, a woman who preached a life of poverty and penance in contrast to the wealth and corruption of the clergy of the time. Its main doctrines are radical spirituality, egalitarianism, and anti-curialism. The Guglielmite movement began in Milan around 1270, under the leadership of Guglielma; her fame as a saint and healer attracted many followers, including women, men, and even some members of the Milanese aristocracy. The movement spread rapidly throughout Lombardy and other areas of northern Italy. The Guglielmites were persecuted by the Catholic Church as heretics; in 1300, Guglielma was arrested and tried by the Inquisition, condemned, and burned at the stake in Milan.

The Pope every turn, during the **Events** phase.

1d6	
1-4	The Williamites continue to preach their faith and spread heresy; -1 XP.
5	You capture William and imprison her, but she manages to escape.
6	You capture William, put her on trial, and sentence her to be burned at the stake. +3 XP (you no longer need to roll the d6).

359 - POPE

The Joachimite movement originated in southern Italy at the end of the last century, drawing inspiration from the works of Gioacchino da Fiore, a Cistercian monk and theologian. His prophecies, contained in the "Liber Concordiae Novi ac Veteris Testamenti," heralded the arrival of a third age of the Holy Spirit, which would lead to a renewed Church and a peaceful world. These prophecies were interpreted apocalyptically, predicting an imminent clash between the forces of good and evil. They placed great importance on Franciscan poverty and spiritual asceticism, awaiting the arrival of the age of the Holy Spirit. Their biblical exegesis was based on the allegorical and numerological interpretation of sacred texts; they placed great importance on the Apocalypse of John, seeing it as a prefiguration of future events. The movement spread throughout various regions of Italy, especially Calabria and Sicily, and also found followers in France and other European countries. The Inquisition persecuted the Joachimites, imprisoning them and condemning them to the stake.

The Pope every turn, during the **Events** phase.

1d6	
1-4	The Joachimites continue to preach their faith and spread heresy; -1 XP.
5	You capture their leaders and imprison them, but they manage to escape.
6	You capture their leaders, put them on trial, and condemn them to the stake. +3 XP (you no longer need to roll a d6).

360 - POPE

The Brethren of the Free Spirit movement spread across Central and Western Europe. Their precise origins are unclear, but they are believed to have derived from other heretical movements such as the Cathars or the Apostolics. Their main doctrines are anti-curialism, radical spiritualism, antinomianism, and apocalypticism. The movement spread throughout Europe, especially France, Germany, Italy, and the Netherlands. Its followers came from various social classes, including the nobility, the clergy, and the bourgeoisie. The Brethren of the Free Spirit were persecuted by the Catholic Church, which considered them heretics; the Inquisition tried them and condemned them to death by burning.

The Pope every turn, during the **Events** phase.

1d6	
1-4	The Free Spirit Brothers continue to preach their faith and spread heresy, -1 XP.
5	You capture their leaders and imprison them, but they manage to escape.
6	You capture their leaders, put them on trial, and condemn them to the stake, +3 XP (you no longer need to roll the d6).

361 - POPE

In 1267, Roger Bacon, known as the "wonder doctor," observed a nine-day error in the spring equinox in the calendar of the time. He brought this discrepancy to the attention of Pope Clement IV, emphasizing the importance of revising the calendar to ensure it corresponded to actual astronomical events and the practical needs of society.

The player controlling the Pope gets **ASTRONOMY**.

362 - POPE

The Bogomil movement originated in Bulgaria about 300 years ago, later spreading to the Balkans and parts of southern Italy. Its roots lie in Gnostic dualism, which contrasts the spiritual and material worlds. The Bogomils believe in two divine principles: God, creator of the spiritual world, and Satan, creator of the material world. Their main doctrines are dualism, reincarnation, asceticism, and the rejection of the sacraments and the Old Testament. Bogomilism spread mainly in Bulgaria, Bosnia, Serbia, and parts of southern Italy, such as Puglia and Calabria. The movement attracted many followers, especially among the working classes. The Bogomils were persecuted by the Catholic Church and civil authorities.

The Pope every turn, during the **Events** phase.

1d6	
1-4	The Bogomils continue to preach their faith and spread heresy, -1 XP.
5	You capture their leaders and imprison them, but they manage to escape.
6	You capture their leaders, put them on trial, and condemn them to the stake, +3 XP (you no longer need to roll the d6).

363 - CATHOLICS

The Crusader Kingdoms, located in the Holy Land and surrounding regions, often faced Muslim threats and needed reinforcements to defend themselves and maintain control of the territories conquered during the Crusades. Faced with these threats, they often sought aid from Western Europe, particularly Christian kingdoms such as France, England, Germany, and Italy. Requests for aid could include troops and knights, supplies and logistical support, or financial aid. This aid often met with mixed responses from the European kingdoms, with some sending reinforcements and support, while others were more reluctant to engage in distant and costly wars. However, European aid was essential to the survival and defense of the Crusader Kingdoms during this period.

If barbarian kingdoms still exist in the territories of Palestine, Syria, and Cilicia, Catholic players have the option of sending reinforcement armies; for every 2 SV worth of armies (3 SV for the English) that a Catholic player removes from his territories, he can add 1 barbarian army to one of these 3 territories. The same goes for fortifications; Catholics can raise sums of money in Florins to purchase them at double the price and place them in one of these 3 territories.

364 - CATHOLICS

Religious orders of chivalry played a significant role in European society, contributing to the defense of Christianity, participating in the Crusades, and engaging in a variety of religious, social, and economic activities. One of the main sources of their wealth was financial activity; the Templars, in particular, stood out for their involvement in the banking and financial sector. They operated banks and offered services such as loans, deposits, and money transfers, becoming a significant source of income and enabling the accumulation of immense wealth and property throughout the Christian world. Their expertise in this area also made them important allies for the rulers and governments of the time, who often consulted them on financial and political matters.

Catholic players can request 1 additional loan from the Religious Orders of Chivalry, the rules are the same as the loans described on page 18 of the rules.

365 - CATHOLICS

Pope Celestine V issued the famous Bull of Pardon, a papal bull offering plenary indulgence to all who, having confessed and repented of their sins, make a pilgrimage to the Basilica of Santa Maria di Collemaggio. This bull thus established the Perdonanza, a significant religious celebration within Christian spirituality, attracting numerous faithful eager to obtain forgiveness for their sins through pilgrimage and participation in penitential practices.

Catholic players who reach Rome with one of their MoTs receive:
- forgiveness and cancellation of all CBs received from other Catholic players
- suspension of hostilities with other Catholic players for 1 turn.

The Pope receives 50 Florins from the game bank for each MoT that reaches Rome.

366 - CATHOLICS

The decline of the Church's temporal power over the Catholic kingdoms can be attributed to several factors, including the emergence of nation-states in Europe. During this period, the Catholic Church exercised enormous political and social influence over vast territories through its temporal power, which included direct control of lands, territories, and resources. However, with the advance of feudalism and the formation of centralized states, the power of national rulers began to grow, leading to conflicts of authority between the Church and the state. During the Second Ecumenical Council of Lyons in 1274, discussions emerged that anticipated fundamental concepts of conciliarism, reflecting concerns about the centralization of power in the Church and the need for checks and balances.

If a Catholic player gets TL III and at least 15 territories, he is no longer required to pay Tithes and is immune to the negative effects of excommunication or interdiction.

367 - CATHOLICS

Catholic players may attempt to move the papal seat within their territories and remain Pope until the end of the game unless the territory is conquered (in which case the seat returns to Rome, if possible). Roll 1d8: the highest roll wins and takes control of the Pope with a new religious capital. +1 to the die roll: for every 10 armies, every 3 technologies, every 1,000 Florins, every Captain, every level III war machine gun. If the player currently controlling the Pope can oppose this by paying 1 HP, but the winner creates a new Christian religion, he elects an Antipope and places him along with a new religious capital in his territories. The other Catholic players can remain with the old Pope by paying 5 XP or declare allegiance to the new religion and its representative.

368 - CATHOLICS
The Inquisition was established primarily to address and combat heresy, that is, opposition to or deviation from the official doctrines of the Catholic Church. Heresy was considered a threat to the social and religious stability of the time. The Catholic Inquisition was founded in response to the spread of heretical movements such as the Cathars and the Albigensians, which were seen as dangerous heresies that undermined the authority of the Church.
Catholic players can establish an Inquisition tribunal in their territories, which makes them immune to **INQUISITORS**, **FLAGELLANTS**, **HERESY** and **INQUISITION**, but with a 10% penalty on Taxes and -1 SV on Reinforcements.

369 - CATHOLICS
The Catholic player who has the most CB towards the Pope can use them all to rebel against the authority of the Pontiff.

1d8	
1-3	Stop sending tithes; +3 XP.
4-6	Be immune to interdiction and excommunication; +3 XP.
7	At the next election, have a bonus of 10 votes for the papal election; +3 XP.
8	Move the papal seat to one of the territories in your Kingdom and become Pope; +5 XP.

370 - CATHOLICS
During this **Events** phase, Catholic players can send armies that will be converted into barbarian armies to reinforce Catholic territories in the Holy Land (Principality of Antioch, County of Tripoli, Armenian Kingdom of Cilicia). If these territories are occupied by non-Catholic players, a rebellion can be fomented: every two armies sent are converted into one barbarian army; five armies sent can be converted into one level 1 barbarian Captain.

371 - CATHOLICS
A consistory is a meeting of high-ranking officials of the Catholic Church, convened by the Pope or a bishop to discuss ecclesiastical matters or make important decisions regarding the Church or the local religious community. During consistories, matters such as the appointment of bishops, cardinals, or other high-ranking ecclesiastical officials, doctrinal matters, ecclesiastical discipline, and administrative affairs of the Church are discussed.
A Consistory is called to elect new Cardinals: Catholic players, if they own at least one Cathedral, are entitled to one **CARDINAL**. Search the Empire deck and take one **CARDINAL** for each Catholic player. If there aren't enough, roll a die to see who gets the available ones; the others take one **BISHOP**. Reshuffle the Empire deck.

372 - CATHOLICS
Bonaventure of Bagnoregio, born between 1217 and 1221 in Bagnoregio and died on July 15, 1274 in Lyon, was an important Italian cardinal, philosopher, and theologian. Known as the Doctor Seraphicus for his profound theological knowledge and devotion to Franciscan spirituality, he studied and taught at the Sorbonne in Paris and had a close friendship with another eminent theologian, St. Thomas Aquinas.
Travels extensively in Italy, France and the Holy Roman Empire, players who have territories in these areas roll 1d8:

1d8	
1-3	You met him, but only briefly, and earned 3 XP.
4-6	You spent a lot of time with him, earning 5 XP.
7	You attended his university lectures, earning 5 XP, and receiving a UNIVERSITY Technology.
8	You attended his university lectures and read his works, earning 5 XP and receiving a THEOLOGY and UNIVERSITY Technology at half price.

373 - CATHOLICS
Scholasticism, which emerged from the scholae spread throughout Europe, was the first large-scale organized education system in the West; subjects were divided into the trivium (literary subjects: grammar, rhetoric, and dialectics) and the quadrivium (scientific subjects: arithmetic, geometry, music, and astronomy). Teachers, initially Scholasticus, were later joined by Magister artium, experts in theology. Classes were held in monasteries, schools linked to cathedrals, and finally in the first universities.

1d8	+1 to the die roll for each technology in the **UNIVERSITY** and **ENGINEERING** branch.
1-3	Despite your time as his disciple and your efforts, you gain no improvement; -3 XP.
4-6	Gain a **THEOLOGY** Technology.
7	Gain an **ENGINEERING** Technology; +3 XP.
8	Gain a **UNIVERSITY** Technology; +5 XP.

374 - CATHOLICS
Thomas Aquinas (1225/1227 - 1274) was an important philosopher and theologian, born in the Kingdom of Sicily to a noble family. He entered the Dominican order against his family's wishes, studying in Naples and Paris under Albertus Magnus. His most famous work is the "Summa Theologica," in which he attempts to reconcile Christian theology with Aristotelian philosophy, introducing concepts such as the "analogy of being" and "reason enlightened by faith." Beyond theology and philosophy, Thomas was a prolific writer on a wide range of topics; this earned him the title of Doctor Angelicus.

1d8	+1 to the die roll for each technology in the PHILOSOPHY and **THEOLOGY** branch.
1-3	Despite your time as his disciple and your efforts, you gain no improvement; -3 XP.
4-6	Gain a **THEOLOGY** Technology.
7	Gain a **THEOLOGY** Technology; +3 XP.
8	Gain a **PHILOSOPHY** Technology; +5 XP.

375 - CATHOLICS

The Concordat of Worms, also known as the Pactum Calixtinum, is a pact signed in Worms, Germany, on September 23, 1122, between the ruler of the Holy Roman Empire, Henry V of Franconia, and Pope Callixtus II. The agreement marked the end of the Investiture Controversy. But the Pope now sought to reassert the Church's power over temporal power, and to do so, he used every means at his disposal, including, if necessary, violating the Concordat of Worms.

1d8	+1 to the die roll if you are TL II and TL III.
1-3	The Pope succeeds in his attempt, and you are forced to accept the Church's superior power; starting next turn, you will pay double Tithes; -5 XP.
4-6	The Investiture Controversy reignites throughout the Kingdom; you reduce your Reinforcements by 2 SV and your Taxes by
7	The Investiture Controversy ends with your victory; you increase your Reinforcements by 1 SV and your Taxes by 50 Florins;
8	Temporal power is firmly in your hands, and the Bishops and Cardinals in your territories submit to your will; you gain 1 Technology in the **FEUDALISM** branch, increasing your Reinforcements by 1 SV and your Taxes by 50 Florins; +5 XP.

376 - CATHOLICS

Albertus Magnus of Bollstädt (Lauingen, between 1193 and 1206 – Cologne, November 15, 1280), known as Doctor Universalis, was a German Dominican priest. His fame stems primarily from his exceptional erudition and his commitment to reconciling faith and reason, particularly through the application of Aristotelian philosophy to Christian thought. Albertus Magnus became a prominent figure in the academic and theological world of his time, contributing significantly to the development of philosophy and theology. His most famous work, the "Summa Theologica," reflects his commitment to providing a comprehensive synthesis of Christian doctrine, incorporating the teachings of Aristotle and other classical philosophers; his influence extends beyond the borders of Germany.

1d8	+1 to the die roll for each technology in the **PHILOSOPHY** and **THEOLOGY** branch.
1-3	Despite your time as his disciple and your efforts, you gain no improvement; -3 XP.
4-6	Gain a **THEOLOGY** Technology.
7	Gain a **THEOLOGY** Technology; +3 XP.
8	Gain a **PHILOSOPHY** Technology; +5 XP.

377 - CATHOLICS

During this period, the Popes brought the Jews under the jurisdiction of the Inquisition; with the bull "Turbato corde" of 1267, issued by Pope Clement IV, Christians who converted to Judaism and the Jews responsible for such conversions became liable to inquisitorial proceedings. From 1274, the inquisitors then focused their attention on converted Jews, suspected of returning to practice Jewish rites.

Religious intolerance towards Jews is constantly increasing and more and more often Jews living in your territories are being tried by the Inquisition.

1d8	-1 to the die roll for each Technology of the **FANATICISM**, **LAW** branch.
1-3	Many Jews are convicted and their property confiscated, +300 Florins.
4-6	Some Jews are convicted and their property confiscated, +100 Florins.
7	Religious intolerance forces you to confine Jews to limited areas of your settlements; -30 Florins to Taxes.
8	Religious intolerance threatens to erupt into a rebellion among the entire population; you decide to expel all Jews from your territories; one settlement of your choice is reduced by 1 level; you are no longer eligible for loans from the game bank; -50 Florins to Taxes.

378 - CATHOLICS

In Europe, the production and trade of fake relics is widespread. Authentic relics are sacred objects related to saints or events in the life of Christ, highly sought after for spiritual blessings. However, given the scarcity of genuine relics, some unscrupulous individuals see an opportunity to profit by producing and selling fake relics; they may be new objects or even pieces of bone or fabric that lack any authenticity. Their production often involves skilled artisans who create antique-looking artifacts elaborately decorated to appear authentic; the trade takes place during fairs, pilgrimages, or in religious centers, involving both private individuals and religious institutions. Although critical of such practices, the Church itself plays a role in the relic market.

A merchant from far away brings a Relic to your court and offers to buy it for 300 Florins.

1d8	+1 to the die roll if you have a Technology from the **THEOLOGY** branch.
1-3	You accept the offer, but later discover it's a fake; -5 XP.
4-6	You do not accept the offer; -3 XP.
7	You accept the offer; your scholars and theologians confirm it's authentic (place 1 Relic in your Capital); +3 XP.
8	You bargain and only manage to pay 200 Florins (place 1 Relic in your Capital); +5 XP.

379 - CATHOLICS

The fall of Acre in 1291 marked the end of Christian rule in the Holy Land, necessitating a new strategic base. Cyprus, conveniently located in the eastern Mediterranean, offered a safe harbor and a base for future military operations. The island was ruled by the Lusignans, a royal family of French origin, who maintained close ties with both orders. The presence of the Templars and Hospitallers in Cyprus helped strengthen the island's defense against Muslim incursions. The military orders played an important role in the economic and social development of Cyprus, fostering trade, building infrastructure, and having a cultural impact, with the dissemination of Western ideas and models. The Templars settled in Limassol, where they built a fortress and a commandery; the Hospitallers settled in Nicosia, where they founded their hospital and church.

The Templars and Hospitallers established their new Eastern headquarters in Cyprus. Replace the armies present in the territory with 10 SVs representing Templars and Hospitallers. Add a Distant Port and a Tower (or upgrade the existing fortification by one level). This port will have the same prices as Candia and will be open to all Christian players.

380 - CATHOLICS

In recent years, the papacy has been working to systematize and organize inquisitorial activity, aimed at identifying and prosecuting heresy. In this context, increasingly precise norms are being issued and a comprehensive legal literature is being developed to standardize inquisitorial proceedings. Pope Gregory IX was already a key figure, having issued the papal bull "Excommunicamus" in 1231, which provided detailed instructions for inquisitorial activity; subsequent popes continued to issue decrees and bulls regulating the Inquisition's operations. Alongside these official norms, a specific legal literature developed, detailing the rules to be followed in inquisitorial processes. Manuals, called "inquisitorial manuals" or "directorium inquisitorum," were written, offering practical instructions for interrogating the accused, gathering evidence, and the procedures to be followed during trials.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	You are unable to quell the countless heretical outbreaks arising in your territories; your rebellion level increases by +1 in the next turn.
4-6	The exponential increase in bureaucracy due to the new inquisitorial procedures is causing increased expenses; you pay 100 Florins.
7	Your **INQUISITORS** have a +1 to their die roll.
8	The organization of your inquisitorial system has reached exemplary and efficient levels; you are immune to **HERESY**.

381 - CATHOLICS

Indulgences are letters issued by the Pope that guarantee those who purchase them the forgiveness of personal sins and those of their deceased loved ones.

Catholic players can purchase, during the **Purchase**, these letters of indulgence by paying 50 Florins (at the game bank) each to remove 1 CB from another Catholic player.

382 - CATHOLICS

In addition to its outstanding military qualities, the Order of the Templars also boasts great prestige in the religious and spiritual spheres: its members are recognized as having undisputed authority in identifying authentic relics, and a Knight of the Temple, supported by his correspondent from the Hospital, has the honor of guarding and escorting in procession the precious reliquary containing the wood of the True Cross kept in Jerusalem. The overlapping of these two functions, yet linked by the same objective, at least on an ideal level, led the order to develop specific financial skills; European sovereigns also used them for reasons related to the internal politics of their kingdoms: a case in point was the headquarters of the Temple in Paris, which became the Treasury of France.

The Order of the Templars decides it's time to establish their headquarters in Europe, and a blind auction is held among Catholics to see who will host the headquarters; the winner wins the **COINAGE** and **BANKS** technologies and the chance to get an extra loan from the game's bank.

383 - CATHOLICS

Prester John is a legendary figure who became popular in European chronicles; he is said to rule a Nestorian Christian nation, and various hypotheses are made about his kingdom, from India to Ethiopia. The origins of the myth date back to a Latin letter from the end of the last century in which a mysterious figure, Prester John, king and priest of an eastern land, describes his kingdom as vast, populated by strange beings, as per the tradition of Eastern imagery, and astonishing wealth. Since India appears to Western eyes as a country of blurred contours, Europeans, who had searched in vain for Prester John in Asia, turned to Ethiopia, one of the three Indies in the terminology of the time.

The legend of Prester John continues to stir hearts across Europe... and what if it were all true?

1d8	+1 to the die roll if TL II and TL III.
1-3	You are convinced of the veracity of the letters received in his name and send an expedition to Ethiopia for 300 Florins; if you cannot pay, you lose 8 XP.
4-6	Send 3 of your trusted scouts with a personal letter to Prester John; spend 150 Florins, if you can't pay you lose 5 XP.
7	Leave the legend of Prester John and his riches to storytellers and dreamers; +3 XP.
8	Don't believe the legend of Prester John anymore; +5 XP.

384 - CATHOLICS

Economic growth required new forms of financing; merchants and entrepreneurs needed loans to start their businesses, and lending at interest became a necessity. Within the Church, a heated debate erupted among theologians and canonists on the issue of usury; some supported the Church's official position, while others sought a solution that took into account new economic needs. An important point of reference in the debate was Thomas Aquinas, who distinguished between usury and legitimate interest; usury was an unjust gain obtained from lending money, while legitimate interest was compensation for the risk the lender assumed. The Church's attitude toward usurers was ambivalent: on the one hand, the Church condemned them and threatened them with excommunication; on the other, the Church tolerated usury, especially when practiced by Christians on Jews.

One of your merchant guilds is facing bankruptcy and asks a wealthy Jew for a loan at usury.

1d8	
1-3	You receive a loan of 500 Florins, but you must repay them at 20% usury by the end of the game, otherwise you will lose 2 HP instead of 1.
4-6	The Jew refuses to give you that many Florins, so you ask for help from other Catholic players, who earn 1 XP for every 50 Florins they donate. You must deposit 500 Florins into the game bank; for every 50 Florins you don't deposit, you lose 2 XP.
7	You receive a loan of 500 Florins and decide to report the 20% usury, but the Church only repays you 10%; you must repay 550 Florins by the end of the game, otherwise you will lose 1 HP.
8	You receive a loan of 500 Florins and decide to report the Jew's usury. The Church intervenes harshly and sentences the wealthy loan shark to prison; you can keep the 500 Florins.

385 - CATHOLICS

European cities are experiencing rapid economic growth. The bourgeoisie, the social class made up of merchants and artisans, are becoming increasingly wealthy and influential; however, this wealth also makes them a target for taxes. Aides are a type of indirect tax levied on consumer goods such as food, wine, and salt; they are greatly hated by the bourgeoisie, who consider them unfair and oppressive, so they attempt tax evasion. City authorities are aware of these tax evasions, but often lack the means to combat them; the bourgeoisie are very powerful and can easily bribe or intimidate officials. In 1293, the Municipality of Florence decides to combat tax evasion by establishing a new office, the Camera del Catasto, tasked with cataloging all citizens' assets and collecting taxes more efficiently. The Camera del Catasto has some success in reducing tax evasion, but the problem has never been fully resolved.

To reduce tax evasion pay 100 Florins and reduce Taxes by 50 Florins, otherwise roll 1d8:

1d8	
1-3	Evasion level is very high, reduce Taxes by 150 Florins; -5 XP.
4-6	Evasion level is high, reduce Taxes by 100 Florins; -3 XP.
7	Evasion level is low, reduce Taxes by 50 Florins; +3 XP.
8	Evasion level is very low, reduce Taxes by 25 Florins; +5 XP.

386 - CATHOLICS

The Dominican Order was founded by Saint Dominic de Guzmán at the beginning of the century; it is dedicated to preaching, teaching, and fighting heresy. The Dominicans are committed to education and the dissemination of theological and philosophical knowledge.

If you have 1 Cathedral, gain 1 Technology from the **THEOLOGY** or **PHILOSOPHY** branch; if you have 2 Cathedrals, gain 1 Technology from both branches. If you have no Cathedrals, the Dominicans indict 3 of your Empire cards for heresy; roll 1d6 for each card, and if you have **FANATICISM**, also roll 5, the card is eliminated.

387 - CATHOLICS

The Cistercians' driving force began to wane for several reasons. Communities in Cistercian abbeys began to deviate from the principles on which they were founded. For example, austerity, poverty, and manual labor began to lose ground to greater comfort and material prosperity. Some Cistercian abbeys became extremely wealthy thanks to their success in agriculture and trade.

Roll 1d4, 1d6, 1d8 based on your TL: the result x10 is the reduction in Florins that you must apply to the Taxes permanently.

388 - CATHOLICS

After the fall of Acre in 1291 and their new strategic base in Cyprus, the Order of the Templars and the Hospitallers decide to move to Europe and establish their own temporary possession. Roll the dice to determine which two islands in the Mediterranean will be occupied by the Templars and Hospitallers; islands held by other players and the island of Cyprus are excluded. Replace the armies present in the territory with five SVs representing the Templars and Hospitallers; add one distant port and one tower (or upgrade the existing fortification by one level). These ports will have the same prices as the nearest settlement and will be open to all Christian players.

389 - CATHOLICS

Monaldo of Ancona, a Franciscan friar and Italian missionary, was martyred in Armenia on March 15, 1288, along with Francesco da Petriolo and Antonio Cantoni of Milan, both servants of God. During a Friday sermon in the third week of Lent, Monaldo and his companions were arrested and led to the city square. Before the tribunal, they courageously confessed their faith in Christ. This angered the Muslims present, who drew their swords and cut off their limbs, while they remained steadfast in their devotion, entrusting their souls to God. Finally, they were beheaded and their bodies abandoned in the square, then thrown into the countryside to be torn to pieces by wild beasts. Their heads and limbs were hung from the city gates and walls, under the watchful eye of soldiers. An Armenian priest managed to reassemble some of their remains and give them an honorable burial.

Muslim players get 3 XP; Catholic players get 3 CB towards Muslim players.

390 - CATHOLICS

During this period, Benedictine monasticism began to show signs of decline; although the number of abbeys and priories continued to grow, the communities within them decreased drastically in size, with fewer members than in the past.

You decide to help them, since they contributed to the development of Gothic architecture through the construction of notable abbeys; roll 1d8: the result x10 is the Florins you donate.

391 - CATHOLICS

Disregard for the anathema spread ever more widely in this century, as Popes were accused of abusing their spiritual power for material gain. States increasingly opposed papal demands when they harmed their interests, while cities and countryside accustomed themselves to living under excommunication and interdict; some countries tolerated it for years, even decades, and laypeople were joined by priests and monks who alleviated its burden by continuing to celebrate religious services. This coercion of consciences led some to become freethinkers, but many others became indifferent or agnostic.

Catholic players who own **PHILOSOPHY** are immune to interdiction, while those who own **UNIVERSITY** are also immune to excommunication. If they have already been interdicted or excommunicated, they become immune to both.

392 - CATHOLICS

Donations for the construction of cathedrals take the form of bequests and monetary donations, but the financial basis for its smooth operation and the maintenance of the construction site comes from the monopoly on the proceeds of wax donated to or purchased for the cathedral. This system ensures a steady flow of income that contributes to the maintenance of the structure and the financing of cathedral-related activities.

If you wish, you can begin construction of a Cathedral: place a marker in the territory where you wish to build it and then place a Cathedral miniature off the map; starting from your next turn, add 50/100/150 Florins (based on your TL) under the Cathedral miniature until you reach the amount needed to build it (taking into account the various Technology and Empire card bonuses). Once you have finished building a Cathedral, you can repeat the process with a new Cathedral.

393 - CATHOLICS

Religious orders of chivalry played a significant role in European society, contributing to the defense of Christianity, participating in the Crusades, and engaging in a variety of religious, social, and economic activities. Their wealth came from various sources, including income from land and property: the orders owned vast tracts of land in Europe and in the territories conquered during the Crusades. Management of these lands generated considerable revenue in the form of rents, taxes, and agricultural production. The wealth accumulated by the religious orders of chivalry was used to finance their military activities, maintain and expand their properties, and support charitable works and relief.

To show your gratitude to the Knightly Religious Orders who have repeatedly helped you in battle, decide to give them a gift: if you donate 1 Caravan, +3 XP; if you donate 1 War Chariot or 1 Merchant, +5 XP; if you donate 1 Galley, +1 HP; if you donate nothing, -1 HP.

394 - CATHOLICS

Religious orders of chivalry played a significant role in European society, contributing to the defense of Christianity, participating in the Crusades, and carrying out a variety of religious, social, and economic activities. Their wealth came from various sources, including war treasures: during the Crusades, the orders accumulated treasures through spoils of war and tributes from conquered territories. The Knights Templar, in particular, are known for their wealth and the resources accumulated during their campaigns in the Holy Land. The wealth accumulated by the religious orders of chivalry was used to finance their military activities, maintain and expand their properties, and support charitable works and relief.

To show your gratitude to the Knightly Religious Orders who have repeatedly helped you in battle, decide to give them a gift: if you donate 200 Florins, +3 XP; if you donate 300 Florins, +5 XP; if you donate 400 Florins, +1 HP; if you donate nothing, -1 HP.

395 - CATHOLICS

Religious orders of chivalry play a significant role in European society, contributing to the defense of Christianity, participating in the Crusades, and engaging in a variety of religious, social, and economic activities. Their wealth comes from various sources, including banking and finance: the Knights Templar, in particular, are involved in financial and banking activities. The orders act as bankers, offering financial services such as loans and deposits. This financial activity contributes significantly to their wealth. The wealth accumulated by the religious orders of chivalry is used to finance their military activities, maintain and expand their properties, and support charitable and welfare works.

To show your gratitude to the Knightly Religious Orders who have repeatedly helped you in battle, you decide to give them a gift: if you reduce the Taxes by 50 Florins, +3 XP; if you reduce the Taxes by 100 Florins, +5 XP; if you reduce the Taxes by 250 Florins, +1 HP; if you don't donate anything, -1 HP.

396 - CATHOLICS

Cities "own houses that they rent out, squares, commercial spaces, canals, sometimes mills, from which they derive small incomes. They collect fines, seigneurial rights on property transfers, and guild entry taxes; they put public offices and functions up for sale." All this additional revenue is completely insufficient: "it often covers less than a fifth of the budget. The remaining four-fifths, for example in Amiens, comes from annual taxes accepted by the population and varying depending on the location." City councils therefore resort to both income taxes (direct taxes commonly called tattles, "taxes") and indirect taxes on economic activities, variously named, but whose generic term is aides, "aid." In Bruges, there are three types of aides, also called maltótes, "extortions," literally "wrongfully taken": wine (outsourced to money changers), beer, and mead. The three maltótes generate around 85% of the municipal tax revenue.

Your settlements need more income for internal management: reduce the Taxes by 10/20/30 Florins respectively for each Village/Hamlet/City you own.

397 - CATHOLICS

During the winter of 1271, al-Malik al-Zāhir Baybars, the Mamluk sultan of Egypt, in his progressive reconquest of the former Latin settlements, "besieged the castle for several days (about a month), pelting the external walls with projectiles from his catapults, until his troops bottled up the defenders inside the redoubt." The final conquest of the castle by Baybars, known as the Panther, took place on April 7 of that same year, after the defenders surrendered and were allowed to reach Tripoli. According to legend, before launching the final attack, the Arabs attempted a ruse: a carrier pigeon was sent to the castle with a message from the Grand Master of the Hospitallers, ordering the garrison to surrender. Outnumbered and with no hope of escape, the defenders carried out their orders, although they may have realized it was a message from an impostor.

One of the most important Crusader fortresses falls, all Catholic Kingdoms are demoralized by the event; each Catholic player loses 5 XP.

398 - CATHOLICS

Although Thomas Aquinas never systematically addressed the problem of transmutation of species, in his commentary on the Sentences of Peter Lombard he appropriates the anti-transmutationist arguments expressed by Avicenna (980-1037) in De congelatione et conglutinatione lapidum to deny demons the ability to bring about essential modifications in natural bodies. For the first time, therefore, alchemy is explicitly associated with demonic activity, shifting the debate on the lawfulness of this discipline from the epistemological and technological to the theological level. Thomas's judgment is radical: all attempts at artificial reproduction of natural substances, since they are generated in places other than natural ones, will necessarily be false. The ontological and juridical arguments quickly lead to the first official condemnations of alchemy. Starting in 1273, the General Chapters of the Dominican and Franciscan orders began to issue bans to prevent their members from dedicating themselves to the study and practice of the alchemical art, including in their condemnation the possession of books and distillation instruments.

Catholic players who own **ALCHEMY** can decide to keep it, but it causes 8 CB towards the Pope and 3 CB towards other Catholic players, -3 XP; otherwise they remove **ALCHEMY** from acquired technologies and all Bombards, +5 XP.

399 - CATHOLICS

Religious orders of chivalry played a significant role in European society, contributing to the defense of Christianity, participating in the Crusades, and carrying out a variety of religious, social, and economic activities. Their wealth came from various sources, including taxes and duties: some orders received taxes and duties from local populations, partly due to their privileged position as religious and military organizations. The wealth accumulated by religious orders of chivalry was used to finance their military activities, maintain and expand their properties, support charitable and welfare works.

To show your gratitude to the Knightly Religious Orders who have repeatedly helped you in battle, you decide to give them a gift: if you reduce the Taxes by 50 Florins, +3 XP; if you reduce the Taxes by 100 Florins, +5 XP; if you reduce the Taxes by 200 Florins, +1 HP; if you don't donate anything, -1 HP.

400 - CATHOLICS
The Pope invites all Catholic players to make a pilgrimage to the holy places (Santiago de Compostela, Rome, Jerusalem) and to the Cathedrals containing a Relic this turn; for each place reached by one of his MoT, the player pays 30 Florins to the game bank and gains +1 XP.

401 - CATHOLICS
The growth of trade and cities led to the emergence of money as a central element of daily life. This shift sparked a heated debate within the Church over lending at interest, considered usury and therefore a sin. The Church, drawing on biblical and patristic tradition, condemned usury as an injustice that exploited the poor and needy; money should not generate more money, but should be used for the common good.
From now on, Catholic players can no longer take advantage of the loan rule. If they have 1 or more loans in progress, they must return them within the next turn, otherwise for every 50 Florins they do not return, they will lose 2 XP.

402 - CATHOLICS
Religious Orders of Chivalry play a significant role in European society, contributing to the defense of Christianity, participating in the Crusades, and engaging in a variety of religious, social, and economic activities. Their wealth comes from various sources, including economic and commercial activities: The orders manage many economic activities, such as mills, shipyards, mines, and other industrial facilities. They are also often involved in trade, helping to generate additional revenue. The wealth accumulated by Religious Orders of Chivalry is used to finance their military activities, maintain and expand their properties, and support charitable and welfare works.
To show your gratitude to the Knightly Religious Orders who have repeatedly helped you in battle, decide to give them a gift: if you donate 200 Florins, +3 XP; if you donate 300 Florins, +5 XP; if you donate 400 Florins, +1 HP; if you donate nothing, -1 HP.

403 - CATHOLICS
Religious Orders of Chivalry played a significant role in European society, contributing to the defense of Christianity, participating in the Crusades, and carrying out a variety of religious, social, and economic activities. Their wealth came from various sources, including donations and patronage: many Christian nobles and kings made generous donations to the Orders, donating lands, castles, and other assets. The wealth accumulated by the Religious Orders of Chivalry was used to finance their military activities, maintain and expand their properties, and support charitable and welfare works.
To show your gratitude to the Knightly Religious Orders who have helped you several times in battle, decide to give them a gift: if you donate 1 Tower, +3 XP; if you donate 1 Fortress, +5 XP; if you donate 1 Castle, +1 HP; if you donate nothing, -1 HP.

404 - CATHOLICS
In 1267, Pope Clement IV canonized Saint Hedwig. Also known as Hedwig of Poland, she was a queen consort and later widow, known for her piety and charitable works. After her death in 1243, her fame for sanctity spread rapidly and led to her canonization by Pope Clement IV, confirming her as a recognized saint by the Catholic Church. She is venerated as the patroness of many causes, including parents, widows, kings, and queens, and continues to be an object of devotion among Catholics.
Place 1 Relic in Greater Poland Territory.

405 - CATHOLICS
Aristotelianism ceased to be just another philosophies, becoming the philosophy par excellence. But Aristotelianism did not establish itself painlessly: since 1260, many theologians (mostly Franciscans) explicitly attacked this philosophy, which, in their view, propagated errors extremely dangerous to the Christian faith; hence the Augustinianism on Aristotelianism (theology on philosophy). The uncoordinated and incoherent action of the censors led by Bishop Tempieri was inspired by the drastic rejection of "philosophical imperialism" and any form of emancipation from theology: this was not a crude condemnation of philosophy as such, but a warning aimed at highlighting that the partial truth of philosophy must nevertheless be resolved within the absolute truth of theological discourse.
Until you own **THEOLOGY**, you cannot purchase or use **PHILOSOPHY** and **UNIVERSITY**.

406 - REGNO DI BOEMIA
Although Ottokar II had been forced to renounce his claims to Switzerland and Austria, recognizing Rudolf I as the legitimate king, hostilities resumed in 1278 and the two armies clashed in the Battle of Marchfeld.
If the Kingdom of Bohemia is barbarian, add 3 Barbarian Army SVs to each territory and 1 Barbarian Captain to Prague with the objective of attacking the Holy Roman Empire. If the Kingdom of Bohemia is not barbarian, it will revolt and then attempt to attack the Holy Roman Empire.

407 - HOLY ROMAN EMPIRE
King Ottokar II of Bohemia was Rudolf I's main opponent until his death. Ottokar II was the most powerful nobleman in the Empire and ruled vast territories. After his disappointment with Rudolf I's election, he opposed him by refusing to return imperial possessions; despite Rudolf I's formal attempts, Ottokar II refused to pay homage to the Emperor. Rudolf I revoked Ottokar II's imperial fiefs and offices, placing him under imperial ban. Rudolf I formed an alliance with the King of Hungary and besieged Vienna in 1276, eventually forcing Ottokar II to renounce his claims to Switzerland and Austria, recognizing Rudolf I as the legitimate king. However, hostilities resumed in 1278, and although many of his former allies remained neutral, Rudolf I defeated Ottokar II at the Battle of Marchfeld, where Ottokar II was killed by his personal enemies. A general Landfrieden (peace) is proclaimed and the period of interregnum ends.
Taxes and Reinforcements increase by 7 Florins and 1 SV respectively. The barbarian territories of the Kingdom of Bohemia come under the control of the Holy Roman Empire and are occupied by 5 SV and 1 Tower (taken from reserves).

408 - HOLY ROMAN EMPIRE
With the election of Rudolf of Habsburg as Emperor, a general Landfrieden (peace) was proclaimed and the period of interregnum ended; on 9 August 1281 the restitution of imperial property by the German nobles was decreed.
Roll 1d4/1d6/1d8 based on your TL for each territory of the Holy Roman Empire and multiply x10, the total represents the sum of the Florins recovered.

409 - HOLY ROMAN EMPIRE

The Mongol invasions at the beginning of the century prompted a migration of Germans eastward, encouraged by local rulers to repopulate the devastated lands. German farmers brought with them new agricultural techniques and settlement patterns, characterized by houses along straight streets, unlike the circular Slavic villages. Landowners offered freedom, security, and hereditary property in exchange for rent, promoting fair taxation. The Germans contributed to the reconstruction of destroyed cities with their labor and expertise, improving the local economy. They also introduced new trade and production techniques, influencing the mining industry as they were expert prospectors of silver and copper.

Roll 1d4, the result represents the number of barbarian territories that can be peacefully occupied by the German armies (Pomerania, Silesia, Greater Poland, and Lesser Poland). The German armies must be transported to the territories to be repopulated; once they reach their destination, the barbarian armies present are removed without fighting.

410 - HOLY ROMAN EMPIRE

During this period, the Counts of Holland increased their power and attempted to reassert their authority as lords of the Frisian lands through a series of wars beginning in 1272. These wars were waged with the aim of consolidating control over the Frisian territories and subduing the rebels and local communities resisting the rule of the Counts of Holland. These clashes led to increased tension and violence in the region, as the Counts of Holland sought to strengthen their power and authority over Frisian territory.

The territory of Frisia rises up.

411 - HOLY ROMAN EMPIRE

The Vehmic Court, or Holy Vehme, or secret tribunal, or Holy Vehme, active in the Westphalia region of Germany, is a secret court led by judges called "free judges." They meet in Dortmund, and some trials are held secretly. The court has the power to try all crimes, and sentences are carried out secretly. There are strict rules regarding attendance at hearings: those who fail to appear must pay a fine and risk exile or death. The court deals with crimes such as abandoning the Christian religion, looting churches, kidnapping, theft, and murder. After the executions, the bodies are displayed as a warning.

One of your Captains has been accused of plotting to usurp the title of Emperor.

1d8	
1-3	The defendant fails to appear at the courthouse; pay 45 Florins.
4-6	The defendant fails to appear at the courthouse a second time; pay 90 Florins.
7	The defendant fails to appear at the courthouse a third time; he is found guilty and banished from Holy Roman Empire territories (place 1 Barbarian Captain of the same level in a Barbarian territory adjacent to the Holy Roman Empire, otherwise in the nearest territory).
8	The defendant is found guilty and sentenced to death (remove the Captain from the game).

412 - HOLY ROMAN EMPIRE

The Great Interregnum was a period of political instability in the Holy Roman Empire, characterized by the absence of a recognized emperor. It was triggered by the death of Frederick II in 1250 without a direct heir, the conflict between the papacy and the empire for control of Italy, and the rise of territorial principalities and free cities aspiring to greater autonomy. This led to an increase in the power of the territorial princes and free cities, giving rise to periods of anarchy and local wars.

1d8	-1 to the die roll for each Technology of the **FEUDALISM** branch.
1-3	The interregnum period ends. Taxes increase by 1 Florin in each Empire territory, and Reinforcements increase by 1 SV; +3 XP.
4-6	1 Holy Roman Empire territory revolts.
7	2 Holy Roman Empire territories revolt; -3 XP.
8	3 Holy Roman Empire territories revolt; -5 XP.

413 - HOLY ROMAN EMPIRE

Thanks to the exploitation of new silver and argentiferous lead mines, increasing quantities of silver coins began to circulate in Europe. The large mining region of Freiberg, at the foot of the Erzgebirge in Saxony, boasted just nine mints in 1130, which had risen to twenty-five by 1198 and forty by 1250. The same dynamic was observed in Italy, particularly intense in Tuscany, where the Montieri and Colline metallifere mines were located.

Thanks to the enormous amount of silver extracted from the new mines, new mints are born, especially in Saxony and Tuscany. The player who owns Saxony earns 250 Florins xLT, the player who owns Tuscany earns 100 Florins xLT.

414 - HOLY ROMAN EMPIRE

William Tell is a legendary Swiss hero; his historical existence is still disputed. According to legend, William Tell was a skilled hunter and archer, born and raised in Bürglen, a hamlet in the Canton of Uri, located near the St. Gotthard massif. The Habsburgs, who ruled the region, imposed their authority through acts of oppression. One day, William Tell refused to bow to the Austrian governor Gessler's hat, a symbol of power; as punishment, Gessler challenged him to shoot an arrow into an apple placed on his son's head. William Tell, a skilled archer, managed to hit the apple with a single shot, saving his son. However, he hid a second arrow in his quiver, intended for Gessler, in case the first attempt failed. After accomplishing this feat, William Tell was arrested for hiding the second arrow, but managed to escape and kill Gessler with his own arrow. William Tell's act becomes a symbol of rebellion and inspires the fight for Switzerland's independence from the Habsburgs; the people rise up, besieging the castles and forever chasing the bailiffs from their lands.

1d8	-1 to the die roll for each Technology of the **FEUDALISM** branch.
1-3	The Three Cantons Pact is signed, but the Habsburgs retain power and the Empire remains united; +3 XP.
4-6	The Three Cantons Pact is signed, you lose Taxes and Reinforcements from the Swabian territory; -3 XP.
7	The Swabian territory revolts.
8	The Swabian territory revolts with one level 1 Captain.



FUNERALI DEI CROCIATI DOPO LA BATTAGLIA DI DORILEA.

415 - HOLY ROMAN EMPIRE

The Pact of the Three Cantons, also known as the Eternal Pact, is an alliance sworn between the three Swiss cantons of Uri, Schwyz, and Unterwalden in 1291. The pact was signed on a meadow called Rütli, located on the shores of Lake Lucerne, in response to the oppression of the Habsburgs who ruled the region; the three cantons agreed to assist each other in the event of attack and to resolve disputes peacefully. The text of the Pact of the Three Cantons is simple yet powerful: it declares that the three cantons will be "united forever in an eternal alliance," that they will help each other "in case of need," and concludes with the promise that the three cantons will "faithfully observe this pact".

1d8	-1 to the die roll for each Technology of the **FEUDALISM** branch.
1-3	The Three Cantons Pact is signed, but the Habsburgs retain power and the Empire remains united; +3 XP.
4-6	The Three Cantons Pact is signed, you lose Taxes and Reinforcements from the Swabian territory; -3 XP.
7	The Swabian territory revolts.
8	The Swabian territory revolts with one level 1 Captain.

416 - KINGDOM OF ENGLAND

The Kingdom of England obtained the privilege of flying the Genoese flag on its ships in exchange for an annual tribute. This agreement was likely part of a series of commercial and political relations between England and Genoa, one of the major maritime powers of the time. The use of the Genoese flag on English ships may have provided them with some sort of protection or recognition during their voyages and trading activities in the Mediterranean and other regions where Genoa had a strong presence. In exchange for this privilege, England would pay an annual tribute to Genoa.

You must pay a tribute each turn equal to 10 Florins for each level of Galley you own; failure to pay permanently removes the privilege and reduces the attacks of English Galleys by 1, both during ramming and in naval battles. If the tribute is paid, English ships are immune to **CORSAIR** and **PIRATE**.

417 - KINGDOM OF ENGLAND

Edward I intervened in Scotland during a dynastic crisis and granted the crown to John Baliol, who swore an oath of fealty, despite the protests of the Scots; but in 1292 war broke out. Baliol was supported by France, which hoped to annex Aquitaine. Edward I took up a defensive position in Aquitaine to concentrate his forces against Baliol, who was defeated and taken prisoner at Dunbar on April 27, 1296; Scotland was conquered.

Scotland rises up, and the Kingdom of France can use the opportunity to declare war on the Kingdom of England to conquer the territories of Aquitaine and Gascony. If it wishes, the Kingdom of France can aid the Kingdom of Scotland's insurrection by paying 100 florins for 3 SV of barbarian armies and 100 florins for 1 barbarian Captain. If the Kingdom of England is defeated, the Kingdom of Scotland becomes barbarian; Aquitaine and Gascony are annexed to the Kingdom of France.

418 - KINGDOM OF ENGLAND

Irish clans rose up across the island against English rule. These uprisings were often sparked by the oppressive policies of the English and their growing presence and control over Ireland. The Irish clans, organized into tribal and family communities, united to resist English intrusion and defend their independence. The rebellions took various forms, including attacks on English colonies, sabotage, and armed conflict. However, despite the efforts of the Irish clans, the English maintained control of Ireland for much of the century, gradually consolidating their rule over the island.

Roll the dice to determine how many and which Irish territories rise up.

419 - KINGDOM OF ENGLAND

As early as 1214, the English monetary economy was disrupted by the circulation of counterfeit pounds minted on the continent; this period was characterized by economic instability and political tensions, which contributed to the emergence of counterfeit coins and their spread on the island market. Even now, due to tensions over territorial disputes and disputed land ownership in France, the enormous expenditure of financial resources carries the risk of further counterfeit coins.

1d8	+1 to the die roll if you have **BANKS**, **SPY**, TL II/III.
1-3	A huge quantity of counterfeit coins is released onto the market; you reduce taxes by 100 florins and the sale of each good by 4 florins; -5 XP.
4-6	A modest quantity of counterfeit coins is released onto the market; you reduce taxes by 50 florins and the sale of each good by 2 florins; -3 XP.
7	Very few counterfeit coins are released onto the market; you quickly capture the culprits; +3 XP.
8	You immediately capture the group of counterfeiters thanks to your network of informants; +5 XP.

420 - KINGDOM OF ENGLAND

The King of England is tired of the excessive interference of the church, so he decides to outlaw all the clergy and confiscate their secular fiefdoms.

The Kingdom of England gains 50 Florins for each territory in its starting Kingdom; +10 Florins for each Technology in the **FEUDALISM** branch, -10 Florins for each Technology in the **FANATICISM** branch.

421 - KINGDOM OF ENGLAND

The Hereford Map was painted between 1276 and 1283 in England by Richard of Haldingham; it is one of the most famous examples of Mappa Mundi and the largest: 158 x 133 cm and drawn on a single sheet of vellum. It offers a detailed representation of the known world of the time, including Europe, Asia, and Africa, as well as imaginary lands and mythical creatures. It is rich in religious, historical, and geographical information; the map includes images of saints, cities, rivers, and mountains, providing an important source of information on the culture and knowledge of the period. It is an artistic masterpiece: rich in color and illustrations, it is considered a work of art of great value. Its T-and-O shape is common in medieval maps and represents the division of the world into three parts: Asia, Africa, and Europe. Its depictions of fantastical creatures include images of dragons, unicorns, mermaids, and other mythical creatures, which help us understand the worldview of this period.

Richard of Haldingham has finally finished his work, the English player gets 1 Technology from the **CARTOGRAPHY** branch; +3 XP.

422 - KINGDOM OF ENGLAND
In 1284, King Edward I of England completed the process of annexing Wales to England, bringing the Welsh principality under the complete control of the English crown. This event marked the conclusion of a long process of expansion of English dominion in Welsh territory, characterized by conquests, alliances, and treaties over the previous centuries. Edward I was a determined monarch, eager to consolidate the crown's power and expand English dominion. Beginning in 1277, he launched a series of military campaigns to conquer northern Wales, securing the submission of the major Welsh lords. In 1282, a revolt led by Llywelyn ap Gruffudd, Prince of Wales, shook the region, prompting Edward to intervene militarily to suppress the rebellion in 1283, culminating in the Welsh prince's death in battle. Subsequently, Edward I introduced laws and policies aimed at integrating Wales into the English kingdom. The Statute of Rhuddlan of 1284 established the Welsh counties and implemented administrative reforms to integrate Wales into England's legal and administrative system. The annexation of Wales led to the creation of the Principality of Wales, a formal political entity that remained tied to the English crown. In 1301, Edward I named his eldest son Prince of Wales, thus beginning a tradition that continues to this day.
If the Welsh territory is barbarian, remove the barbarian armies and occupy it with 5 SV of English armies.

423 - KINGDOM OF ENGLAND
In 1267, the Second Barons' War ended, having begun primarily because of political tensions and power struggles between King Henry III of England and a faction of English nobles led by Simon de Montfort, Earl of Leicester. The main reasons included political tensions over the king's rule, the barons' territorial claims, popular discontent with oppressive tax policies, and Simon de Montfort's support for church reforms. This war marked a pivotal moment in English history, culminating in the creation of the first English Parliament and the promotion of greater political participation and representation for nobles and commoners.
The civil war that has raged throughout the Kingdom since 1264, causing significant losses among the noble knights and wasting resources, finally ends. Remove 3 SV, 1 Captain, and 300 Florins; for each of these 3, if not paid, you lose 5 XP.

424 - KINGDOM OF ENGLAND
In 1290, King Edward I issued the Edict of Expulsion, which ordered all Jews to leave the kingdom within a certain time. This led to the expulsion of the Jews from England, where they had only been settled for a couple of centuries.
Get 50 Florins from each territory you own, 2 of your settlements of choice are reduced by 1 level, you are no longer eligible for loans from the game bank, reduce Taxes by 3 Florins for each territory you own, get 1 Technology from the **FANATICISM** branch.

425 - KINGDOM OF ENGLAND
Wales often resisted English rule and the sovereignty of the English kings. One form of resistance was the refusal to pay homage to the king of England; this meant that Welsh leaders refused to recognize the supremacy of the English king and submit to his authority.
Wales refuses to pay homage to the King of England. Roll 1d4 at each Event phase (including this one). On a result of 1, Wales revolts; if already barbarian, add 3 barbarian armies and 1 barbarian Captain. When the English defeat 2 insurrections, Wales will cease to revolt and be annexed by the Kingdom of England.

426 - KINGDOM OF ENGLAND
The Kingdom of Scotland rose up against the Kingdom of England, for example during the First War of Scottish Independence, which began in 1296. The rebellion was led by figures such as William Wallace and Robert the Bruce and resulted in major Scottish victories, including the Battle of Stirling Bridge. These events contributed to the struggle for Scottish independence from English control.
The Kingdom of Scotland rises up.

427 - KINGDOM OF ENGLAND
In 1275, the King issued the Statutum de Judaismo, or Statute of Jewry, in an attempt to improve the lives of Jews who had already been persecuted for some time, but to no avail. Jews who returned to their job as loan sharks were required to wear a yellow star on their clothing. 300 of their leaders were taken to the Tower of London and executed, while the rest were murdered in their homes. In 1290, all Jews were banished from the country.
You can no longer play **MISER**, **STINGY**, and **USURER**.

428 - KINGDOM OF ENGLAND
Edmund Plantagenet, 2nd Earl of Cornwall accompanied his father Richard of Cornwall to Germany, from where they brought back the relic of the supposed blood of Jesus, which was donated to an abbey in Gloucestershire.
An English MoT must reach a German settlement, load 1 Relic (currently placed in the settlement) onto the MoT and return home; if he succeeds, he gets 3 XP and the Relic.

429 - KINGDOM OF FRANCE
On June 5, 1284, Charles the Lame, also known as Charles of Anjou, was taken prisoner by the Crown of Aragon during the naval Battle of Malta. This event occurred amid tensions between the Angevin dynasty, which ruled the Kingdom of Naples, and the Crown of Aragon, which controlled much of the Iberian Peninsula and the western Mediterranean. The Battle of Malta was a naval clash between the fleets of Charles the Lame and that of the Aragonese admiral Roger of Lauria. The Aragonese victory led to the capture of Charles the Lame, who remained a prisoner of the Crown of Aragon for several months. This event had significant consequences on the political and military dynamics of the region, helping to redefine the balance of power in the western Mediterranean.
The French player must pay a ransom of 1d8 x100 Florins or Charles the Lame remains prisoner and at the end of the game the French lose 1 HP (-1 to the die roll for each **DIPLOMAT**).

430 - KINGDOM OF FRANCE
The French player has 3 new objectives:
- conquer all of Italy and prevent it from falling into the hands of the barbarians (Guelphs).
- prevent the Romans from converting to Catholicism and the reunification of the two Churches.
- prevent the election of Emperor Rudolf of Habsburg and thus the end of the interregnum period in the Holy Roman Empire.
The player controlling the Pope must do the opposite. Each objective is worth 1 HP at the end of the game.

431 - KINGDOM OF FRANCE

In 1271, the brothers Guido and Simon de Montfort learned that their cousin Henry of Cornwall was in Viterbo. They immediately headed to the city in Lazio, eager to avenge the insult suffered by their family during the defeat at the Battle of Evesham. As soon as they found him, during Mass in the Church of San Silvestro, they drew their swords and killed him as he clung to the altar, begging for mercy. He was not punished for the murder, but was excommunicated by the Pope for committing such a heinous crime in a consecrated place.

1d8	+1 to the die roll for each **ASSASSIN** and **HITMAN**.
1-3	The French player loses one Level II or III Captain of his choice (primary choice in Italy); -5 XP.
4-6	The French player removes one Level II or III Captain of his choice from the map for one turn (primary choice in Italy); -3 XP.
7	The French Captain is interdicted for one turn by the Pope; he can move, but cannot fight.
8	His skill in assassinating his cousin and his high-ranking connections ensure that the Captain is not accused; +3 XP.

432 - KINGDOM OF FRANCE

Ugo Lanfranco of Milan (Milan, ca. 1250 – Paris, ca. 1310) was an Italian physician and surgeon. A student of Guglielmo da Saliceto, he began practicing medicine in Milan, but was forced to abandon it for political reasons. He then went to Lyon, France, and then moved to Paris. His lineage from the Bolognese school, considered unsurpassed, and frequented by Guy de Chauliac and Henri de Mondeville, made him famous in a city where surgery was still practiced by surgeons and itinerant practitioners. His works, Chirurgia Parva and Chirurgia Magna, are considered the first surgical treatises to appear in France. In them, Lanfranco summarizes the surgical knowledge of the time, enriching it with his own original observations. He is considered the inventor of the surgical knot as we know it and still practice it today. He is considered one of the founders of the Parisian school of surgery.

1d8	+1 to the die roll for each Technology in the **UNIVERSITY** branch.
1-3	Taking advantage of his privileged position, he attempts to instill his political views, creating serious problems, but is discovered and forced into exile; -5 XP.
4-6	Because of his political views, even here in Paris, he is forced to abandon his business and move abroad; -3 XP.
7	The Kingdom of France gains 1 of the **SURGERY** branch technologies; +3 XP.
8	The Kingdom of France gains all technologies up to **SURGERY**; +5 XP.

433 - KINGDOM OF FRANCE

During the war for the conquest of Southern Italy and Sicily in 1282, King Charles I of Anjou proposed to his adversary, Peter III of Aragon, that the conflict be decided by a duel between princes. It was agreed that the kings, each accompanied by 100 knights, would clash on June 1, 1283, on the English battlefield at Bordeaux, before King Edward I, who would act as referee; the victor would win the disputed kingdom. Rumors soon began that the plan was a trap set by Charles and that his nephew, King Philip III of France, wanted to surprise Peter in Bordeaux; for this reason, the English king apparently dared not go to the battlefield and advised the Aragonese against falling into that trap. Pope Martin IV, close to the Angevins, vigorously protested against the duel, to discredit Peter. Despite this, Peter III of Aragon set out incognito with only four men as an escort. On the morning of Monday, June 1, 1283, it was announced to the seneschal of Guyenne, the representative of the English king Jean d'Agrilly, that a knight of the king of Aragon wanted to speak to him immediately: he was therefore to go to the battlefield with a notary and six knights...

1d8	+1 to the die roll for each Technology of the STRATEGY branch, for each **DIPLOMAT**, **SPY**, **ASSASSIN**, **HITMAN**.
1-3	Peter III of Aragon uncovers a plot to assassinate him before the tournament and secretly escapes.
4-6	Peter III of Aragon shows up in the morning for the tournament, but refuses to fight to avoid the needless death of one of the
7	Peter III of Aragon shows up in the morning for the tournament, but it turns out to be a trap, and he and his 100 knights are killed by 12,000 French knights; Sicily falls to the French; -3 XP.
8	Peter III of Aragon arrives at the tournament site in the morning, but it turns out to be a trap, and he is treacherously assassinated; Sicily falls to the French; -5 XP.

434 - KINGDOM OF FRANCE

When Henry I of Navarre died in 1274, his daughter Joan I succeeded him to the throne of Navarre, inheriting two counties. Joan's mother, Blanche of Artois, betrothed her to the heir to the throne of France, Philip the Fair. In 1284, at the age of 13, Joan married Philip the Fair in Notre-Dame Cathedral in Paris, thus becoming Queen of France as Philip I of Navarre. When Philip the Fair's father, Philip III the Bold, died in 1285, Joan became Queen of France alongside her husband; however, their marriage was unhappy, and Joan's death, which occurred under unclear circumstances, led some to suspect her of murder. The crown of Navarre and the two counties were inherited by Joan and Philip's son, Louis, who later became King of France as Louis X.

The Kingdom of Navarre, if barbarian, is incorporated into the Kingdom of France.

435 - KINGDOM OF FRANCE

The Auld Alliance, or Old Alliance, is an important historic alliance signed on October 23, 1295, in Paris between the Kingdom of Scotland and the Kingdom of France, with the aim of countering the influence and threats of the Kingdom of England towards the two countries. The Auld Alliance established a mutual defense and support agreement between Scotland and France, and the mutual provision of military support in the event of attacks by England. This alliance was extremely important to both countries, including in the areas of trade and political cooperation. It helped Scotland resist England's constant invasions and pressure, providing a powerful and supportive ally. Likewise, for France, the Auld Alliance represented an opportunity to weaken England's position on the European continent.

In the event of war against the Kingdom of England, the Kingdom of France controls the Kingdom of Scotland and can send reinforcements to or receive reinforcements from Scotland. During **Placement**, perform one of the following options:

- The Kingdom of Scotland can send France a maximum of 1 SV for each Scottish territory still held by barbarians.
- The Kingdom of France can send Scotland a maximum of 3 SVs or 1 Captain, which will be converted into barbarians and placed in Scottish territories held by barbarians.
- Alternatively, the Kingdom of France can send Scotland florins, which will be converted: 30 florins for 1 SV, 200 florins for 1 Tower, 300 florins for 1 Level I barbarian Captain.

436 - KINGDOM OF FRANCE

During the reign of Louis IX, the organization of the French state apparatus was refined. The King's Council and the Curia Regis were separated into two distinct bodies: the Grand Council assisted the king in government, composed of the chancellor, the constable, and a few nobles who were friends of the king; the Parliament handled justice, with permanent advisors (ecclesiastics, knights, or bailiffs, appointed directly by the king) and a contingent of occasional members (barons or prelates), summoned only on certain occasions. For provincial administration, Louis IX introduced itinerant officials called enquesteurs, who supervised the bailiffs and seneschals. The first bourgeois, called legists, who had studied Roman law, also appeared.

Your Kingdom is undergoing a massive reorganization of its state apparatus:

- For each technology you possess among **UNIVERSITY**, **BANKS**, **GUILDS**, and **HANSA**, increase Taxes by 10 Florins.
- For each technology you possess among **INVESTITURE** and **VASSALAGE**, increase Reinforcements by 1 Army SV.

437 - KINGDOM OF FRANCE

Pope Urban IV had no other thought than to fight and exterminate the Hohenstaufen. He therefore deposed Manfred from the crown and offered it to a French prince, the Count of Provence, Charles of Anjou. At the Pope's invitation, Charles landed in Italy at the head of a select army of French knights, defeated and killed Manfred in a bloody battle in 1266, and two years later executed Conradin, who had come to reclaim his father's inheritance. The head of the legitimate heir fell under the usurper's axe in Naples. After this decisive victory, Pope Clement IV conferred on Charles of Anjou the office of senator of the city of Rome, placing the capital of Christianity under his protectorate, and invested him with the powers of imperial vicar in Tuscany.

If the French player conquers the Kingdom of Sicily, he gains: +5 XP, the territory of Tuscany, Taxes and Reinforcements from the Papal States (the Pope and the Religious Capital remain with the player who controlled the Pope at the start of the turn).

438 - KINGDOM OF FRANCE

The uprising in Flanders in 1280, also known as the "Peasants' Revolt" or "De Kwade Slag" (The Brutal Battle), erupted in response to a combination of economic, social, and political factors. The Count of Flanders, Guy de Dampierre, imposed taxes on the peasants, who were already struggling to survive, to finance his wars and his lavish lifestyle. Feudal society was divided into three classes: nobility, clergy, and peasants; the majority of the population were peasants, deprived of political rights and economic opportunities, which led to growing resentment toward the ruling elite. The Catholic Church owned vast landholdings and had a significant influence on the lives of the peasants; conflicts between different sects and religious factions contributed to social instability and general dissatisfaction. Flanders was a prosperous region, with a thriving textile industry and an emerging merchant class; this led to an increase in population in the cities, which in turn led to increased competition for resources and social tensions. The neighboring Kingdom of France attempts to extend its influence over the region; this leads to armed conflict and an unstable political situation, which exacerbates internal social tensions. The revolt breaks out when the peasants, supported by some members of the merchant class, rebel against the count and the nobility.

The territory of Flanders rises up.

439 - KINGDOM OF FRANCE

In 1275, tensions between the population and the authorities escalated into simultaneous and concerted violence in the area between the Seine and the Rhine, caused by problems in the textile industry and trade. The tax system was scandalous, leading to an investigation of the city authorities in Arras in 1275 and subsequently in Ghent and Douai. From 1279-1280, the entire administrative, fiscal, economic, and social system was called into question, and the people began to resolve matters themselves through violence. The population demanded access to the city council for skilled craftsmen, the abolition of the de facto hereditary status of the alderman, control over the magistrates, and the abolition of the monopoly on wool imports. In Ypres, Douai, and Bruges, serious riots broke out, led by weavers and fullers. Repression was harsh, with executions and collective fines. In Provins, the tax increase provokes a reaction from all textile workers, masters and wage earners, leading to the death of the mayor and the destruction of the aldermen's houses.

Roll 1d8 for each of your settlements.

1d8	+1 to the die roll for each Technology you have from the **FEUDALISM** branch.
1-3	The territory rises up; -2 XP.
4-6	You manage to nip the insurrection in the bud in this territory, but the price of TEXTILE increases by 4 Florins; -1 XP.
7	You convince the population not to rise up, but the price of TEXTILE increases by 2 Florins; -30 Florins.
8	Your diplomatic skills pacify the population; +3 XP.

440 - KINGDOM OF ENGLAND AND KINGDOM OF FRANCE

Towards the end of the century, the kings of France and England decided to tax the clergy at will. Pope Boniface VIII disagreed and on February 25, 1296, issued a papal bull called Clericos laicis. In this bull, the Pope asserted his exclusive right to tax the Church's property and threatened to excommunicate anyone in the secular sphere who imposed similar taxes and anyone in the clergy who paid them. By these years, however, the Curia's threats no longer had the power to prevail over peoples and governments. While in England the king continued to tax the clergy despite the papal bull, Philip IV of France wanted to demonstrate his authority to the Pope and responded by issuing a general ban on the export of gold and silver, blocking the Curia's ability to collect cash from France.

The Kingdom of England increases its taxes by 50 florins; the Kingdom of France no longer pays tithes, without suffering retaliation from the Pope.

441 - KINGDOM OF FRANCE

Due to economic developments, the first difficulties and inconveniences appear; the two main ones are bank failures and sudden fluctuations in the value of coins; these events cause the oldest, and little-known, wave of strikes and urban riots that hit France around 1280 and in relation to which the actual role played by the new problems posed by the use of money is unknown.

1d8	+1 to the die roll if you have **BANKS**, **CONSTABLE**, **GUARD**.
1-3	Two random territories in your Kingdom revolt; -5 XP.
4-6	One random territory in your Kingdom revolts; -3 XP.
7	You intervene directly to reduce negative events; you pay 200 Florins and +3 XP.
8	With clever "political" moves, you manage to maintain order and restore the economy; you increase Taxes by 50 Florins and +5

442 - KINGDOM OF FRANCE

In 1274, once again the textile workers, weavers, and fullers of Ghent left the city en masse in an attempt to obtain higher wages, but the move failed, and the entrepreneurs refused to yield. For their part, however, the workers did not want to lose their reputation and refused to return to the city. Their efforts to find work elsewhere were unsuccessful because the Ghent entrepreneurs blocked their way, concluding with the aldermen of other cities in Flanders and Brabant to prohibit the granting of asylum and employment to textile workers from Ghent. The unrest spread to Brabant and the Liège region, which had been shaken for decades by uprisings among the poorest workers. The social unrest was also felt in Languedoc, which, while not an area of great economic activity, had a long urban tradition. Toulouse was shaken by constant political and social unrest in the 1260s and 1270s.

Roll 1d8 for each territory in your Kingdom.

1d8	+1 to the die roll for each Technology you have from the **FEUDALISM** branch.
1-3	The territory rises up; -2 XP.
4-6	You manage to nip the insurrection in its tracks, but lose -1 XP.
7	You convince the population not to rise up, but it costs you 30 Florins.
8	Your diplomatic skills pacify the population; +3 XP.

443 - KINGDOM OF ENGLAND AND KINGDOM OF FRANCE

Guy de Montfort, an English military leader, actively participated in the barons' battles in England. After the defeat at the Battle of Evesham in 1265, in which he lost his father and his older brother Henry, he was taken prisoner and held in Windsor Castle until he bribed his guards and managed to escape to France, where he rejoined his exiled family. With his brother Simon de Montfort, the young man traveled across Europe, taking part in various military campaigns; he entered the service of Charles of Anjou when he became Vicar of Tuscany (e.g., the Battle of Tagliacozzo in 1268, the siege and destruction of the city of Poggiobonizio in 1270).

The Kingdom of England loses 1 SV, the Kingdom of France gains 1 Level II Captain and 3 XP.

444 - KINGDOM OF ENGLAND AND KINGDOM OF FRANCE

Roger Bacon, known as Doctor Mirabilis, was a prominent English philosopher, scientist, theologian, and alchemist. After studying at Oxford, he taught in Paris before returning to Oxford. He is known for his innovative ideas on experimental science and empirical observation, anticipating fundamental concepts of modern scientific methodology. His nickname "Doctor Mirabilis" reflects respect for his exceptional intellectual abilities.

Roll 1d4, the result is the number of technologies that the English player can obtain at half price by choosing between the purple, yellow and blue branches; the French player chooses half (rounded down) also at half price.

445 - CROWN OF CASTILE

After the death of Alfonso X the Wise in 1284, his son Sancho IV proclaimed himself King of Castile and León, ignoring the will of the deceased king, who had designated Alfonso de la Cerda, eldest son of the deceased firstborn Ferdinand de la Cerda, as his heir. This usurpation of the throne by Sancho IV sparked a period of internal strife and dynastic conflict. Sancho IV clashed with the faction close to the legitimate heir, Alfonso de la Cerda, led by Sancho's uncle, Don Juan. The struggle for the throne created a bitter division within the kingdom of Castile and León, with rival factions seeking to consolidate their power and support their candidate for the throne.

1d8	
1-3	Sancho IV quickly defeats the other faction and confirms himself as king of the entire Kingdom; +3 XP.
4-6	2 random territories, excluding the capital, revolt; -3 XP.
7	3 random territories, excluding the capital, revolt; -5 XP.
8	The struggle between the two factions escalates into a **CIVIL WAR**; the rules for this calamity apply.

446 - KINGDOM OF ENGLAND AND KINGDOM OF FRANCE

The Anglo-French War at the end of the century (a prelude to the Hundred Years' War) forced the rulers of France and England to bear enormous costs: between 1294 and 1298, Edward I spent £750,000 to pay his troops, defend Gascony against Philip the Fair, and secure the support or at least neutrality of numerous French lords. The main reasons for this conflict included territorial disputes and the contested ownership of lands in France by the English kings; the enormous expenditure of financial resources during this period testifies to the severity of the conflict and the importance the sovereigns placed on maintaining their territorial claims.

Tensions between the two Kingdoms have now reached a point of no return. Possible solutions are:
- Sign a non-aggression pact for 3 turns.
- The accumulated BCs result in a mutual declaration of war (without using your HP or BCs).
- Tensions between the two Kingdoms continue, costing each turn, starting now at 100 Florins each and 1 BC, 100 Florins and 1 BC more.

Tensions end with a peace agreement until the end of the game or a declaration of war.

447 - KINGDOM OF HUNGARY

In 1290, Pope Nicholas IV proclaimed a crusade against King Władysław IV of Hungary, who was embroiled in a controversy over his decision to strengthen the Hungarian state with the aid of the Cumans, a nomadic people of pagan faith. The crusade escalated into an internal civil war in Hungary and ended tragically with the king's assassination in 1290. The death of Władysław IV triggered a succession crisis in Hungary and led to a period of instability and internal conflict that lasted for some time.

1d8	-1 to the die roll for each Technology of the **STRATEGY** branch, TL III, Captain level III; +1 to the die roll for every 100 Florins invested by the Pope.
1-3	All Hungarian nobles who had plotted with the Pope to overthrow the King are captured and executed; the Kingdom of Hungary will no longer pay tithes; +5 XP.
4-6	The Crusade is nipped in the bud, the traitors are executed, and the assassination attempt is averted; +3 XP.
7	The highest-level Hungarian Captain dies, but **CIVIL WAR** is averted; -3 XP.
8	The highest-level Hungarian Captain dies, and **CIVIL WAR** breaks out in the Kingdom of Hungary; -5 XP.

448 - KINGDOM OF FRANCE AND HOLY ROMAN EMPIRE

As the craft guilds developed and became more organized, demands for better working conditions also grew, and protests became more frequent. The 1880s saw the first strikes in the Paris ZONE, followed by similar uprisings in 1276 in Douai and in 1280 in Ypres.

The territories of Anjou, Flanders and Friesland are at risk of strike; roll 1d6 for each territory, on a result of 3-6 the inhabitants of the territory go on strike.

1d8	-1 to the die roll if you have **LAW**, **MILITANT**, **GUARD**.
1-3	The strike has little effect; a few false promises are enough to calm the Corporations; you gain 3 XP.
4-6	The strike blocks both incoming and outgoing trade; you lose 3 XP.
7	The striking crowds destroy 1 MoT and kill 1 Captain who was trying to stem the vandalism.
8	The territory rises up.

449 - KINGDOM OF ENGLAND AND KINGDOM OF FRANCE

Control of Gascony, a region located in southwestern France, is disputed between the kings of France and the kings of England, who hold lands in the region through their title of Dukes of Aquitaine. Tensions between Anglo-Gascon and French sailors, which may escalate into armed conflict, lead to the King of France summoning the King of England to negotiate a settlement regarding Gascony; however, the King of England fails to appear and refuses to accept the proposed agreement. This situation fuels tensions between the two nations and further escalates disputes over Gascony, perhaps ultimately leading to war between France and England?

1d8	-1 to the die roll for each **DIPLOMAT** and each Technology of the **FEUDALISM** branch of the English player; +1 to the die roll for the same reason for the French player.
1-3	The territory of Gascony remains with the Kingdom of England; +5 XP to the English, -5 XP to the French.
4-6	The territory of Gascony remains with the Kingdom of England; +3 XP to the English, -3 XP to the French.
7	The territory of Gascony remains with the Kingdom of England, but the English must pay the French 30 Florins each turn; -3 XP to the English, +3 XP to the French.
8	The Kingdom of France annexes the territory of Gascony, but the Kingdom of England gains 9 CB against the Kingdom of France; -5 XP to the English, +5 XP to the French.

450 - CROWN OF CASTILE

The Treaty of Alcañices, signed in 1297 between King Ferdinand IV of Castile and King Denis of Portugal, was a fundamental agreement for defining the borders and maintaining peace between the two kingdoms. This treaty confirmed and further defined the borders established in the previous Treaty of Badajoz, signed thirty years earlier, underscoring the importance of territorial stability in the region. In addition to defining the borders, the Treaty of Alcañices also established guidelines for cooperation and mutual friendship between Castile and Portugal.

If the Kingdom of Portugal is a barbarian, it is now allied with the Crown of Castile and adds 2 SV per turn to its territories of the Spanish player's choice. The Kingdom of Portugal's barbarian armies follow barbarian rules, but they act as allies of the Crown of Aragon, and the Spanish player decides how to use them.

451 - KINGDOM OF HUNGARY

At the end of the century the conflict between Genoa and Venice became open again, the Venetians were defeated in Dalmatia near Curzola (1298). The eastern balance of power was not profoundly changed, but for Venice a delicate phase began: the repercussions of the defeat were intertwined with political-institutional tensions, which resulted in the closure of the Great Council of 1297; the commercial competition from Genoa was joined by that of the Kingdom of Aragon; Hungary took over Dalmatia.

If the territory of Dalmatia is in the hands of barbarians, it is automatically conquered by the Kingdom of Hungary.

452 - CROWN OF CASTILE

The Treaty of Badajoz, signed on February 16, 1267, between King Alfonso X of Castile and King Alfonso III of Portugal, is a significant agreement that establishes guidelines for cooperation and mutual friendship between the two kingdoms. It also defines the borders between the kingdoms of Castile and Portugal, thus reducing territorial tensions and promoting greater stability in the region. The Treaty of Badajoz represents an attempt to establish a solid foundation for future relations between Castile and Portugal, creating a framework for cooperation and peaceful exchange between the two kingdoms.

If the Kingdom of Portugal is a barbarian, it is now allied with the Crown of Castile and adds 2 SV per turn to its territories of the Spanish player's choice. The Kingdom of Portugal's barbarian armies follow barbarian rules, but they act as allies of the Crown of Aragon, and the Spanish player decides how to use them.

453 - KINGDOM OF HUNGARY

In 1282, Władysław IV, King of Hungary, launched a series of military operations against the Cumans, a nomadic people of Turkish origin living in the eastern regions of the Hungarian kingdom. Władysław IV was determined to subjugate the Cumans and integrate them into his kingdom, but his anti-Cuman policy aroused opposition from the Roman Catholic Church, which accused him of protecting heretics and infidels. In 1288, Pope Nicholas IV organized a crusade against Władysław IV, accusing him of being an enemy of the Church and the Christian faith; the conflict quickly escalated into civil war, as several Hungarian nobles sided against Władysław IV and supported the crusade. The conflict continued for several years, until Władysław IV was assassinated in 1290 by a group of Hungarian nobles, likely with the support of the Church. His death marked the end of the civil war and the accession to the throne of his cousin Andrew III.

1d8	+1 to the die roll for every 300 Florins that the other Christian players collect to invest in the crusade; -1 to the die roll for each Technology of the **FEUDALISM** branch, TL III.
1-3	The Church's influence is halted and the crusade does not take place; +5 XP.
4-6	The crusade lasts only a few months; remove 5 SV from the territories of the Kingdom of Hungary; +3 XP.
7	The crusade lasts longer than expected, but is ultimately defeated; remove 10 SV from the territories of the Kingdom of
8	The crusade turns into a **CIVIL WAR**; apply the rules for this calamity.

454 - KINGDOM OF HUNGARY

Following the death of Great Khan Ögedei in 1241, the Mongols retreated from Dalmatia by the shortest route through the Bulgarian foothills. On their return, they ravaged everything in their path, perhaps even more brutally than their incursion from northern Europe. Béla spent the remainder of his reign working to rebuild Hungary and defend its territorial integrity. Known to Hungarians as the nation's second founder, he rebuilt villages and entire cities, encouraged Czech and German settlers to repopulate the devastated areas, raised a new army, and fostered a revival of national pride. He also promoted the construction of walls, castles, and stone fortresses to defend the cities against a possible Mongol invasion. Béla's long-term program made Hungary a viable state again.

Depending on your TL, you can upgrade some or all of the following:
If you own **ARCHITECTURE**, you can build/upgrade 1, 2, or 3 civilian buildings by 1 level.
If you own **ENGINEERING**, you can build/upgrade 1, 2, or 3 fortifications by 1 level.
If you own **MILITARY SCHOOL**, you can recruit 3, 6, or 9 armies.
If you own **BANKS**, you can collect 200, 400, or 600 Florins.

455 - CROWN OF CASTILE

Peter Pascasio, known in Spanish as Pedro Pascual (Valencia, 1227 – Granada, 1300), was a Spanish Mercedarian priest and cleric (belonging to the Order of the Blessed Virgin Mary of Mercy for the ransom of slaves), later elected bishop and finally martyred. In 1297, he was captured by the Muslims of Muhammad II al-Faqih, Caliph of Granada, who transported him as a slave to that city. Twice, the money collected in his diocese and intended for his release was donated by him to the liberation of women and children captured by the Moors. During this period of semi-liberty, he was able to write theological works, but the Moors, angered by his proselytism and the conversions he inspired among Muslims, threw him into prison and beheaded him on December 6, 1300.

If the Kingdom of Granada is barbarian or Muslim player, 1 SV is converted into 1 SV of the Crown of Castile; +2 CB of Muslim players towards the Crown of Castile, +2 CB from the Crown of Castile towards Muslims.

456 - CROWN OF CASTILE

The first attempt to produce truly European astronomical tables and instruments actually appears to owe a significant debt to Islam. Alfonso X of Castile, known as the Wise, proved to be a patron attentive to various aspects of scientific culture, particularly astronomy. He gathered at his court a group of Islamic, Jewish, and Christian mathematicians with the aim of decisively updating the results of Ptolemaic astronomy, but with mixed success. Thanks to their mastery of Islamic knowledge concerning the trigonometric solution of plane and spherical triangles, the group of mathematicians prepared a new series of astronomical tables that went down in history as the Alfonsine Tables. Given the precision they allowed in predicting celestial positions, these tables acquired a greater fame than the Toledo Tables.

The Crown of Castile gets all technologies up to **ASTRONOMY**.

457 - CROWN OF CASTILE

During a period of uncertainty following the death of King Ferdinand of Castile and the accession of the young king, King Denis of Portugal took advantage of the situation to declare war on Castile. Taking advantage of the young age of the new Castilian ruler, Portugal made territorial demands. Castile, eager to avoid protracted conflicts and consolidate its internal power, decided to yield to Portugal's demands, returning the cities of Serpa and Moura and ceding the cities of Aroche and Aracena.

The territory of Seville passes to the Kingdom of Portugal; -3 XP.

458 - CROWN OF CASTILE

While Sancho IV's father, known as the Bold, was in Provence negotiating with Pope Gregory X in 1275, the Marinid troops, having conquered the Maghreb, landed on the Andalusian coast to invade Andalusia. His brother, Ferdinand, regent of the kingdom, in the king's absence, led the army to confront the invading troops. However, before even clashing with the Muslims, Ferdinand, as reported by the Annals of Toledo and also by the Chronicon de Cardeña, the Chronicon Domini Joannis Emmanuelis, and the Chronicle of William of Nangis, died of a severe fever. Sancho succeeded him at the head of the troops and won victory over the invading army.

The Merinid barbarian armies in the Massat or Rif territory (roll 1d4 to define which of the 2) increase by 3 SV, then all but 1 SV are taken and land in Andalusia; if both Merinid territories are not barbarian, then the chosen territory rises up.

459 - CROWN OF CASTILE

In 1254, Alfonso endowed the school of Salamanca, the Estudio General del Reino de León (General School of the Kingdom of León), founded between 1218 and 1220 by his grandfather, Alfonso IX, and encouraged by his father, Ferdinand III of Castile, with a regular charter that granted the cathedral scholasticus the right to promote students and exercise broad jurisdiction over them. In 1255, Pope Alexander IV granted the University of Salamanca various privileges, including that its graduates could teach anywhere except Paris and Bologna; with this papal document, Salamanca was recognized as an international university.

The Spanish player gets 1 technology from the **UNIVERSITY** branch.

460 - CROWN OF CASTILE

Alfonso X's greatness lies above all in his cultural activity; he is rightly considered the founder of Castilian literary prose, seeking to unite all the knowledge of his time in the current language spoken by his subjects. He founded the Toledo School of Translators, where Muslim and Jewish scholars translated ancient Arabic and Hebrew works into Castilian; of great importance was his translation from Hebrew of many Hebrew versions of Arabic works. His scientific, historical, and literary work is fundamental: we remember in particular his contribution to astronomy with the Alfonsine Tables.

The Spanish player gets the **LITERATURE** or **ASTRONOMY** technology if it is TL I, both if it is TL II or III.

461 - CROWN OF CASTILE

In September 1288, Alfonso III of Aragon organized the proclamation of Alfonso de la Cerda as king of Castile, sparking a conflict between the kingdoms of Castile and Aragon. This act led to a series of military clashes along the border between the two kingdoms in the following months; the battles took place in April and July 1289, in September 1290, and in February 1291.

The territories of Aragon and Valencia increase by 3 SV and 1 Barbarian Captain each and have as their objective the attack on the territories of the Crown of Castile; if the Aragonese territories are not barbarian, then the chosen territories rise up.

462 - CROWN OF CASTILE

The Castilian Mesta, founded by Alfonso X the Wise in 1273, was an association of sheep breeders representing approximately three thousand large and small flock owners in Castile. The Mesta granted equal rights to women and men and established the duties and rights of shepherds, who often conflicted with the peasants over whose lands their flocks passed. The Mesta became powerful and influential, dominating the economic organization of Castile and becoming one of the kingdom's main sources of wealth; however, the expansion of pastoralism and transhumance led to a reduction in arable land and an increase in conflicts with peasants, who saw their crops damaged. Furthermore, the Mesta favored sheep breeding at the expense of other agricultural activities, creating an imbalance in Castile's rural economy.

The Spanish player gets **FARM** and 1 Technology from the **GUILDS** branch, but loses and/or will no longer be able to purchase **AGRICULTURE** and **CROP ROTATION**.

463 - CROWN OF CASTILE

Between 1289 and 1291, Sancho IV of Castile faced a counterattack from the Muslims of the Sultanate of Granada, who appealed for help to the Marinids of Morocco. The Marinids, led by Sultan Abu Yaqub Yusuf al-Nasr, landed in Spain to support the Muslims of Granada and, at the same time, were recalled by Sancho's uncle, John, who again rebelled against him. The Marinids besieged the city of Tarifa, but were strenuously defended by Guzmán el Bueno, who bravely resisted. Thanks to his determination and courage, Guzmán el Bueno managed to repel the Marinids' siege, who were forced to retreat and return to Morocco. Uncle John also laid down his arms, ending the rebellion against Sancho IV.

The Kingdom of Granada increases by 3 SV and 1 Barbarian Captain; if it is not a barbarian territory, it rises up.

464 - CROWN OF CASTILE

If the Muslims besiege or conquer Toledo, the Religious Orders of Chivalry in the Iberian Peninsula come to your aid.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	Add 5 SVs during **Placement**.
4-6	Add 10 SVs during **Placement**.
7	Add 15 SVs during **Placement**.
8	Add 15 SVs and 1 Level II Captain during **Placement**.

465 - CROWN OF CASTILE

The Templar Orders are named heirs to the Kingdom of Alfonso I of Castile and Aragon. Alfonso's will represents an unusual and bold move, as it would mean that a religious and chivalric organization would govern an entire country. The Aragonese nobility does not readily accept this testamentary provision, fearing that the Templars' management of the Kingdom would compromise their power and interests; consequently, the will is contested. The Templars, while renouncing succession to the throne, obtain various privileges and concessions from the nobility in exchange, further consolidating their prosperity and influence in the Kingdom. These privileges contribute to the growth and expansion of the order, so much so that the Templars surpass the chivalric orders of Calatrava and Alcantara tenfold in wealth and power.

1d8	+1 to the die roll for each Technology of the **FEUDALISM** branch.
1-3	Donate 500 Florins to the Templars; if you can't pay, sell fortifications, MoT, MoS; -5 XP.
4-6	Donate 300 Florins to the Templars; if you can't pay, sell fortifications, MoT, MoS; -3 XP.
7	The Templars renounce succession and ask for nothing in return; +3 XP.
8	The Templars not only renounce succession, but also donate one MoT or one MoS of level I of your choice; +5 XP.

466 - ORTHODOX

In case a **CRUSADE** is called, the Orthodox gain the help of all the believing peoples who come to your aid.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	Add 5 SVs during **Placement**.
4-6	Add 10 SVs during **Placement**.
7	Add 15 SVs during **Placement**.
8	Add 15 SVs and 1 Level 1 Captain during **Placement**.

467 - MUSLIMS

In North Africa and the Middle East, taxes are often collected in the form of duties on trade and goods. In Egypt, for example, a tax is levied on grain, while in the city of Damascus, a tax is levied on goods transiting through the city. Muslim rulers collect the "jizya," a personal tax, and the "kharāj," a land tax, from their non-Muslim subjects.

1d8	+1 to the die roll if you have **TAX OFFICER**, **COLLECTOR**, **MISER**, **STINGY**.
1-3	Reduce Taxes by 200 Florins; +5 XP.
4-6	Reduce Taxes by 100 Florins; +3 XP.
7	Increased Taxes by 100 Florins; -3 XP.
8	Increased Taxes by 200 Florins; -5 XP.

468 - BASILEIA TON ROMAION

Michael VIII was remembered as a brilliant emperor and, for the times, an excellent administrator; with him the empire saw its last period of light. However, his ambition to rebuild Byzantium was now too far removed from the real energy of the state, which was drained: at his death, the borders in Anatolia were precarious and the treasury was drained.

In an attempt to improve the treasury's poor condition, you have the option to sell off buildings, MoS, MoT, and armies at 75% of their value, or 80% if you own **BANKS**; +1 XP for every 100 Florins earned.

469 - BASILEIA TON ROMAION

Michael VIII Palaiologos, after reconquering Constantinople, fulfilling the aspirations of the exiled Byzantine Empire (which had been based in Nicaea for over 50 years), soon discovered the cost of his triumph. The reconquest of the ancient capital, stripped of everything during Latin rule, necessitated a vast program of restoration and reconstruction. Furthermore, the desire to restore the glories of the ancient imperial court immediately increased the tax burden, especially to the detriment of the prosperous Asian provinces, causing currency devaluation and increasingly widespread popular discontent.

The Byzantine player has the option to increase Taxes (10 Florins in each territory instead of 5 Florins) at the expense of increasing the rebellion level by 1; if you do not do so, reduce the civil building of Constantinople by 1 level and -3 XP.

470 - BASILEIA TON ROMAION

In 1295, Andronicus placed his son Michael IX Palaiologos on the throne, granting him increasingly broad powers, including control of the economy and supreme command of the army. The co-emperor's work and influence were extremely important in reforming the Byzantine judicial system, which was riddled with widespread corruption. The reform provided for the establishment of a "Supreme Roman Tribunal" composed of 12 judges, 8 laymen and 4 from the Orthodox clergy. Their sentences were final and they had specific jurisdiction over corruption. The penalties for corruption were increased, while the code was rewritten to make it more flexible. It was a notable innovation, but it was not enough to solve the problem, as the emperor himself was forced to exile three judges precisely because they were corrupt.

The "Supreme Roman Tribunal" is established to combat corruption.

1d8	+1 to the die roll with **LAW**, **VASSALAGE**, **FANATICISM**.
1-3	Corruption is not eradicated and Taxes are reduced by 90 Florins, -5 XP.
4-6	Corruption is partially eradicated and Taxes are reduced by 30 Florins, -3 XP.
7	Corruption is eradicated and Taxes remain unchanged, +3 XP.
8	Corruption is eradicated and Taxes increase by 30 Florins, +5 XP.

471 - BASILEIA TON ROMAION

Despite the marriage between the Bulgarian Tsar, Constantine, and Michael's niece, Maria, a war broke out with Bulgaria in 1272 over the recurring dispute over the cities of Anchialus and Mesembria, important strongholds on the Black Sea. However, they were forced to withdraw due to the Palaiologos's new move: the alliance with the Mongols. In 1263, Emperor Michael signed a treaty with the Khan of the Golden Horde, to whom he gave his daughter Euphrosyne in marriage, while a few years later, Maria Palaiologos (sister of the former) married Abaqa Khan of the Ilkhanids of Persia.

Emperor Michael may offer his daughters in marriage to the Khanate of the Golden Horde for a military alliance; if the Khanate of the Golden Horde accepts, the romeo receives 1d8 (+1 to the die roll for each **DIPLOMAT** you own) armies as reinforcements (taken from the reserve).

472 - BASILEIA TON ROMAION

The evident political difficulties of Basileia Ton Romaion pushed Emperor Michael into new negotiations on the unification of the two Churches. Pope Gregory X was no longer willing to procrastinate: he warned the Venetians against renewing their agreements with the Byzantines and allowed Charles of Anjou to develop intense diplomatic activity in the Balkans. Despite opposition from his own church, in 1273 Michael managed to convince a section of the Orthodox Church to accept the union. The historic act was finalized during the Council of Lyon on July 6, 1274, and provided for the Orthodox Church's recognition of Roman primacy and its faith. The agreement brought many benefits: Charles of Anjou was forced to abandon his planned conquest, and Venice renewed its treaty with the Roman Empire in March 1275. However, the price Michael had to pay was a serious internal crisis; relations with his Church had been extremely problematic. Excommunicated by Patriarch Arsenius Autoreianus for blinding the legitimate emperor, John Lascaris, the emperor managed with difficulty to remove him from office; the same thing happened with the incoming Patriarch, Joseph I Galesiotes, who opposed the union of the Churches, who was replaced in the person of John XI Bekkos. The Roman population, for whom Orthodoxy was the most sacred and inviolable thing, rebelled against the emperor.

To avoid the invasion plans of the Catholic Kingdoms and obtain a non-aggression pact for 3 turns, the Romeo player has the option to change religion and become Catholic (see BYZANTINE RELIGION variant on page 89, but without losing 1 HP). If he decides to do so, he rolls 1d8 (-1 to the **FANATICISM** die roll): on a result of 1, a **CIVIL WAR** breaks out in his territories.

473 - NOVGOROD REPUBLIC

Already in the past, for example in 1240, the army of the Novgorod Republic had defeated the Swedish army as soon as it landed at the confluence of the Neva and Izhora rivers; as a result of the battle the young Alexander received the nickname, precisely, Nevsky, relating, that is, to the Neva.

But the Swedes do not give up and thirty years later they try to invade again with an even larger army; the territories of the Kingdom of Sweden bordering the Novgorod Republic rise up and attack your territories.

474 - NOVGOROD REPUBLIC

In the past, for example in 1242, the army of the Novgorod Republic had defeated the army of the Teutonic Knights, led by Master of the Order Hermann, brother of Albert of Buxoeveden, the Christianizer of Livonia. Nevsky faced the enemy on the ice covering Lake Peipus during the Battle of the Frozen Lake on April 5, 1242, a significant milestone in Russian history. Russian infantry surrounded and defeated an army of mounted Teutonic Knights supported by allied Danish and Livonian cavalry.

But the Teutonic Knights do not give up and thirty years later they try again to invade with an even larger army; the territories of the Monastic State of the Teutonic Knights bordering the Novgorod Republic rise up and attack your territories.

475 - MUSLIMS

In case a **CRUSADE** is called, Muslims get the help of a jihad that comes to your aid.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	Add 5 SVs during **Placement**.
4-6	Add 10 SVs during **Placement**.
7	Add 15 SVs during **Placement**.
8	Add 15 SVs and 1 Level 1 Captain during **Placement**.

476 - MUSLIMS
Your Sultan makes fiefdoms accessible to his most trusted subjects. He also grants the title of noble to his most valiant generals. Roll 1d4, 1d6, 1d8 based on your TL: the result x10 is the Florins to add to the Taxes.

477 - MUSLIMS
To become a Mullah, that is, a teacher or scholar of Islamic culture, it is essential to have a deep knowledge of religious texts, particularly the Quran and Sharia law. Mullahs are respected for their piety and understanding of Islam and often have memorized the Quran and its main teachings. Furthermore, they may serve as teachers in madrasas, schools dedicated to the study of Islamic law, and sometimes hold positions of political power. Although there is no formal electoral process to become a Mullah, the community recognizes the authority of such figures based on their erudition and ability to guide others in matters of faith and law. Their authority is therefore more a matter of recognition and respect within the community than a formal election process.
A new Mullah is recognized: Muslim players, if they own at least one Mosque, are entitled to one **CARDINAL**. Search the Empire deck and take one **CARDINAL** for each Muslim player. If there aren't enough, roll a die to see who gets the available ones; the others take one **BISHOP**. Reshuffle the Empire deck.

478 - MUSLIMS
In the Islamic world, universities are known as "madrasas," which literally means "school." Madrasas are institutions of higher learning that offer advanced programs in subjects such as theology, Islamic law, philosophy, medicine, mathematics, and science. They are often affiliated with mosques and funded by the state or wealthy benefactors. Students can attend classes free of charge and receive housing and food. In return, students are expected to study and participate in mosque activities. These institutions attract students from across the Islamic world and even from Christian countries. Furthermore, madrasas are not only institutions of higher learning, but also centers of research and intellectual debate. Scholars and professors at madrasas produce important research and writings on topics such as theology, philosophy, and science.
If you are TL III and have at least 1 Mosque, gain 1 Technology from the **UNIVERSITY** or **FANATICISM** branch; otherwise roll 1d8.

1d8	
1-3	Despite the research centers, scholars and professors fail to achieve significant results; -3 XP.
4-6	Gain 1 Technology from the **PHILOSOPHY**, **THEOLOGY**, or **SURGERY** branch and +3 XP.
7	Gain 1 Technology from the **UNIVERSITY**, **FANATICISM**, or **HOSPITAL** branch and +5 XP.
8	Gain 1 Technology from the **UNIVERSITY**, **FANATICISM**, or **HOSPITAL** branch and +1 HP.

479 - MAMLUK SULTANATE
Al-Ashraf Khalil, born Al-Malik al-Ashraf Salah al-Din Khalil ibn Qalawùn, was the eighth Mamluk Sultan of Egypt of the Bahri dynasty, an ethnic Kipchak Turk. He ascended the throne in 1290, upon the death of his father Qalawun, and reigned until his assassination in December 1293. He is most famous for his victory in the siege of Acre in 1291; this event marked the end of the Crusader Kingdom of Jerusalem and was a major turning point in the Crusades, as it led to the loss of one of the Crusader's most important seaports in the East, paving the way for the fall of other Crusader cities. Al-Ashraf Khalil's conquest of Acre was one of the most serious blows inflicted on Christians in the Holy Land and contributed to the decline of the Crusader powers in the Middle East.
-3 XP for each Catholic player, but +1 CB towards the Mamluk. The Mamluk gains +5 XP and 1 Level I Captain with a fixed attack bonus of +1; this Captain can suffer 1 single assassination attempt in each **Events** phase (after this one) by a single player by rolling 1d6 with a result of 6 on the 1st attempt, 5-6 on the 2nd attempt, and so on; for each attempt, the Mamluk gains 1 CB against the player who rolled the d6, while the player gains -3 XP if he fails, and +5 XP if he succeeds.

480 - MAMLUK SULTANATE
Ibn Taymiyya is a Syrian Hanbali jurist and theologian. He is part of a renowned family of theologians and belongs to the madhhab founded by Ibn Hanbal. He therefore believes in a return to original Islam and its original sources (the Quran and the Sunnah). He is considered a staunch supporter of jihad and the need to apply the rules of the Sharia. His call for jihad against the Mongols is not only desirable, but mandatory. It stems from the belief that the Mongols may not be true Muslims, even if they had recently formally converted to Sunnism, because they govern using man-made laws rather than Islamic law (Shariah), effectively living in a state of jahiliyya, that is, pre-Islamic pagan ignorance.
The Mamluk Sultanate gets a Technology from the **FANATICISM** branch, but it is mandatory to conquer Ilkhanate and gain 1 HP, otherwise it loses 1 HP at the end of the game.

481 - MAMLUK SULTANATE
During this period, Sultan Baybars of the Mamluks began transforming the Sultanate into a military state, strengthening its defenses to ward off a new Mongol threat. He improved shipbuilding and strengthened the postal service, which also served as a counterintelligence agency. He began a series of military operations against the Crusaders, attempting to conquer Acre as early as 1263. He assembled a strong army and continued his military operations until 1271, conquering several Crusader sites, including the castles of Safitha, Krak des Chevaliers, and Akkar. In the following years, Baybars engaged in military activities and reorganized the Syrian and Egyptian dominions. In 1275, he defeated the Mongol-Seljuk armies in a major battle. He led a total of 38 military campaigns, many of them personally. His reputation as a "champion of Islam" spreads in popular and legendary literature, and a novel is dedicated to him that extols his deeds, albeit in a fanciful way, confirming his significant historical impact.
The Mamluk takes 1 Captain from the reserve (otherwise he chooses 1 Captain already in play), promotes him to level III and gains the following bonuses: +1 to the die roll, +1 to movement, +10 transportable armies on the MoT in his presence. He gains **CARPENTRY** and 1 Technology from the **ROADS** branch.

482 - MAMLUK SULTANATE
Ahmad al-Badawi (Fes, 1199 – Tanta, 1276), of Moroccan origin, was a highly revered Arab mystic. He moved to Tanta, where his reputation as a holy man attracted numerous devotees, including some of high rank such as the Mamluk Sultan Baybars, who is said to have shown great respect by kissing his feet as a sign of veneration for his high spirituality. According to his followers, al-Badawi performed numerous miracles (karāmāt), although there is no certain proof of such events; some prayers composed by him are documented, as well as a particular ḥizb (invocation formula) that was particularly appreciated by the community.
The Mamluk gets 1 Technology from the **FANATICISM** branch.

483 - NOVGOROD REPUBLIC
The Principality of Polotsk does not accept interference from the Novgorod Republic, so it rises up and attacks the Novgorod Republic.

484 - KHANATE OF THE GOLDEN HORDE
Pax Mongolica is a term used by many historians to describe the relative safety of the Mongol Empire; it is said that "a virgin with a golden plate could roam undisturbed from one corner of the empire to another." The Mongol Empire also had some positive consequences: the Silk Road, for example, was reopened under imperial protection, and trade in general, under the strict order imposed by the Mongols, flourished. For Europeans, the prices of Asian goods dropped, and their knowledge of the world improved enormously.
The Golden Horde Khanate establishes the Pax Mongolica: rebellion or insurrection no longer exists in their territories, all players not at war with the Mongols can trade for free in their cities. The Silk Road is reopened: all trading MoTs (escorted by war MoTs if desired) can leave the map from the territories of Kazan or Mesopotamia, remain off the map for one full turn and then re-enter the following turn with a load of SPICES paid only 20 Florins per item.

485 - MAMLUK SULTANATE
On April 18, 1277, Baybars won a decisive victory against the Mongol army at the Battle of Elbistan. During the battle, the Mongols' ally, Pervane, commander of the Seljuk contingent, fled the battlefield. The victory allowed Baybars to advance triumphantly towards Kayseri on April 23 of the same year, before returning to Syria.
The territory of Cappadocia, if barbarians, is incorporated into the Mamluk Sultanate.

486 - MAMLUK SULTANATE
If the Muslims besiege or conquer Jerusalem, a jihad is declared by all the Muslim people who come to your aid.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	Add 5 SVs during **Placement**.
4-6	Add 10 SVs during **Placement**.
7	Add 15 SVs during **Placement**.
8	Add 15 SVs and 1 Level II Captain during **Placement**.

487 - MAMLUK SULTANATE
There are rumors coming from the merchants of the trans-Saharan routes coming from Sudan that a caravan loaded with gold has been lost in the desert for a week now, if you want to try the search, you will use 1 of your Caravan and 3 SV.

1d8	+1 to the die roll if you have **ASTRONOMY** or **CARTOGRAPHY**.
1-3	Your caravan is hit by a sandstorm and never returns.
4-6	You find the lost caravan, but everyone is dead and the sand has covered almost everything. You recover only a cargo of gold worth 100 Florins.
7	You find the lost caravan with a few survivors who, as a thank you, give you half of the cargo, worth 500 Florins.
8	You find the lost caravan, but the sole survivor dies of starvation after a few hours; you recover the entire cargo, worth 1,000

488 - MAMLUK SULTANATE
Petra is a city in decline; its strategic position along the caravan routes has been supplanted by new commercial centers, and the city has been abandoned by most of its inhabitants. Known as the "White City," its ruins continue to attract the attention of visitors and scholars, and it remained an important religious pilgrimage site. In 1276, the Mamluk Sultan Baibars visited Petra.
To find out the reason for this visit, roll 1d6.

1d8	
1-2	Religious Motivations: Baibars is a devout Muslim and visits the city to venerate the tomb of Aaron, brother of Moses; gain 1 Technology from the **FANATICISM** branch.
3-4	Political Motivations: Baibars visits Petra to assert his authority and inspect the city's defenses; increase the fortifications in Jordan by 1 level.
5-6	Economic Motivations: Baibars has visited Petra to explore possibilities for boosting the city's economy; you can build 1 Fair of your choice in Jerusalem or Damascus for free.

489 - HAFSIDIC SULTANATE
Due to the Reconquista, numerous refugees from al-Andalus found a hospitable welcome in the Hafsid territories, bringing their economic wealth and that of their ingenuity.
Depending on your TL, you can get a free upgrade technology for 1/2/3 branches of your choice from: **HANSA**, **FANATICISM**, **LOGISTICS**, **ALCHEMY**, **MONOPOLY**, and **HOSPITAL**. You get 200 Florins and +3 XP for each upgrade.

490 - HAFSIDIC SULTANATE
If the Muslims besiege or conquer Tunis, a jihad is declared by all the Muslim people who come to your aid.

1d8	+1 to the die roll for each Technology of the **FANATICISM** branch.
1-3	Add 5 SVs during **Placement**.
4-6	Add 10 SVs during **Placement**.
7	Add 15 SVs during **Placement**.
8	Add 15 SVs and 1 Level II Captain during **Placement**.

491 - MAMLUK SULTANATE

In 1284, Sultan Qalawun built the Bimaristān al-Kabīr, the largest public hospital ever built in Egypt. Also known as the Great Hospital, it represented a major advancement in public healthcare in medieval Egypt. The hospital was designed to provide specialized medical care and accommodate up to 800 patients free of charge, regardless of their gender, economic status, or social status. It was staffed by professional doctors, whose salaries were paid by the state.

Mamluk gets 1 Technology of the **HOSPITAL** branch.

492 - HAFSIDIC SULTANATE

There are rumors coming from the merchants of the trans-Saharan routes coming from Mali that a caravan loaded with gold has been lost in the desert for a week now, if you want to try the search, you will use 1 of your Caravan and 3 SV.

1d8	+1 to the die roll if you have **ASTRONOMY** or **CARTOGRAPHY**.
1-3	Your caravan is hit by a sandstorm and never returns.
4-6	You find the lost caravan, but everyone is dead and the sand has covered almost everything. You recover only a cargo of gold worth 100 Florins.
7	You find the lost caravan with a few survivors who, as a thank you, give you half of the cargo, worth 500 Florins.
8	You find the lost caravan, but the sole survivor dies of starvation after a few hours; you recover the entire cargo, worth 1,000

493 - KHANATE OF THE GOLDEN HORDE

During these years, the Church of the East had 27 metropolitan sees and 250 episcopal sees, stretching from Mesopotamia to Khan Baliq, with millions of faithful. In 1258, Khan Hulegü's troops besieged and conquered Baghdad, defeating the Muslims. The Hulegü dynasty dominated the territory between the Indus River to the east and the Tigris River to the west for about a century. A long period of peace began, allowing the Church of the East to recover. The new capital of the Ilkhanate was established in Maragha, in the Iranian Plateau, and shortly thereafter the seat of the Church of the East was also transferred from Baghdad. Thanks to Patriarch Yab-Alaha III (1281–1317), Christians experienced a period of prosperity, which was also reflected in the arts, with the construction of many churches. After the Ilkhans converted to Islam starting with Gaykhatu in 1295, the Assyrian Church entered a period of decline.

1d8	
1-5	The Ilkhanate and the Golden Horde change religion and become Muslim.
6-8	The Ilkhanate and the Golden Horde change religion and become Christian.

494 - KHANATE OF THE GOLDEN HORDE

In 1287, a Mongol contingent led by Tala Buga, a general of Kublai Khan, crossed the Carpathian Mountains and invaded Poland; the aim of the raid was to plunder the country and weaken the Polish kingdom. The Mongols devastated southern Poland, sacking cities and villages, massacring the population, and destroying crops. The cities of Kraków, Sandomierz, and Wrocław were among those that suffered the greatest damage. Despite the ferocity of the raid, the Poles put up a tenacious resistance; the Polish king Przemysł II organized an army and fought the Mongols in several battles. After several weeks of raids, the Mongols withdrew from Poland; the reasons for their retreat are unclear, likely due to the onset of winter, supply difficulties, or losses suffered in battle.

The advance of the Mongols is inexorable, if the territories mentioned are of a player, the latter must retreat with armies and means to another territory (the closest) and leave 1 barbarian army in the abandoned territory.

1d8	+1 to the die roll for each Technology in the **LOGISTICS** branch, if you have **ENGINEERING**, **CARTOGRAPHY**, **ROADS**, **BLACKSMITHING**, **CARPENTRY**.
1-3	A coordinated plan was not prepared among the various generals of the contingent, and starting a military campaign in winter made things even more difficult; better to retreat immediately, -5 XP.
4-6	The army easily conquers Galicia (replace the barbarian armies with 5 of your SVs), but winter arrives early and you are forced to halt the army; -3 XP.
7	You conquer Galicia and Lesser Poland (replace the barbarian armies with 5 of your SVs), but then you stop; +3 XP.
8	You conquer Galicia and all of Poland (replace the barbarian armies with 5 of your SVs); +5 XP.

495 - KHANATE OF THE GOLDEN HORDE

The Russian Principalities, taking advantage of a period of crisis in the Mongol government, rise up and no longer pay taxes and reinforcements to the Khanate of the Golden Horde; -5 XP.

496 - KHANATE OF THE GOLDEN HORDE

Mongol hegemony over the Second Bulgarian Empire began in the first half of the century, with the expansion of the Mongol Empire led by Genghis Khan and later his descendants. However, it is important to note that direct interaction between the Mongols and the Second Bulgarian Empire did not begin until the reign of Batu Khan, Genghis Khan's grandson, during the Mongol campaigns in Eastern Europe. The first major Mongol incursion into Bulgarian territories occurred in 1241; Mongol forces led by Batu Khan advanced through Bulgaria and inflicted a heavy defeat on the European armies at the Battle of Mohi. However, the Bulgarian Empire was not immediately subdued and maintained a certain autonomy.

Inizia l'egemonia dei mongoli sul Secondo Impero Bulgaro (se barbaro) che viene suddiviso in 3 Regni Piccoli e trattato con le stesse regole dei Principati Russi.

497 - KHANATE OF THE GOLDEN HORDE

Mongol hegemony over the Second Bulgarian Empire would end only in the near future, when the Golden Horde, which had controlled Bulgarian territories, began to weaken and lose its power in the region. This process would be accelerated by internal struggles between the various Mongol factions and the growing resistance of the conquered peoples, including Bulgaria. Eventually, the Golden Horde would lose direct control over Bulgarian territories, allowing the Second Bulgarian Empire to regain its independence.

Mongol hegemony over the Second Bulgarian Empire (if barbarian) ends; Bessarabia comes under the control of the Second Bulgarian Empire; -5 XP.

498 - KHANATE OF THE GOLDEN HORDE

The rock of Alamut, known as the refuge and fortress of the Assassins, falls under the control of the Mongol leader Hulagu Khan. This event marks the end of the Assassins' power in the region, as the occupants are exterminated in revenge for the attempted assassination of Möngke Khan, one of the great Khans of the Mongol Empire. The survivors of the scattered Assassins head in different directions seeking refuge; some go to Egypt, where they offer their services to the Mamluks; others seek refuge in Hungary, where they try to survive until their community is suppressed by the Inquisition.

From now on, the **ASSASSIN** Empire card can only be used by the Mamluks and Hungarians, unless stolen with the **THIEF**; +5 XP to the Mongol player.

499 - KHANATE OF THE GOLDEN HORDE

In 1287, Bar Sauma embarked on a journey to Europe, bearing gifts and letters from Arghun Khan. He traveled to Trebizond, then to Constantinople, where he obtained an audience with Emperor Andronicus II Palaiologos. He reached Italy by ship, where he witnessed the eruption of Mount Etna on June 18, 1287, and the naval battle of June 24, 1287, in the Gulf of Naples during the Sicilian Vespers, fought between the fleet of Charles II, who had welcomed him into his kingdom, and James II of Aragon, King of Sicily; the latter won, killing 12,000 men. Bar Sauma moved to Rome, but was unable to meet Pope Honorius IV, who died in April; he entered into negotiations with the cardinals and visited St. Peter's. He then visited the Christian monarchs, stopping in Tuscany, Genoa, and Paris; He also met Edward I of England in Gascony, but negotiations for an alliance proved fruitless because he was engaged in a conflict with the Welsh and Scots. Despite this, Bar Sauma managed to establish important contacts that improved communications and trade between East and West.

Relations between Christians and Mongols improve, -3 BC between these 2 factions and +3 XP for all these players; Christian players not at war with the Mongols can trade freely between them (mark a trade pact between the 2 factions). The Khanate of the Golden Horde gains 1 Technology from the **CARTOGRAPHY** branch.



IL VETERANO.

These are the rules for the prototype of Medioevo Universale,
as created by Nicola Iannone.

Keep in mind that this is a prototype
and an experimental version of the game,
continually evolving and improving,
so it may be more complex and intricate
than the standard rules for a commercially available game.

Visit the author's personal website www.medioevouniversalis.org
for clarifications, suggestions, or to learn
about game developments and updates.

Thank you for your contribution to this epic work!

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