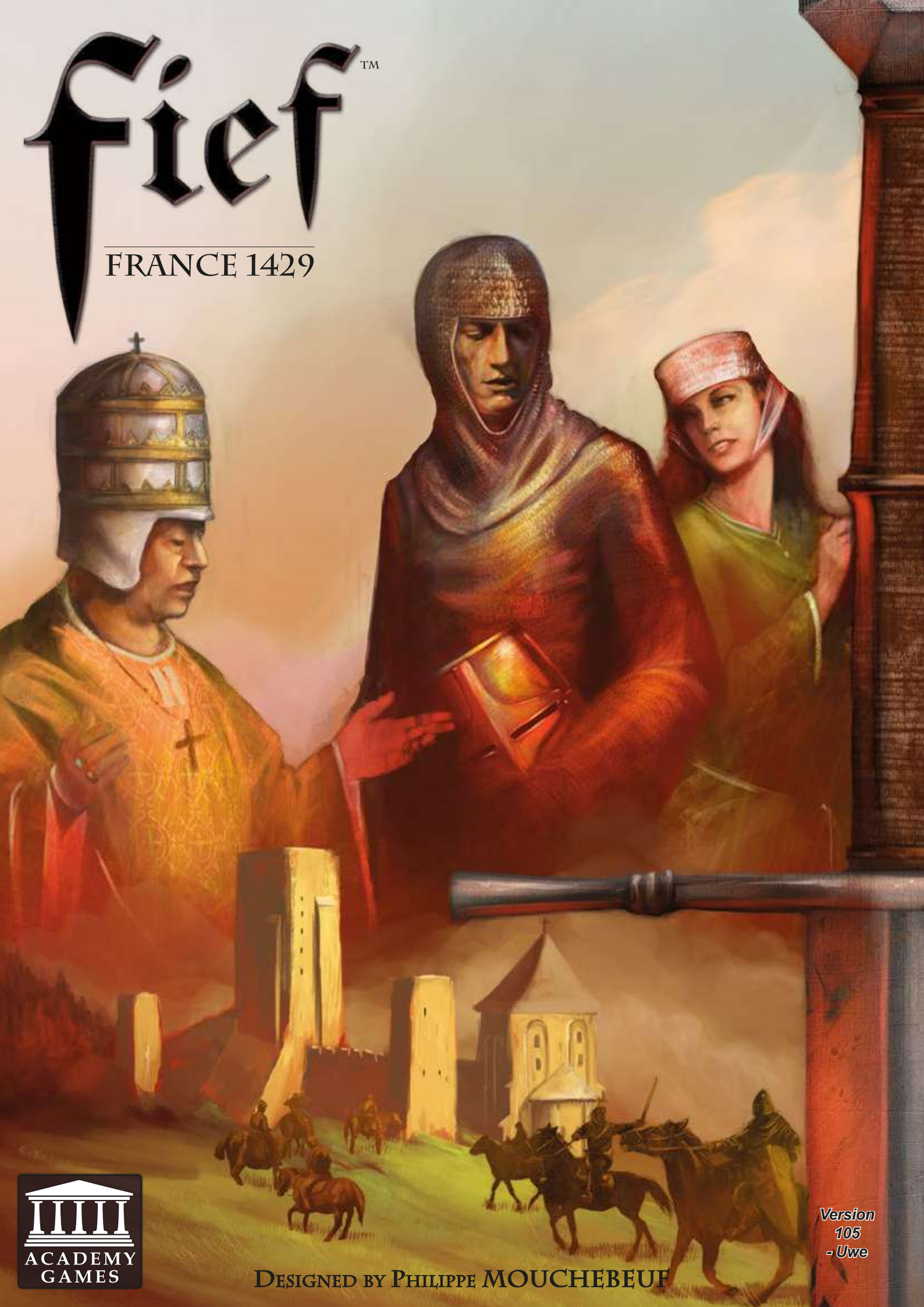
Fief™

FRANCE 1429



ACADEMY GAMES

Designed by Philippe MOUCHEBEUF

Version 105 - Uwe

GAME SETUP (6 PLAYER SETUP SHOWN)



1 Place the Game Board in a central location. The map represents a portion of France in the Middle Ages. Villages have square outlines and are connected by roads that allow Lord and Troop movement.

Each Village is located in one of eight uniquely colored background **Fiefs** (Fiefdoms).

Each Village also belongs to one of 5 **Bishoprics** (Diocese). Each Bishopric is outlined with a thick lined border and is numbered between 1-5 along the edge of the board inside a Bishop's Mitre (headdress).

Each Village is part of both a Fief and a Bishopric. The five Villages with larger name banners are the Principal Villages of their individual Bishoprics.



Shuffle all **Bounty & Disaster** cards (grey and black backs) together and place them on the Bounty & Disaster Card Draw Deck space.

2

Shuffle the **Lord** cards (brown backs) and place them on the Lords Draw Deck space.

3

8 Players pick a color and place on their **Family Board** all counters and markers associated with this color. This is their stockpile from which they will pull during the game.

These include:

- 8 **Knights**, 13 **Men at Arms** and **2 Siege Engine** counters
- 3 **Diplomacy** markers
- 2 **Vote** markers
- 3 **Tax** markers
- 1 **Marriage** marker

A Player begins the game with:

5 **Deniers**, 1 **Knight**, 3 **Men at Arms**, 1 **Stronghold**.

9 Each player draws a **Lord** card from the Lords Draw Deck and places it with their starting units. If a **Cardinal** or the **d'ARC** card is drawn, shuffle it back into the deck and draw another card.

Now find the corresponding **Lord** token for the Lord card the Player drew.



Sort and place within easy reach:
Lord tokens, **Stronghold**/ **Fortified City** counters, **Mill**, **Assassination**, **Capture** and **Excommunication** markers, **Denier** coins.

4



5

Place the 8 **Fief** Title counters and the 5 **Bishop** Title Staff counters on their respective Fief and Bishopric spaces.

6

Place the **King**, **Queen**, **Pope** and **Crown Prince** counters on their respective spaces.



7

Place the 3 **Cardinal** Biretta counters, the purchasable **Cardinal** Biretta counter and the d'**ARC** Title counter on their respective spaces.

11

Example: The **Green** player is the starting Player and chooses to start in the Village of ST MÉDARD, where he places his 1 **Knight**, 3 **Men at Arms**, 1 **Stronghold**, and the **Lord** FRANÇOIS token.

10

PLACEMENT



Determine a starting player who takes the **First Player** card and chooses his starting Village. In it he places his 1 **Knight**, 3 **Men at Arms**, 1 **Stronghold**, and **Lord** token.

In clock wise order, the other Players do the same, placing their units into any remaining unoccupied Village. Then the starting Player begins the first round.

GAME COMPONENTS

MEN AT ARMS



78 counters
(13 per player)

KNIGHTS



48 counters
(8 per player)

SIEGE ENGINES



12 counters
(2 sides)
(2 per player)

LORDS



18 tokens
(6 female and 12 male)

TAXES



18 markers
(3 per player)

MARRIAGE



6 markers
(1 per player)

VOTE



12 markers
(2 per player)

DIPLOMACY



18 markers
(3 per player)

ASSASSIN



2 markers

CAPTURE



6 markers

CROWN PRINCE



1 marker

EXCOMMU-NICATION



1 marker

STRONGHOLD / FORTIFIED CITY





12 counters

MILL



15 counters

LORDS
22 cards



FORTUNE
25 cards



DISASTER
10 cards



FIRST PLAYER
1 card



HOLY RELICS COUNTERS



GAME OVERVIEW

In the game of Fief, each Player heads a noble family in the medieval Kingdom of France. A family is comprised of individual Lords (noble men and women) that strive to attain Royal and Ecclesiastical titles. These titles not only gain the Player's family wealth and power, but also the right to vote for which Lords become the next King of France or the Pope!

The game map contains Villages designated by squares. The Villages are connected to each other by roads that allow Lord and Troop movement.

The map consists of eight Fiefs (the domains of feudal Lords). Each of the eight Fiefs bears its own unique colored background.

A Bishopric is outlined with a thick lined border and is numbered from 1-5 inside a Bishop's Mitre (headdress) along the edge of the map. A Bishopric is a church diocese governed by a Bishop.

Each Village is located in both a Fief and a Bishopric.

A Player can purchase a **Fief's Title** (crown) for one of his family members after he controls all of the Villages and a Stronghold in a Fief. A Player receives **1 Victory Point (VP)** for each Fief Title his family controls and may vote for which Lord becomes King.

A Player may also attempt to gain a **Bishop Title** for one of his male family members. The Title of Bishop allows that Player to tithe the Villages in his Bishopric and to vote for which Lord becomes the next Pope or King.

The titles of Pope and King bestow **1VP** each to a family. **A Player wins the game if he has 3 VPs at the end of a round.**

It is difficult to win alone, so two Players often enter into alliances through marriage to win as a team. **A team of two Players needs only 4 VPs to win the game.**

Players may draw a new Lord card each round which allows them to place a new family member onto the map. They may also draw Fortune Cards which bestow benefits such as 'Bountiful Harvest', 'Good Weather', and 'Tax Income'. But they may also draw Disaster Cards that can cause 'Plagues', 'Famine', or 'Heavy Rain'. Still, other cards can cause Uprisings, Assassinations, and other nasty 'events'.

Players receive income for Villages and Mills they control. A Player's Bishops and Cardinals can increase income by Tithing their Bishoprics, and his Fief Lords can levy Tallages on their Fiefdoms. These incomes can then be used to purchase additional Troops, Mills, Strongholds, and Fief Titles. Income may also be used to bribe or 'help' other Players.

Players occupy Villages with their Troops of Men at Arms and Knights that are led by family Lords. If opposing Player Troops are in the same Village, a Battle may commence.

Expanding a Family's territory brings more influence and income - thus gaining its family members the Titles for Fiefs, Bishops, Cardinals, the Pope, or even King... signs of true power and the basis of a new French dynasty!

fief™



BATTLE DICE
four black & four white

DENIERS
(Money)



TITLES



x 8



x 3



x 1



x 5

17 counters

D'ARC COUNTER



ROUND OVERVIEW

Fief is played over a number of rounds until one Player, or an alliance of two Players, have gained enough Victory Points (VPs) to win the game at the round's end.

Each round consists of seven Phases. During each Phase, Players execute each action in clockwise order.

PHASE 1. 'HEAR YE, HEAR YE' (Play each Action in order)

- Announce Marriage Alliances *(1.1)*,
- Elect Bishops *(1.4)*,
- Elect the Pope *(1.7)*,
- Elect the King *(1.8)*.

PHASE 2. DRAW & PLAY CARDS (Play each Action in order)

- Players may discard and/or draw new Lord and Fortune cards into their hands *(2.1)*,
- Resolve all drawn Disaster cards *(2.3)*,
- Players play Lord and Fortune cards from their hands *(2.4)*.

PHASE 3. COLLECT INCOME (Collect simultaneously)

- Players collect 1 Denier for each Village they control.

They collect an additional 2 Deniers for each Village in a Fief on which they played a Tax card to Tallage *(2.4.4)*,

- Players collect 2 Deniers for each Mill they control.

They collect an additional 1 Denier per Mill, for each Bountiful Harvest *(2.4.2)*, and/or Good Weather *(2.4.3)* card that has been played on the Bishopric,

- A Player takes all Mill incomes in a Bishopric on which he has played a Tax card to Tithe *(2.4.6)*,
- Player with the Queen Title collects 2 Deniers,
- All Fortune cards on the map are removed and are placed on the Fortune & Disaster Discard Pile.

PHASE 4. PURCHASE (Purchase ALL units and titles in order)

- Men at Arms cost 1 Denier each *(4.1)*,
- Knights cost 3 Deniers each *(4.1)*,
- Mills cost 3 Deniers each *(4.2)*,
- Strongholds cost 10 Deniers each *(4.2)*,
- Fief Titles cost 4, 6 or 8 Deniers each *(4.3)*,
- The Purchasable Cardinal Title costs 5 Deniers *(4.4)*.

PHASE 5. MOVEMENT (Move ALL Troops and Lords in order)

- Each Lord may move up to two Villages away *(5.0)*,
- Men at Arms and Knights (Troops) must move with a Lord, who can pick them up and drop them off along the way.

PHASE 6. BATTLES (Play ALL Battles in order)

Opposing Troops in the same Village can engage in battle. A Battle *(6.0)* can last several rounds.

- Men at Arms = 1 Strength Point (SP), Knight = 3 SPs,
- Each Male Lord or Titled Female Lord = 1 SP,
- In battle, use the following number of Battle Dice for corresponding number of SPs: 1 to 6 SPs = 1 Battle Die, 7 to 12 SPs = 2 Battle Dice, 13 or more SPs = 3 Battle Dice.

PHASE 7. END ROUND

- All Disaster cards on the map are removed and are placed on the Fortune & Disaster Discard Pile.
- Determine if there is a winner or winners. A Player wins with 3VPs. An Alliance wins with 4VPs,
- If there are no winners, pass the First Player card to the left and a new round begins.

GAME PLAY

1.0 PHASE 1. 'HEAR YE, HEAR YE'

1.1. MARRIAGE ALLIANCES

A Marriage is a political arrangement to ally two families, and **no alliance is possible without a Marriage**. Players who agree to a Marriage must announce it publicly.

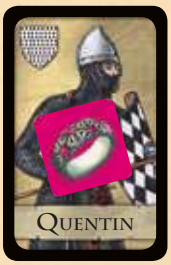
Note: The term "Lords" in the rules applies to both males (Lords) and females (Ladies). Some rules specifically distinguish the difference and use the terms Lord and Lady, as appropriate.

A marriage unites an unmarried Lord (who is not a Bishop, a Cardinal, or the Pope) and an unmarried Lady of two separate Players. **Players may have only one Marriage, and thus one Alliance, at a time**. Note: A female with the d'ARC Title may not marry *(9.1)*.

If the Lord is the King, his new wife immediately becomes Queen *(1.8.1)*.

If the Lady is the Queen Regent *(where the former King died)*, her new husband **does not** become King. A Lord can only become King through an election *(1.8)* or if he is the Crown Prince when the King dies *(1.8.2)*.

To symbolize the marriage alliance between the two families, they exchange their **Marriage** markers, which are placed on the allied married Player's **LORD** cards.



Example: The blue Player with Lord QUENTIN suggests an alliance to the magenta Player with Lady JEANNE.

Both Players agree on the Alliance and exchange their Marriage markers (rings) and place them on their Lord and Lady cards.



The Marriage negotiations could also include the exchange of money or cards, if either Player plays a Diplomacy marker *(8.0)*.

Allied Players cannot have a solo victory. They can only win as a team.

Note: Team Victories are only allowed in 4 to 6 Player games *(7.2)*. In 3 Player games, Players may only win alone.

1.1.1 END AN ALLIANCE

Sometimes Players are in an unwanted alliance. To end the alliance, there are only two options:

1. Arrange the death of one of the spouses *(thru Battle or Assassination 10.3)*.

2. Receive an annulment from the Pope to annul the marriage *(1.7)*.

1.2 TITLES

In Fief, a Player's Lords can obtain different Titles.

Fief Titles include: Baron or Baroness, Count or Countess, and Duke or Duchess. A Fief Title can be purchased during the Purchase Phase *(4.3)*. To purchase a Fief Title, a Player must occupy all Villages and at least one Stronghold in the Fief.

Ecclesiastical Titles include: Bishop, Cardinal and Pope, **and are reserved for unmarried male Lords**. Bishop and Pope titles are gained through an election *(1.3)*. Cardinal titles are

gained by randomly pulling a Cardinal Title card from the Lords Draw Deck *(1.5)* or by purchasing the Cardinal Title counter that is available for purchase at the right edge of the game board *(4.4)*.

Royal Titles include: King, Queen (Queen Regent), and Crown Prince. The King *(1.8)* is elected by Lords with Titles.

A **Titled Lord** is any Lord with at least one of the above Titles. When a Lord receives a Title, its corresponding Title Crown or Staff Counter is placed next to the Lord card.

Note: a Lord can have several Fief Titles and/or only one Bishop's Title.

1.3 ELECTIONS AND VOTING

The Titles of Bishop, Pope, and King are gained through elections. First Bishops are elected, then the Pope, then the King. Each election follows the same procedure:

1. In turn order, a Player can declare one of his eligible Lords as a candidate. Eligibility for each Title varies, as explained below.

2. Voting begins, after all candidates are declared. Each Player has two **Vote** markers with his colored background:



- A 'FOR' Vote with a white circle.
- A 'DECOY' Vote with a black circle.



In turn order, each Player with a right to vote places none, one or both **Vote** markers face down on the **candidates** of his choice.

3. Once all Players have voted, the **Vote** markers are flipped and tallied.

A Player's 'FOR' vote marker gives the target candidate **ALL** of that Player's votes.

'DECOY' votes have no effect on an election. A Player may have placed a Decoy vote in order to mislead other Players on how he was voting.

Note: Use the Decoy Vote marker wisely, since a Player can make an opponent think that he is voting for a candidate, when he actually is not. This may throw the election and postpone the awarding of a Title to a future round.

When a candidate is elected, place the corresponding Title Crown or Staff Counter next to the winning **Lord's** card.

1.4 BISHOP ELECTIONS



The Game Map is divided into 5 Bishoprics which are outlined with a thick lined border and are numbered from 1-5 inside a Bishop's Mitre (headdress pictured at left) along the edge of the map.

If all Villages in a Bishopric are occupied by Players *(5.1)* and there is no current Bishop of that Bishopric, then an election for Bishop is held.

Candidates: Any male Lord who is unmarried *(1.1)*, and **NOT** already a Bishop, a Captive *(6.2.3)*, Excommunicated *(1.7)*, or the King *(1.8)*, can be a candidate. A Lord does not have to be present in the Bishopric to be a candidate to become its Bishop.

Votes: A Player receives:

- 2 votes for controlling the Bishopric's **Principal Village** (the Village in the Bishopric with the largest name banner).
- 1 vote for every other Village he controls in the Bishopric,
- 2 votes for every uncaptured Lord Bishop the Player had in play at the beginning of this round. (Newly created Bishops cannot cast 2 votes this round.)
- 3 votes for every uncaptured Cardinal and/or Pope Lord the Player controls.
- Only votes from a Lord's highest Title counts.

Example: GRADY controls four areas in a Bishopric - 3 Villages (3 votes) and the Principal Village (2 votes). This gives him a total of 5 votes to cast for his Bishop choice.

Example: A Lord that is a Cardinal has both a Bishop's Staff counter and a Cardinal's Biretta counter next to his Lord card. Only the Cardinal's 3 votes count.

1.4.1 BISHOP ELECTION RESULTS

A candidate wins if he has a simple majority (he receives more votes than any of the other candidates). In case of a tie, nobody wins and the Title is not awarded this round.

A Bishopric with an elected Bishop is considered **Governed**.

A Bishop is elected for life, unless excommunicated *(1.7)*.



Example: Players are voting for the Bishop of Bishopric 5, which has 4 Villages, one of which is the Principal Village of SIGY. DAVID controls the villages of ST PAUL and SIGY, worth 3 votes. GRADY controls the two villages of ST CIERS D'ABZAC and BEAUJEU, worth 2 votes. KIRSTEN controls the Bishop of BOURG, which gives her 2 votes. GRADY and KIRSTEN both cast their votes for GRADY's candidate FRANCOIS, giving him a total of 4 votes. DAVID casts his 3 votes for another candidate. FRANCOIS has a simple majority and wins the Bishop's election.

Example: FRANÇOIS, is now the Bishop of SIGY. The Bishop's Title Staff counter is placed to the right of his Lord card.

If more than one Bishop's Title is up for election, each election is held separately, beginning with the lowest number Bishopric.

If a Bishop's Title becomes available again (due to death or excommunication) and all of the Villages in the Bishopric are controlled by Players, a new election to appoint a successor occurs during the next Elections Phase.

THE BISHOP

- Must be an unmarried male.
- May also have Fief Lord Titles *(4.5)*.
- May become a Cardinal or the Pope.
- Adds 2 votes when electing another Bishop.
- Adds 1 vote when electing the King.
- May Tithe his own Bishopric by playing a Tax card *(2.4.4)*.
- May attempt to stop an Uprising *(10.1)* in his Bishopric, even if he is not physically present. To attempt to stop an Uprising, the Bishop rolls a six-sided die (1D6):

On a **1-4**, the Uprising is stopped and the Uprising card is discarded.

On a **5-6**, the attempt fails, the Uprising occurs, and the Bishop is stoned to death. The dead Bishop's Staff Counter is placed back on the map. All of his Fief Titles are given to other Lords in his family (if possible).

1.5 CARDINALS

Unlike the title of Bishop and Pope, Cardinal titles are not obtained through elections.

There are two ways to become a Cardinal:



1. Three Cardinal Title cards are in the Lord Draw Deck. A Player drawing one of these

cards may give the Title, any time during the game, to any Bishop already in play, making this Bishop a Cardinal.

Place the used Cardinal Title card under one of the available Cardinal Biretta (hat) counters at the right edge of the board game. Take this counter and place it above the new Cardinal Lord's card.



2. A fourth purchasable Cardinal Biretta counter is placed during game setup on its own board space. This Title can be purchased for 5 Deniers during the Purchasing Phase *(4.5)* and must immediately be given to a Bishop.



Example: FRANÇOIS, Bishop of SIGY has been elevated to Cardinal and can now vote during the Papal Election. The Cardinal Biretta counter is placed above the Lord's card. Place the Cardinal card at the right edge of the game board, since it will need to be placed in the Lords Discard Pile if the Cardinal should die.

The Cardinal

- Must be a Bishop.
- May become the Pope.
- Adds 3 votes when electing a Bishop.
- Adds 1 vote when electing the Pope, for whom only Cardinals vote.
- Adds 1 vote when electing the King.
- If the Pope is in play - familys need the Pope's consent to play Cardinal cards and to purchase the Cardinal Biretta counter.
- May Tithe *(2.4.6)* **ANY** governed Bishopric, when playing a Tax card. The first Cardinal to do so has priority over the Pope and the other Cardinals, but the Bishop of the specific Bishopric still has priority over everyone.
- May attempt to stop an Uprising in any Bishopric by paying 3 Deniers, even if he is not physically present. The Cardinal rolls 1D6:

On a **1-4**, the Uprising is stopped and the Uprising card is discarded.

On a **5-6**, the attempt fails and the Uprising occurs. Note: The Cardinal does not die, since he sends out subordinates to do his dirty work!

If the Cardinal does not want to spend 3 Deniers to stop an Uprising, he may still attempt to stop it as a Bishop, if the uprising occurs in his own Bishopric. But if he fails his die roll, he is stoned to death by the angry mob.

1.6 BISHOP OR CARDINAL DIES

If a Lord with a Bishop or Cardinal Title dies, the Bishop Staff and/or Cardinal Biretta counter is placed back on the game board and any associated Cardinal Title card is placed in the Lords Discard Pile. The purchasable Cardinal Biretta Counter is placed back on the game board.

1.7 POPE ELECTION

If at least two uncaptured Cardinals are in play *(they may not be Captives 6.2.3)* and at least one uncaptured Bishop or Cardinal is candidate, an election is held.

In 1305, Bertrand de Got, Bishop of Bordeaux (he was not a Cardinal!), was elected pope and named Pope Clement V. Due to a conflict between the Papacy and the French crown, he was the first of seven popes to reside in Avignon, France, instead of in Rome!
Born in Villandraut Gironde, he died in 1314 at the age of 60 years. During his pontificate, he helped destroy the Order of the Knights Templar.

Candidates: Only uncaptured Bishops and Cardinals can be elected Pope.

Note: Elections are held in order. So a Bishop that was just previously elected could now be elected Pope.

Votes: Uncaptured Cardinals have one Vote each.

1.7.1 POPE ELECTION RESULTS



A candidate wins the election if he has the absolute majority (more than half of all votes). The Pope counter is placed next to the new Pope Lord's card.

The Pope is elected for life. Should he die, a new Pope can be elected during the next Elections Phase.

Example : Cardinal FRANÇOIS, Bishop of SIGY has been elected Pope. The Pope counter is placed next to the Cardinal's Biretta counter.



The Pope

- Must be a Bishop or Cardinal.
- Keeps all of his other Titles and is worth 1 VP.
- Adds 3 votes when electing a Bishop.
- Adds 1 vote when electing the King.
- Cardinal cards cannot be played and the Cardinal Biretta counter cannot be purchased without the Pope's consent.
- May immediately **annul a marriage**, if a spouse requests it. He can only annul a King and Queen's marriage if no Crown Prince *(1.8.2)* exists.
- Can Tithe **ALL** governed Bishoprics, by playing a Tax card. But Bishops and Cardinals have Tithing priority *(2.4.6)*. Example: The Pope plays a Tax card to tithe all governed Bishoprics. The titular Bishop of Bishopric 3 also plays a Tax card and has priority to Tithe his own Bishopric. The Pope then Tithes all remaining governed Bishoprics.
- Can **excommunicate** a Lord once per round, at any time. (The Pope could change his mind for a nice 'donation'! - *This would require a Diplomacy Token 8.0*). **However, there can ONLY be one excommunicated Lord at a time.**
- **Excommunicated Lords** cannot vote or be a candidate for elections. If the Lord is a Bishop and/or Cardinal, he loses these Eclesiatic Titles. The Excommunication marker is placed on the Lord's card. The Pope can lift the excommunication at his discretion. If the Pope dies, the excommunication ends. Lords that had their excommunication lifted can attempt to regain their former Ecclesiastical Titles through normal elections, if the Bishopric does not have a new presiding Bishop and still meets the conditions for an election *(1.4)*.
- Is immune to the Justice card.



On July 1st, 987, Hugues Capet, Count of Paris, was elected King of the Francs under the name Hugues the First. He was crowned by the Bishop of Reims within two days. A few months later, his son was elected to be his successor.

1.8 KING ELECTION

If the King Title is available and at least one Lord is a candidate, an election is held.

Candidates: Any male Titled Lord without an Ecclesiastical title, who is not captured or excommunicated.

Votes: Any Titled Lord, male or female, who is uncaptured, has 1 vote - no matter how many or which Titles they have (Baron, Count, Duke, Queen, Bishop, Cardinal or Pope).

Election Results: To be elected King, a candidate must receive a minimum of 3 Votes, have a simple majority (more votes than any other candidate), and the votes must include at least:

- The vote of two Bishops, or
- The vote of one Cardinal, or
- The vote of the Pope.



When a King is elected, place the **King Crown counter** above the Lord's card. A King remains King his entire life.

1.8.1 QUEEN AND CROWN PRINCE

- If the King is married or marries later in the game, his wife immediately becomes the Queen. Place the **Queen Crown counter** above her Lord card.
- If the King dies and there is no Crown Prince *(1.8.2)*, the Queen becomes the Queen Regent and gains the King's Privileges *(see King's Privileges at right)*.
- A new King is elected normally during a Queen Regent's reign, after which she loses her Queen Regent's title, but none of her other titles.

1.8.2 CROWN PRINCE

- If a new male Lord card is played by the Queen's family and she is uncaptured, the **Crown Prince counter** may be placed on this new Lord's card.
- If the King dies, the Crown Prince immediately becomes the new King and gains the King's Titles. The former King's Queen loses her Queen's Title.
- If the Queen dies, the Crown Prince retains his title.



The King

- Keeps all of his other Titles and is **worth 1 VP**.

King's Privileges

- Can freely give, during the Purchase Phase, an unclaimed Fief Title to a Lord, if the Lord meets all of the conditions to buy the Fief Title. (The King can negotiate for some 'favor' to do this, ***which could require a Diplomacy Token - 8.0***)
- Can Tallage an ungoverned Fief, when playing a Tax card.
- Is immune to the Justice card.



The Queen

- Keeps all of her Titles when she becomes the Queen.

Queen's (Regent) Privileges

- Receives 2 Deniers during the Income Phase.
- Becomes the Queen Regent if the King dies and there is no Crown Prince. She gains the King's Privileges listed above.
- She is worth no VP.
- Can give birth to the Crown Prince, if the King is alive and she is not a Captive.
- Is immune to the Justice card.



The Crown Prince Privileges

- Is the family's first-born son after a King is elected, so there may be only one Crown Prince in play.
- Loses Crown Prince status if he becomes a Bishop.
- Becomes King on the death of the current King. His mother loses her Queen title.
- Is immune to the Justice card.

2.0 PHASE 2. DISCARD, DRAW & PLAY CARDS

2.1 DISCARD AND DRAW CARDS

Players may want a new Lord card (brown back) or Fortune cards (grey backs) that could benefit them during play. In turn order, a Player may:

- Discard some or all of his cards from his hand, showing



them and placing them face up in the corresponding Discard Piles. A Discard Pile may **not** be inspected.

- Draw new cards, when he is finished discarding cards. He may draw up to **two Fortune** cards OR **one Lord and one Fortune** card. He may never draw two Lords cards. Example: DAVE draws a Fortune card, looks at it, and then decides to draw a Lord card.

A Player may only hold up to 3 cards in his hand.



FORTUNE CARD



DISASTER CARD

When a Player wants a new Fortune card, he must draw from the Fortune & Disaster Card Deck, which includes both grey backed Fortune cards and black backed Disaster cards.

Some Fortune Cards affect all Players in the Bishopric they are played on and include 'Bountiful Harvest' *(2.4.2)*, 'Good Weather' *(2.4.3)*, and 'Taxes' *(2.4.4)* cards. Other Fortune cards only affect individual Lords or Villages and include 'Uprising' *(10.1)*, 'Secret Passage' *(10.2)*, 'Assassination' *(10.3)*, and 'Justice' (*10.4*).

Disaster cards include 'Heavy Rain', 'Famine' and 'Plague' and affect all Players in the Bishopric they are played on.

A Player wanting to draw a Fortune card may have to first draw a Disaster card, if it is at the top of the Draw Deck. Disaster cards do not count towards a Player's card draw or hand limit. He continues drawing cards until he draws a grey backed Fortune card.

If a Player draws a Disaster card, he places it face down, without looking, on the first empty Disaster Card Track space numbered 1, 2 and 3. If all three Disaster Track Spaces are filled, a newly drawn Disaster card is discarded face up onto the Fortune & Disaster Discard Pile.

A Player does not have to discard or draw cards, if he likes the cards in his hand or if he is trying to avoid drawing Disaster cards.

Once a Player has completed discarding and drawing cards, it is the next Player's turn, until all Players have had the chance to discard and/or draw cards.

Example: KIRSTEN draws one Lord card and now wants to draw a Fortune card for her second card. However the top card on the Fortune & Disaster Draw Deck is a black backed Disaster Card. She draws this Disaster card, and without looking, places it face down on an open Disaster Card Track space. The next card is also a Disaster Card, which she places in the next open Disaster Card Track space. Finally, there is a grey backed Fortune card, which she draws into her hand.

2.2 REPLENISH A DEPLETED DECK

When a Player wishes to draw a new card and the 'Lord' or 'Fortune & Disaster' Draw Deck is empty, reshuffle the corresponding Discard Pile and place these cards face down on the appropriate Draw Deck space.

Note: Returning Lord cards represent new Lords who have the same name as a predecessor.

2.3 RESOLVING DISASTER CARDS

Once all Players have discarded and drawn cards, any Disaster cards that were drawn and placed face down on the Disaster Card Track are turned face up and resolved consecutively.

Note: We suggest that in a game with new Players, Disaster cards are discarded instead of being resolved in the first round.

Turn the first Disaster Card. Roll 1D6 to determine which Bishopric is affected by the disaster. (Remember that each Bishopric is numbered along the edge of the map inside the Bishop's Mitre.) Place the Disaster card along the edge of the Map next to the affected Bishopric's number.

A die result of 6 is a false alarm and the Disaster did not occur. The Disaster card is discarded.

After the first Disaster card has been placed, turn the second Disaster card and roll 1D6 to determine which Bishopric it affects, and so on. The same type of Disaster card may not be placed in the same Bishopric more than once. If this should happen, re-roll the die.

Two different types of Disaster cards may affect the same Bishopric.

There are three types of Disaster cards: Heavy Rain, Famine and Plague. They affect all Players in the Bishopric they are played on, until the end of the round.

2.3.1 HEAVY RAIN (4 CARDS)



No movement or battles are allowed in the affected Bishopric. This applies to all Villages in the Bishopric, and also movement into and out of the Bishopric.

A Good Weather card *(2.4.3)* cancels Heavy Rain and both cards are discarded.

A Player may not play a Bountiful Harvest card *(2.4.2)* on a bishopric with Heavy Rain.

Uprisings *(10.1)* and Secret Passage movement *(10.2)* are not affected by Heavy Rain.

2.3.2 FAMINE (4 CARDS)



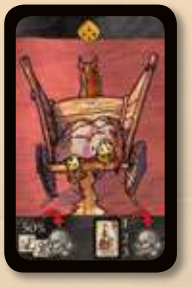
Mills in the Bishopric do not produce income during the Income Phase.

A Bountiful Harvest card *(2.4.2)* cancels a Famine card and both cards are discarded.

The Player may not play a Good Weather card *(2.4.3)* on a bishopric with Famine.

Note! Famine can cause an Uprising *(10.1)*.

2.3.3 PLAGUE (2 CARDS)



All Villages in the Bishopric are affected by the Plague! Players immediately resolve the following:

For each Lord in the Bishopric, roll 1D6. On a die result of 1, 2, or 3, that Lord dies!

All armies in the Bishopric automatically lose half of their units in each Village. Knights and Men at Arms count the same, and losses are rounded down. The Lord of these Troops decides which counters are removed. Siege Engines are not affected by the Plague.

Example: GUNTER has an army in a Village hit by the Plague. His army consists of 3 Men at Arms and 2 Knights. 3 + 2 = 5. Divided in half and rounded down, he must remove 2 Troops. He decides to remove 2 Men at Arms.

In another Village, he only has 1 Men at Arms. 1 divided in half and rounded down, equals 0. So he does not remove the Men at Arms from this Village.

Note: Concentrated populations helped spread the Plague. The more the Player's units are centralized, the more losses the Player can suffer from the Plague.

Any Lord entering a plague infested Bishopric must immediately roll to see if he/she dies. A Lord leaving and

re-entering the same Bishopric does not roll again.

A Lord leaving a plagued Bishopric and entering an adjacent plagued Bishopric does not roll again.

Troops entering a plagued Bishopric lose half of their number, rounded down.

New Troops placed in the Bishopric during the Purchase Phase are not affected by the Plague. Note: These new units are considered to be recruited from Plague survivors.

A new Lord played from the Player's hand onto the Player's Noble Family Board during the Play Cards portion of this phase *(2.4.1)* is not affected by the Plague.

Disaster cards remain in effect until they are removed and discarded to the Fortune & Disaster Discard Pile at the end of the round *(7.0)*.

2.4 PLAY CARDS

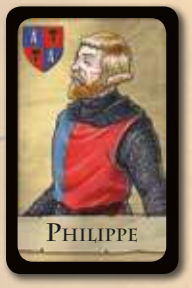
Once all Disaster cards have been placed on Bishoprics, Players may play any number of Lord and Fortune cards from their hands in turn order.

All Fortune cards have one of two symbols at the top of their card.

Cards with a white card symbol can be played only at this time. If not played now, Players may hold the cards, but have to wait until the next round's 'Play Cards Phase' to play these cards.

Cards with a green lightning symbol are Opportunity cards and may be played at any time during any phase except during the Draw phase *(See card descriptions in sections 9.0 and 10.0).*

2.4.1 LORDS (18 CARDS)



Playing a Lord card allows the Player to gain a new Family member. A Player is limited to 4 Lords in his Family. He may hold additional Lords in his card hand. New Lords may only be placed during the Play Cards Phase.

The Player places a new **Lord** card on his Family Board, finds the associated Lord Token and places it in any Stronghold *(4.2)* or Fortified City *(4.3)* he controls. If the Player has no Stronghold or Fortified City, place the new Lord in any Village occupied by another of his Lords. If no other Lords are available, place the new Lord in any Village he controls, then in any empty uncontrolled Village or Allied Player controlled Village. The new Lord is ready to play.

Note: Lords may occupy a Village without Troops, but are very vulnerable to Uprisings *(10.1)* or Battles. During an Uprising they are immediately killed and during a Battle immediately captured.

2.4.2 BOUNTIFUL HARVEST (5 CARDS)



Bountiful Harvest can be played on a Bishopric without Heavy Rain *(2.3.1)*:

- To cancel a **Famine** card located in this Bishopric. Both the Bountiful Harvest and the Famine cards are immediately discarded.
- If the Bishopric contains no Famine card, then place the Bountiful Harvest card on the Map next to the Bishopric's number. Players now receive an additional +1 Denier income for each Mill that they control in this Bishopric.

The Bountiful Harvest affects all families in the Bishopric.

Example: A Bountiful Harvest card is played on a Bishopric with Famine. The Famine card and the Bountiful Harvest card are discarded. The Famine does not occur.

2.4.3 GOOD WEATHER (5 CARDS)



Good Weather can be played on a Bishopric without Famine *(2.3.2)*:

- To cancel a **Heavy Rain** card located in this Bishopric. Both the Good Weather and the Heavy Rain cards are immediately discarded.
- If the Bishopric contains no Heavy Rain card, then place the Good Weather card on the Map next to the Bishopric's number. Players now receive an additional +1 Denier income for each Mill that they control in this Bishopric.

The Good Weather affects all families in the Bishopric.

Example: A Good Weather card could be played to remove Heavy Rain. Then a Bountiful Harvest card could be played to increase Mill income.

TALLAGE AND TITHES

*In the Middle Ages, the **Tallage** was a tax placed by a Lord on his vassals in exchange for his protection. In 1439, the **Royal Tallage** was created in order to finance France's army for the Hundred Years War.*
*The **Tithe** was a tax imposed by the Church, which took one-tenth (or more) of all agricultural and product income.*

2.4.4 TAXES (5 CARDS)



A Tax card can be played on a Fief as a Tallage or on a Bishopric as a Tithe, even if the Lord is captured!


WHITE PLAYER TAX MARKER

When played, the Tax card is discarded and the Player places one of his Tax markers on the Fief or Bishopric it will affect.

Note! A Tallage or Tithe can cause an **Uprising** *(10.1)*.

2.4.5 TALLAGE CAN BE PLAYED BY:

- A Fief Lord on **his own** Fief, or
- The King on **any** one ungoverned Fief (the King need not control any of its Villages).

The taxing Player places one of his Tax markers on the Fief.

During the Income Phase, this Player receives:

- +2 Deniers for each Village in the Fief, even if controlled by other Players.

Example: KIRSTEN's Lord is King and plays a Tax card as a Royal Tallage on the Duchy of BOURG. Of the four Villages in BOURG, GRADY controls 3 Villages and DAVID controls 1 Village. During the Income Phase, KIRSTEN will receive 8 Deniers (2 Deniers for each Village). GRADY and DAVID will still receive their normal income of 1 Denier per controlled Village *(3.0)*, so 3 Deniers for GRADY and 1 DENIER for DAVID.

2.4.6 TITHE CAN BE PLAYED BY:

- A Bishop on **HIS own** Bishopric,
- A Cardinal on **ANY one** governed Bishopric,
- The Pope on **ALL** governed Bishoprics.

The taxing player plays a Tax card and then places one of his Tax markers on the Bishopric Mitre icon of the Bishopric he wishes to tithe.

If several Players have played Tax cards to Tithe the same Bishopric, only one will receive the Mill incomes, in the

following order of priority:

First the Bishop > then a Cardinal > then the Pope.

During the Income Phase, the Tithe allows the taxing Player to collect all of the Mill incomes in the Bishopric instead of the Players that control those Mills.

2.4.7 MULTIPLE DIFFERENT FORTUNE CARDS

Multiple Different Fortune Cards may be played in the same Bishopric. But an identical Fortune Card's 'income bonus' may only be applied once.

Example: A Player may play a Bountiful Harvest and a Good Weather card in the same Bishopric. Each Mill in this Bishopric will now produce an additional +2 Deniers bonus during the Income Phase, for a total of 4 Deniers per Mill.

Example: Famine has hit Bishopric 1. This Famine would affect DAVID. Luckily he has two 'Bountiful Harvest' Fortune cards in his hand. He plays his first Bountiful Harvest card to cancel the Famine. He then plays its second Bountiful Harvest card so that each Mill in Bishopric 1 produces an additional +1 Denier bonus during the Income Phase.

If there had been no famine in the Bishopric, DAVID could not have played the second Bountiful Harvest card on it.

3.0 PHASE 3. INCOME

Every Player collects the following incomes: (This may be done simultaneously by experienced Players.)

- 1 Denier for each Village he **controls** *(5.1)*.
- 2 Deniers for each Mill that is on a Village he **controls**.
- Each Mill produces an additional +1 Denier for each Bountiful Harvest and/or Good Weather card currently affecting the Bishopric in which the Mills are located *(2.4.7)*.
- A **Tallage** gives the taxing Player an additional +2 Deniers per Village in the Fief (even if controlled by other Players).
- A **Tithe** takes all Mill income away from the Players that control the Mills and gives it to the taxing Player *(2.4.6)*.
- 2 Deniers for the Queen Title.

Once all Players have collected their income, all Tax markers and Fortune cards are removed from the map. Disaster cards remain on the map until the end of the round *(7.0)*.

4.0 PHASE 4. PURCHASE

Each Player now purchases and places, in turn order, as many Troops, Buildings, and Titles he can afford and wishes to purchase. Troops and Buildings are limited to the number supplied in the game.

Ransoms *(6.2.4)* are paid and Captives are freed before any Players' purchases.

4.1 TROOPS



Men at Arms cost 1 Denier each, add 1 Strength point in battle and take 1 Hit to kill.

Historical Note: **Men at Arms** were foot soldiers in the service of a Lord, Bishop or Fortified City.



Knights cost 3 Deniers each, add 3 Strength points in battle and take 3 Hits to kill.

Historical Note: **Knights** were Noble mounted warriors.

All newly purchased Troops are immediately placed on Villages that are occupied by a Player's uncaptured Lords *(including besieging Lords 6.4.1)*, Strongholds, and/or Fortified Cities. There is no limit to how many Troops a Village can hold. However, during the Purchase Phase, **the Player can only add up to four newly purchased Troops to each Village**. (It is forbidden to place new Troops into besieged Strongholds or Cities.)

Example: DAVID controls the Village of ST MÉDARD with Lord THIERRY, 4 **Men at Arms** and 3 **Knights**. He wants to reinforce this Army. He purchases 3 Men at Arms and 2 Knights for a total cost of 9 Deniers (3 x 1 + 2 x 3). He can place only 4 new Troop counters in a Village. He decides to place 2 Men at Arms and 2 Knights in ST MÉDARD and his last Men at Arms in another Village.

The ST MÉDARD army now consists of 6 Men at Arms and 5 Knights.

4.2 BUILDINGS



Strongholds cost 10 Deniers each.

A Stronghold counter is placed on a Village controlled by the Player. There can only be one Stronghold on any Village. Control of Strongholds can change *(5.1)*, but they can only be destroyed by an Uprising *(10.1)*.



Mills cost 3 Deniers each.

A Mill counter is placed on a Village controlled by the Player. A Village can have up to **2 Mills**.

4.3 FIEF TITLES

A Fief's Title may be purchased by a Player if he controls all of the Villages in the Fief and at least one of these Villages contains a Stronghold.

The cost of a Fief Title is determined by multiplying the number of Villages located in the Fief by 2 Deniers.



Example: The Fief with the green colored background on the right side of the map includes 3 Villages (one of which is the Principal Village of TOURNUS).

This Fief Title would cost 3 x 2 = 6 Deniers.

A Fief with 4 Villages is called a Duchy, one with 3 Villages a County, and one with 2 Villages a Barony.

If there is a King, he may during his turn choose to give an unclaimed Fief Title to any Lord at no cost during this phase, if the Lord controls all of the Villages in the Fief and at least one of these Villages contains a Stronghold.

The Fief's Title Crown counter, found on the Fief map space, is placed above one of the Player's Lord cards.

This Fief is now considered **Governed**.



The Player chooses a Stronghold in his new governed Fief and flips the counter over to its **Fortified City** side.

Note: Fortified Cities cannot be purchased. They are only created when a Player acquires the Title to a Fief. A Fief may never have more than one Fortified City.

If another Player takes control of this Fortified City, he also takes the Fief Title.

A Lord can have several Titles (but only up to two Fief Titles), and usually keeps them until he dies *(4.3.1)*.

Example: One could have CHARLES, Duke of BOURG, Count and Bishop of SIGY.

If a Lord has several Fief Titles, he may transfer his Fief Titles to other Lords in his family during the Purchase Phase, but he must keep the Title of his largest Fief for himself. Largest to smallest Title order:

- **Duchy > County > Barony.**

Example: Lord CHARLES has two Fief Titles: a County and a Barony. He can transfer Barony title, but must keep the County title.

4.3.1 TITLED LORD DIES

When a Titled Lord dies for any reason ***(Plague 2.3.3, Battle 6.2, Uprising 10.1, Assassination 10.3 or Justice 10.4)***, his Fief Title is immediately transfered to another Lord or Lady in his family.

If the Lord was the last living Lord of the family and he happens to be married to a Lord of another family, the Fief Title is given to his/her spouse. If Troops are in the Fortified City of the Fief whose Title is given to a spouse, then all of these Troops are replaced with equal Troops from the spouse's family.

If the Lord was the last living Lord of the family and he was not married, the Title Counter is placed back on the map.

This Title can be recovered (at no cost) by this family as soon as a new Lord is born and the family still controls the Fief's Fortified City.

Note: This Fief Title can be gained by another family if they take control of the Fief's Fortified City!

4.4 CARDINAL TITLE



This **Cardinal Title counter** costs 5 Deniers.

There is only one Cardinal Biretta (hat) Title counter that can be purchased (the other three Cardinal Title cards need to be drawn from the Lords Card Draw Deck).

When a Cardinal Title card is played or the one Cardinal Biretta Title counter is purchased, immediatly place the respective Biretta counter above a Lord Bishop's card.

5.0 PHASE 5. MOVEMENT

A Player moves all of his uncaptured Lords and Troops, before the next Player moves all of his uncaptured Lords and Troops.

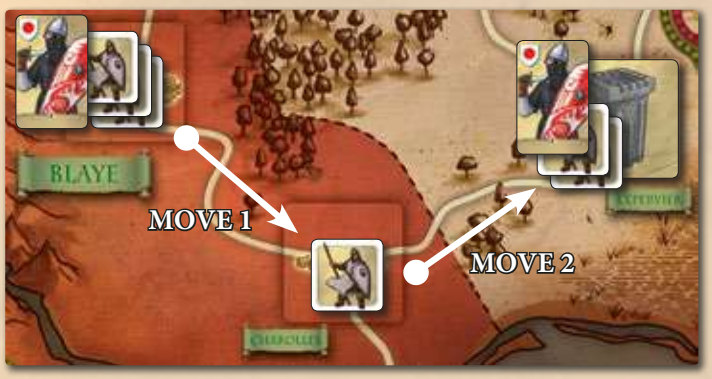
Movement is along the roads from Village to Village. Moving from one Village to an adjacent Village is considered one Move.

Lords may take up to **2 Moves** during the Movement Phase. A Lord can move to a Village and then return to where he started, or he can move two Villages away. A female Lord with the d'ARC Title can take up to **3 Moves** during the Movement Phase.

When moving, a Lord can take Troops with him. Troops can be dropped off or picked up by a Lord as he moves. This is the only way Troops can move. Troops cannot be relayed between different Lords to extend their movement.

A Lord and his Troops may move into an unoccupied or occupied Village.

Example: GRADY moves his white Lord BEAUDOIN and his three Men at Arms from BLAYE to CHAROLLES (Move 1). He leaves one Men at Arms in CHAROLLES and moves with the rest of his Troops on to L'ÉPERVIER (Move 2).



If a Lord wishes to pass through a Village occupied by an opponent, the Lord must get the opponent's permission (even if the opponent is an ally). Place the moving Lord and Troops on the road leading into the Village.

If the opponent gives permission, the Lord may continue movement in any direction, if the Lord has a Move available.

If the opponent denies the Lord permission, the Lord may return to where he moved from (if the Lord has a Move available), or the Lord can remain in the Village with the opposing Troops. (The Lord that moved the Troops into the Village may **NOT** abandon his Troops by moving away, leaving his Troops stranded in the enemy Village!)

After movement has been completed, opposing Troops remaining in a Village are not required to fight. If they do, a Battle will occur in the next Battle Phase *(6.0)*.

If a Player moves after opposing Troops moved into his Village, the Player can exit the Village along any road except along the road the opposing Troops entered from (unless that opponent gives the Player permission to move through his Troops or the Player plays a Secret Passage card *(10.2)*).

A Lord and his Troops may not leave a Stronghold or Fortified City that is under Siege *(6.4)* except with the besieging Player's permission or by playing a Secret Passage card.

5.1 CONTROLLING A VILLAGE

A Village is either Uncontrolled or is Controlled by one Player. Village control cannot be shared!

At the beginning of a game, most Villages are uncontrolled. A Village becomes controlled as soon as a Player occupies it with Lords and/or Troops.

Previous example: GRADY controls the Villages of CHAROLLES and L'ÉPERVIER after his move. But he left BLAYE empty, so no longer controls it.



Opposing Lords without Troops may occupy the same Village, but the first to arrive in the Village controls it.

A Lord without Troops can take control of a Village, but is vulnerable to capture by opposing Troops or immediate death during an Uprising *(10.1)*.

If allied or opposing Player Troops occupy the same Village, the first to arrive controls it. Players that arrive afterwards place their counters on the road leading into the Village, indicating they do not control it.

The controlling Player may transfer control of a Village to another Player with a Lord and/or Troops occupying the Village.

Once a Fief Title has been purchased, the Fief is Governed.

Unoccupied Villages in a Governed Fief are considered controlled by the Fief's Titled Lord.

The presence of a Stronghold or Fortified City on a Village does not change control rules. Control of a Stronghold or Fortified City is linked with the control of the Village.

5.2 CAVALCADES

If the Player wants to move through opponent Troops without permission from their Lord, the Player can try to fight his way through during the Movement Phase with a Cavalcade. Cavalcades allow Players to battle and then keep moving.

A Cavalcade may be used to:

- Exit from a besieged Stronghold/Fortified City or,
- Exit a Village along a road occupied by an opponent or,
- Pass through a Village occupied by an opponent.

Cavalcades may not pass through a Stronghold or a Fortified City.

A Cavalcade may only be attempted by an Army composed exclusively of Lords and Knights. This Army can only initiate a Cavalcade if it has **another move remaining** after the Cavalcade Battle. A Cavalcade Battle is resolved immediately, not during the Battle phase.

Example: An Army initiates a Cavalcade on its first Move, wins the Battle, and moves on to the next Village with his second move.

The Defender against a Cavalcade receives a +1 Hit Bonus for each Battle Die he rolls *(6.2)*.

Example: The Defender has 2 Knights and 3 Men at Arms. He rolls 3 hits with two Battle Dice *(6.2)*, then adds his 2 Hit Bonus for a total of 5 hits against the Cavalcading Attacker.

If the Cavalcading army wins the battle and at least one Lord is still alive, the army must complete the Cavalcade move. The Player may not decide to stop the army in the Village where the Cavalcade took place. But he may leave a Knight behind to occupy the newly conquered Village before moving on.

If a Player moves into a Village controlled by an opponent using his last move, the Battle is not a Cavalcade and is instead resolved in the Battle Phase *(6.0)*.

A Cavalcade may be initiated from the Village the Player's Knights begin their movement from, if another Player's Troops moved into the Village along a road the Player wants to move on.

Example: The white Lord BEAUDOIN and 2 Knights move from BLAYE to CHAROLLES (Move 1). A Cavalcade Battle takes place immediately, which the white army wins without a loss. The blue Men at Arms counter is destroyed and removed from the map.





With his second Move, Lord BEAUDOIN leaves a Knight in CHAROLLES and then moves on to L'EPERVIER with his remaining Knight. If the blue defender in L'EPERVIER does not move out of this Village, a battle could occur during the Battle Phase.

6.0 PHASE 6. BATTLES

In turn order, Players may declare a Battle in each Village where they and opposing Players have Troops. Opposing Players do not have to Battle each other and can declare a **Truce** *(6.3)*, which can be broken at any time. A Battle occurs immediately. After a Battle is resolved, the Player whose turn it is decides in which Village, if any, he resolves his next Battle.

Note: A Player is allowed to attack an ally.

Troops without a Lord can not initiate a Battle, but they can defend themselves if attacked.

If three or more Players have Troops in a Village, some may decide to fight together against other opposing Players. They combine their Troops and the Player with the most Strength Points *(6.2)* decides which Troops take hits and which Lord takes Captives. Allies may betray each other anytime during the Battle, even switching sides mid-battle!

If only opposing Lords are in a Village, they do not Battle. The first to arrive in the Village retains control of it.

Example: GRADY and GUNTER are allied thru marriage and occupy BLAYE together. KIRSTEN moves her Troops into BLAYE to attack GUNTER. She convinces GRADY to join her side and he agrees. They combine their Troop strength points *(6.2)* and defeat GUNTER, killing GRADY's spouce in the process. GRADY is no longer allied to GUNTER.

6.1 LENGTH OF A BATTLE

A Battle can last several battle rolls. A Battle ends when:

- One side's army is eliminated, or
- One army surrenders *(6.3)*, or
- All involved Players decide to end the Battle by declaring a Truce *(6.3)*, or
- 3 battle rolls in a row result in no losses.

Note: A Player attacking an opponent that is in the safety of a Stronghold or a Fortified City can alone decide to end the Battle. The defending opponent can force the continuation of the Battle by giving up the safety of his Stronghold or Fortified City and fighting in the open.

6.2 BATTLE PROGRESSION

Each side counts up its Strength Points (SPs).

A Player receives:

- 1 SP per **Men at Arms** counter.
- 3 SPs per **Knight** counter.
- 1 SP for every **male Lord**.

- 1 SP for every **female Titled Lord**.

A side's SP total determines the number of Battle Dice that Player may roll.

- 1 to 6 SPs.....
- 7 to 12 SPs.....
- 13 or more SPs...

The female **d'ARC** Lord Title *(9.1)* automatically adds +1 Battle Die. This is the only case where a Player may roll up to 4 Battle Dice.

Allies in a Battle combine their SPs to determine their Battle Dice total.

6.2.1 ATTACKER PENALTIES

-1 Battle Die **if the defender is in a Stronghold**.

-2 Battle Dice **if the defender is in a Fortified City**.

These Penalties are cancelled by Siege Engines *(6.4.2)*. Siege Engines participating in an attack cancel Attacker Penalties by up to 2 Battle Dice.

A Secret Passage card *(10.2.2)* played by the attacker cancels all Attacker Penalties for that Battle!

Attacker Penalties do not apply when the army occupying a Stronghold or Fortified City attacks out at their besieging opponent.

Example: DAVID occupies a Stronghold and is attacked by GRADY who has a 15 SP army. GRADY's 15 SPs = 3 Battle Dice. But he is attacking a Stronghold, which imposes a 1 Battle Die Penalty. GRADY attackes with only 2 Battle Dice.

6.2.2 TAKING LOSSES

Players roll their Battle Dice and losses are taken from both sides simultaneously. Each Player chooses which of his units to remove, but must remove as many SPs as possible up to the number of hits taken.



Battle Dice have faces with either one **f**, two **ff** , or three **fff** symbols on them. Each **f** on a face represents one hit.

It takes 1 hit to kill a Men at Arms, 3 hits to kill a Knight, and 1 hit to kill a Lord. A Knight can only be killed if a total of 3 or more hits are rolled. If only 1 or 2 hits are rolled, a Knight is not affected.

All hits that can be taken, must be taken. Players can choose a mix of Men at Arms and Knights as casualties. Lords are hit and killed last after all other Troops are dead, so if there are insufficient hits to kill the last Knight, then the Lord does not die even if there are 1 or 2 hits left to take.

If a Player rolls enough hits to kill all enemy Troops, but not enough to also kill any remaining Lords, the Lords are taken **Captive** *(6.2.3)*.

Continuing with the previous example: GRADY rolls his two Battle Dice resulting in a 1f and a 3f, for a total of 4 hits. DAVID's defending army consists of 2 Men at Arms and 3 Knights. DAVID has no choice and must remove 1 Men at Arms and 1 Knight to match the 4 hits.

But DAVID gets to roll at the same time. His 2 Men at Arms and 3 Knights have a total of 11 SPs = 2 Battle Dice. He rolls a 3f and a 2f = 5 hits. GRADY loses 2 Men at Arms and 1 Knight.

Troops remain on both sides and Grady does not want to stop his attack, so the Battle continues and both Players will roll again.

GRADY has only 10 SPs remaining (15 - 5 losses), so rolls only 1 Battle Die (because of the Stronghold Attacker Penalty).

DAVID has 7 SPs left (11 - 4 losses) and rolls 2 Battle Dice.

A further example: GUNTER is attacked and he has the following defending units: male Titled Lord Gauvain, female Untitled Lord Blanche, 1 Men at Arms and 1 Knight.

If his opponent rolls:

- 2 hits - the first hit kills the Men at Arms. The second hit is ignored, since it takes 3 hits to kill a Knight, and Lords are not affected until all Troops with them are killed.
- 3 hits - the Knight is killed and the Men at Arms and Lords are not affected. (If there were 1 Knight and 3 Men at Arms, the Player would choose which Troops to remove.)
- 4 hits - The Men at Arms and Knight are killed, and both Lords are taken Captive.
- 5 hits - All Troops and one Lord are killed, and the other Lord is taken Captive.
- 6 hits - All Troops and both Lords are killed.

6.2.3 CAPTIVES



When a Lord is taken Captive, lay the Lord's Figure token on its side and place a Captive marker on his Lord card. Captives still count towards a Player's four Lord limit.

The Captive is now under his captor's control and his captor can move the Captive along with his Lord's Troops. The Lord remains a Captive as long as he occupies the same space as his captor's Troops and/or Lords. A Captive may never be killed by his captors, unless an Assassination card *(10.3)* is played!

A Captive may escape using a **Secret Passage** card. He can also be set free by his Captor for any reason, including the payment of a Ransom *(6.2.4)*.

A Captive becomes free if all of his captor's Troops are killed in a Battle.

A Captive keeps his Titles and incomes, but cannot be named a candidate for any position or vote in any election.

If the Queen is captive, she cannot play the Crown Prince marker when a new male Lord is played by her family *(1.8.1)*.

6.2.4 RANSOM

Ransoms are paid at the beginning of the Purchase Phase *(4.0)*, before any other purchases, including new Troops, Buildings or Titles. A Captive's Ransom is 2 Deniers, plus 2 Deniers per Title he holds. Example: A Lord who is both a Bishop and a Baron is worth 6 Deniers.

Paying a Ransom **is mandatory,** if the Player has enough money to pay the full price at the beginning of the Purchase Phase. A Captor **must accept** a full Ransom amount during the Purchase Phase and free the Captive.

However, a Captor may accept or refuse a lower Ransom amount. (Negotiating for a lower Ransom payment does not require a Diplomacy marker.)

If the Player does not have enough Deniers to pay the full Ransom, he may then use all of his Deniers for other purchases.

Example : GUNTER's Lord BAUDOIN is GRADY'S Captive. His ransom value is 6 Deniers. At the beginning of the Purchase Phase, GUNTER has 10 Deniers. He may negotiate with GRADY to pay less than 6 Deniers, but if GRADY disagrees, he must pay the 6 Deniers to free BAUDOIN and GRADY must accept.

A freed Lord is placed on one of his family's Strongholds or Fortified Cities. If the Player has no Stronghold or Fortified City, place the freed Lord in any Village occupied by another of his Lords. If no other Lords are available, place the freed Lord in any Village he controls, then in any empty uncontrolled Village or Allied Player controlled Village.

6.3 END OF A BATTLE

- At the end of a Battle Roll, if both sides have Troops remaining, an Army can decide to surrender. All remaining Troops of the surrendering Army are disbanded and taken off the map. All Lords in the surrendering Army are taken Captive.
- A Battle can also be ended by declaring a **Truce**. In this case, all Lords and Troops from both armies remain in the Village and the original Player that controlled the Village keeps control. However, control of the Village can be transfered between Players as part of a Truce agreement.
- If a Player is attacking a Stronghold or Fortified City, he alone can decide to end the Battle after a Roll. In this case, the Stronghold or Fortified City remains under siege. (The defender could force the continuation of the Battle by leaving the safety of his Stronghold or Fortified City and attacking out.)
- If only Lords remain on both sides, they all remain in the Village and the Battle is over. Village control does not change.
- If no side takes any losses for 3 Battle Rolls in a row, the Battle ends and all Troops remain in the Village. Village control does not change.

If both armies are destroyed and no Troops or Lords remain in a Village, the Village is controlled by the Fief's Titled Lord *(5.1)*.

6.4 SIEGES AND SIEGE ENGINES



After resolving his battles, a Player that still has Troops in a Village with an opponent occupied Stronghold or Fortified City may initiate a Siege. He declares a Siege and adds a **1 Battle Die Siege Engine counter** to his besieging troops.

If during the next round this Player decides to continue the Siege after he has resolved his battles, he will flip the 1 Battle Die Siege Engine counter to its **2 Battle Dice Siege Engine side**.

If allies each have Troops and are besieging a Stronghold/ Fortified Village together, they may each place a 1 Battle Die Siege Engine counter, for a total 2 Battle Dice bonus (so alliances are effective during Sieges).



Example: KIRSTEN moved her white Lord and Knight to L'EPERVIER, but feels that her Troops are not strong enough to attack because of the Stronghold Attacker Penalty.

She decides not to attack, but instead to besiege the Stronghold and adds a 1 Battle Die Siege Engine counter to her Troops.

Example: KIRSTEN attacked L'EPERVIER, but after one Battle Roll felt that her chances of winning were not good. She decides to call off the attack and begins a siege by placing a 1 Battle Die Siege Engine counter with her Troops.

6.4.1 SIEGE EFFECTS

- A Besieged Village is still under the control of the Besieged Lord.
- Incomes are not collected from a Besieged Village or the Mills in it.
- Besieged Troops cannot **move out** of the Village during the Movement Phase, unless using a **Secret Passage** *(10.2.1)* card or making a **Cavalcade** move *(5.2)*.
- The besieged Lord and his allies may move additional Troops directly into the besieged Stronghold or Fortified City from an adjacent Village without having to fight the Besiegers.
- The Besieged Player may not add new Troops **to his** besieged Army. However, he may add new Lords.
- The **besieging** Player may add new Troops into this Village.
- The **besieging** Player may **Pillage** the Mills during the Pillage phase *(6.5)*.

A besieged Player can decide to initiate a Battle, but in doing so his units lose the protection of the Stronghold or Fortified City and its Attacker Penalties. A normal Battle *(6.0)* takes place.

A Siege may be ended at any time by the Besieger, in which case all Siege Engines in this Village are removed from the map.

6.4.2 SIEGE ENGINE EFFECTS IN BATTLE

A 1 Battle Die Siege Engine cancels 1 Attacker Penalty, so Players attacking a Stronghold have no Attacker Penalty and lose only 1 Battle Die when attacking a Fortified City *(6.2.1)*. A 2 Battle Dice Siege Engine cancels 2 Attacker Penalties, so Players have no Attacker Penalties when attacking a Stronghold or Fortified City.

- Siege Engines do not add to a side's SP total *(6.2)*, they only cancel Attacker Penalties.
- Siege Engines do not take hits. They only represent a Player's ability to lower the Attacker Penalty.
- When a Player moves all of his Troops out of the Village or if all of his Troops are destroyed, his Siege Engine counter is removed from the map.

Continued from the previous example: KIRSTEN besieged L'EPERVIER last round and decides to attack this round with her Lord, Knight, and Siege Engine. She will not lose a Battle Die, because her 1 Battle Die Siege Engine cancels the Stronghold's 1 Attacker Penalty.

If instead KIRSTEN decided to besiege L'EPERVIER another round, she would flip her 1 Battle Die Siege Engine counter to its 2 Battle Dice Siege Engine counter side. In future attacks against Stronghold L'EPERVIER, her 2 Battle Dice Siege Engine would cancel the Stronghold's one Attacker Penalty. The Siege Engine gives her NO additional benefits or Battle Dice.

6.5 PILLAGE

When **ALL** Battles are resolved, Players (in Player order) may pillage all Mills on Villages they control or are besieging. A pillaged Mill is removed from the map and the Pillager takes 1 Denier from the game stockpile.

Note: Players may wish to pillage to destroy an opponent's future income. Or a Player may wish to initiate a scorched earth policy by pillaging his own Mills!

7.0 PHASE 7. END ROUND

When a round ends, all Disaster cards remaining on the map are discarded to the Fortune & Disaster Discard Pile *(2.2)*.

Victory conditions are now checked. A Player has:

- 1 VP ⚜ for each Fief Title he controls *(4.3)*,
- 1 VP ⚜ for controlling the King Title *(1.8)*,
- 1 VP ⚜ for controlling the Pope Title *(1.7)*.

Players can win alone or as part of an alliance.

If there is no game winner, pass the First Player card to the left and a new round begins.

7.1 SOLO VICTORY

A Player wins the game if he has 3 VPs at the end of a round.

Example: A Player could win by controlling 3 Fiefs at the end of a round, or 2 Fiefs AND the Title of King or the Pope, or 1 Fief and both Titles of King and Pope!

7.2 ALLIANCE VICTORY

An alliance of two Players (through marriage) wins if they have 4 VPs at the end of a round.

In a game with at least four Players, the Players may form alliances and win the game together. A Player may only have one ally.

A Player may not have a Solo Victory if he is in an alliance with another Player.

Note: An Alliance Victory is only allowed in games with 4 or more Players, **not in 3 Player games**. However, Players can still marry, but this will not form an Alliance.

7.3 TIES

A Solo Victory beats an Alliance Victory.

If Players are tied, a winner is determined by who has the following in order: The Title of King, then Pope, then Queen Regent, then controlling the most Fiefs, then Bishoprics, then Villages.

Example: At the end of a round, none of the Players are allied. GRADY has 3 Fiefs, DAVID has 1 Fief, GUNTER has 1 Fief, and KIRSTEN has 2 Fiefs and the Title of King. KIRSTEN wins because she has the King Title.

Example: GRADY and DAVID are allied. GRADY has 3 Fiefs, DAVID has 1 Fief and the King. GUNTER, who is not allied, has 3 Fiefs. GRADY is in an alliance, so he cannot win Solo, even though he has 3VPs by himself. GRADY and DAVID's alliance has 5VPs, so they fulfill the victory condition for an Alliance win. Gunter has 3 VPs and meets the Solo victory conditions. A Solo Victory beats an Alliance Victory, so GUNTER wins the game, even though he has fewer VPs than the alliance.

8.0 DIPLOMACY

Fief is a game of diplomacy. Players can talk with each other, form Alliances, give cards and money, and negotiate actions.

Each Player begins the game with three Diplomacy markers. At any point in the game, a Player may spend one of his Diplomacy markers to take the following actions:

- Receive up to 3 Deniers from another Player.
- Receive one or more cards from another Player, including Lord and Fortune Cards. The receiving player is still limited to 3 cards.
- Initiate a private discussion with one or more Players of his choice, during which they may secretly exchange Deniers and Cards. Each Diplomacy marker entitles these Players up to 3 minutes of private discussions. If this time is not enough, it is possible to spend another Diplomacy marker to continue the discussion for another three minutes.

Note: Without playing a Diplomacy marker, Players may speak and negotiate freely around the table, but may not exchange Deniers and cards or hold private discussions.

9.0 LORD OPPORTUNITY CARDS

These cards are part of the Lords Draw Deck. They may be held in a Player's hand and can be played at any time during the game, unlike other Lord cards which must be played during the Draw & Play Cards Phase.

9.1 D'ARC (1 CARD)



The d'ARC card can be played at any time on an unmarried female Lord, even one belonging to another Player.

This female Lord may now never marry. (The d'ARC card is based on Joan of Arc.) Place the d'ARC counter above the female Lord's card. She receives the following new abilities:

- She can take **3 Moves**, instead of the usual 2. Troops, Captives, and other Lords traveling along with her also benefit, and may take one additional Move.
- She receives an **additional Battle Die** in all battles. The d'ARC Lady is the only Lord that can roll 4 Battle Dice.
- She receives a +1 SP in Battle, like other female Titled Lords.

If she dies, the d'ARC card is placed in the Lords Discard Pile and the d'ARC counter is placed back on the board.

Example: GUNTER has played the d'ARC card on MIREILLE who now becomes MIREILLE d'ARC.

9.2 CARDINAL (3 CARDS)



A Cardinal card can be played on a Lord Bishop at any time. The card is exchanged for a Cardinals Biretta counter, which is placed at the top of the chosen Lord's card. The Lord immediately gains Cardinal privileges *(1.5)*. If the Cardinal dies, the Cardinal card is placed in the Lords Discard Pile.

Note: Remember that there is also a fourth purchasable Cardinal Biretta counter *(4.4)*.

If the Pope is in play, he must approve new Cardinal Titles and can prevent a Lord from becoming Cardinal *(1.7)*.

10.0 OPPORTUNITY CARDS

Opportunity Fortune cards may be held by a Player and can be played **at any time** during the game. Regular Fortune cards may be held, but can only be played **during the Play Cards phase** *(2.4)*.

10.1 UPRISING (4 CARDS)



An Uprising card can be played at any time on a Village that is:

- Taxed through **Tallage** or **Tithe** *(2.4.4)*,
- Experiencing a **Famine** *(2.3.2)*.

A Player may not play an Uprising card if he initiated the event causing the Uprising.

Example: A Player taxes a Bishopric with a Tithe. He cannot play an Uprising card in this Bishopric based on this tax, since he initiated it. However, if a Famine affects this Bishopric, he could play an Uprising card based on the Famine.

When an Uprising card is played on a Village, any Troops in the Village are immediately attacked with 1 Battle Die +1 bonus hit (for a possible 2-4 hits), even if it is not the Battle Phase.

If several opponents have Troops, the Player who played the Uprising card chooses which Troops are attacked first.

Stronghold and Fortified City Attack Penalties still apply against an Uprising. A Secret Passage card can be played by any Player to help the Uprising cancel the Attack Penalty *(10.2.2)*. Note: If no Battle Dice are rolled due to Attacker Penalties, then no Uprising +1 bonus hit takes effect.

Heavy Rain does not affect an Uprising.

An Uprising card can be played before a Battle to weaken the defenders before the main attack occurs.

Multiple Uprising cards can be played on a Village at the same time, even by different Players.

Example: Three Uprising cards are played for a possible 3-12 hits (3 Battle Dice, plus the +1 Bonus hit for each).

If the Uprising kills all Troops in a Village, then:

- Any remaining Lords are killed, since Captives are not taken,
- All Mills and the Stronghold in the Village are destroyed. Fortified Cities are not affected.

Once resolved, the Uprising card is discarded onto the Fortune & Disaster Discard Pile.

Example: DAVID plays an Uprising card on the Village of MAZILLES, which has a Stronghold and 2 Men at Arms on it. The Uprising card attacks with 1 Battle Die +1 bonus hit, but the Battle Die is cancelled due to the Stronghold Attack Penalty. The Uprising would fail, since the +1 bonus hit only counts if the Battle Die is rolled. But DAVID had previously made an agreement with GRADY who plays another Uprising card. With the two Uprising cards, they now have: 2 Battle Dice - 1 Stronghold Penalty = 1 Battle Die to resolve the Uprising.

DAVID rolls the Battle Die for a 1, adds +1 bonus hit, for a total of 2 hits. Both Men at Arms are killed and therefore the Stronghold is destroyed.

Bishops *(1.4)* and Cardinals *(1.5)* **may attempt to stop** an Uprising.

10.2 SECRET PASSAGE ϟ (3 CARDS)



The Secret Passage card has different effects depending on when it is played. The effects are detailed below. Once resolved, the card is discarded onto the Fortune & Disaster Discard Pile.

10.2.1 PLAYED DURING MOVEMENT

When played during movement, the Player can utilize one of the following effects for his own Lords and Troops:

- **Escape from a Besieged Stronghold or Fortified City**

Allows Troops with a Lord to escape from a besiged Stronghold or Fortified City into an adjacent Village. They may take Captives with them. This is not an additional Move, but a first Move that normally would not be allowed. They now can take a second Move.

- **Move in Heavy Rain**

Allows an Army (Troops and Lords in the same Village) to take one Move in a Bishopric with Heavy Rain. This can include moving into or out of the Bishopric. This is not a bonus Move, but only allows one Move in a Bishopric where movement is usually not allowed due to the Heavy Rain.

- **Avoid a Battle**

The Secret Passage card can be used in several ways to avoid Battle. A Player can pass through an enemy occupied Village without asking permission or using a Cavalcade *(5.2)*. Or if an opponent just moved into the Village a Player occupies, the Player can move out of the Village along the same road the opponent just entered from. In general, if a Player usually needed to ask permission to move through an enemy, he no longer needs to. But the Player's Troops still always needs a Lord to lead them.

10.2.2 PLAYED DURING A BATTLE

When a Secret Passage card is played during a Battle, the Player can:

- **Attack from the Tunnels**

Allows an attacker to attack a Stronghold or Fortified City from the tunnels, cancelling all Attacker Penalties.

Example: Kirsten attacks a Stronghold with 5 SPs, which would nomally give her 1 Battle Die. The Stronghold imposes a -1 Battle Die Attacker Penalty, which would leave her with 0 Battle Dice. By playing the Secret Passage card, she can ignore the Stronghold Penalty and roll 1 Battle Die.

10.2.3 DURING ANY PHASE

- **Avoid Assassination or Ambush** - A Lord can ignore an Assassination or Ambush attempt if he plays a Secret Passage card after an Assassination *(10.3)* or Ambush *(10.5)* card has been played. Both the Secret Passage and the Assassination or Ambush cards are then discarded.
- **Escape** - Allows a Captive(s) to escape without paying a Ransom *(6.2.4)*. The escaped Lord(s) is placed on one of his Strongholds or Fortified Cities. If the Player has no Stronghold or Fortified City, place the escaped Lord in any Village occupied by another of his Lords. If no other Lords are available, place the escaped Lord in any Village he controls, then in any empty uncontrolled Village or Allied Player controlled Village.

10.3 ASSASSINATION ϟ (1 CARD)



The **Assassination** card can be played at any time against a Lord, including the King, the Queen and the Pope!

When played:

- The Lord must roll 1D6. He is immediately assassinated on a 1 - 3 result.
- The Lord may ignore the assassination attempt if he can play a Secret Passage card before the die roll.

A Player can target the Lords of an ally or an opponent, but may never assassinate his own Lords!

The Player who played the Assassination card must choose which of his own Lords sponsored the assassination. Place the Assassin marker (with the bloody knife) on this Lord's card to identify him, because Justice may catch up with him! *(10.4)*

This is done even if the targeted Lord escaped the assassination attempt!

Once resolved, the Assassination card is discarded onto the Fortune & Disaster Discard Pile.

10.4 JUSTICE ϟ (1 CARD)



The **Justice** card can be played at any time against a Lord with an Assassin marker. Justice is served and the Lord is beheaded (killed and discarded)!

The King, the Queen (Regent), the Crown Prince, and the Pope are immune to the Justice card.

10.5 AMBUSH ϟ (1 CARD)



The Ambush card can be played at any time by a Player who has at least one of his Lords engaged in a Battle. He automatically captures one opponent Lord of his choice engaged in this Battle.

Note: Troops may not attack if they are not lead by a Lord. They may only defend themselves if attacked.

11.0 OPTIONAL RULES

Players may choose to incorporate any of the optional rules listed below.

11.1 HOLY RELICS

Note: Holy Relics are associated with Saints - their bones, hair and blood, or any object of wonder that belonged to them. The Holy Relics are secretly guarded by the church.

At the beginning of the game, randomly place the five relics on each of the Bishoprics' Principal Villages: SIGY, BLAYE, TOURNUS, ST GÉRÔME and BOURG.

Only Ecclesiastical Lords, including the Bishop of the Bishopric where the Relic is located, any Cardinal, or the Pope, can take possession of a Holy Relic if he is in the Principal Village where it is located. If the Village is controlled and occupied by an opponent, the Ecclesiastical Lord must be given permission by the owner to take the Holy Relic. Once taken, a Holy Relic is controlled and moved by the Lord that possesses it. Each relic gives a different bonus that the Lord can use to his advantage.

Example: A Bishop may only take possession of a Holy Relic located in his own Bishopric.

A Lord may sell or give a Holy Relic to any other Lord, even non-ecclesiastical Lords. This requires a Diplomacy marker.

A Holy Relic in a Village occupied only by Troops (for example, the Lord carrying the Relic died from the plague) is still controlled by the Troops.

A Holy Relic cannot be destroyed.

If a previously claimed Holy Relic sits unclaimed in any Village (imagine for example that the owner died of the Plague), any Lord may attempt to take control of the Relic.

As long as no Lord controls the Holy Relic, it cannot be used. In a Battle with an alliance, if all of the Lords of the Player controlling the Holy Relic die, the Relic passes immediately to another Lord in the alliance.

Note: We recommend that Holy Relics not be used by new Players in their first game.

11.1.1 HOLY RELIC EFFECTS

THE HOLY GRAIL



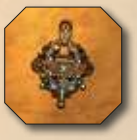
The Holy Grail, if part of a **defending** Army, protects that Army in Battle. The opponent's Battle Dice hit results are each reduced by one.

Example: DAVID's Lord has the Holy Grail and 3 Knights. GRADY attacks him with 3 Battle Dice, rolling 1f, 1f and 3f. The Holy Grail reduces these rolls to 0f, 0f, and 2f, for a total of 2 hits.

The Holy Grail is effective only if the possesser didn't initiate the Battle, nor is part of the initiating side.

The sacred cup from which Christ drank at the Last Supper and which was then used to collect his blood at his crucifixion.

EYES OF SAINT ROSELINE



The Eyes of Saint Roseline allows the Player to attempt to move one or all Heavy Rain Disaster cards in play at the end of the Play Cards Phase *(2.0)*.

A die is rolled to determine the new Bishopric a Heavy Rain card will be moved to. If either the current Bishopric number or a 6 is rolled, the Heavy Rain card is not moved. Otherwise, it is moved to the new Bishopric indicated by the die roll. If the new Bishopric already has a Heavy Rain card on it, the second Heavy Rain card is discarded.

Holy Scripture: "After a long time of droughts, the rain comes back.... all thanks to a procession with the relics of St Roseline de Villeneuve" (Castle of Arcs, 1263-1329).

TEETH OF SAINT GÉRONCE



The Teeth of Saint Géronce may be used only once during the game to resurrect a Lord who has just died, by cancelling the death. The possessor does not have to be in the same Village as the Lord that died.

This action must be announced immediately after the Lord dies. Then remove the Relic from the game.

Saint Géronce was a Missionary Bishop of Talco (near Seville, Spain), who was jailed and died a Martyr near the end of the Apostolic Age circa 100 AD. He is the Patron Saint of Bourg, a port on the river Dordogne, North Aquitaine, the hometown of the Designer, Philippe Mouchebeuf.

THE HOLY SPEAR



The Holy Spear, if part of an attacking Army, adds +1 bonus hit to the possessor's combined Battle Dice total, each time he rolls. The Lord and his Holy Spear have to be part of the attacking Army.

Example: GUNTER's Lord has the Holy Spear and 3 Knights, allowing him to roll 2 Battle Dice. He rolls 1f and 3f for a total of 4 hits. The Holy Spear increases this to 5 hits.

Note: If no Battle Dice are rolled, no +1 bonus hit takes effect.

The Holy Spear: Discovered below a slab in the Saint Peter's Church in Antioche (Turkey). The discovery of this Relic galvanized the Crusaders who were fighting the Saracens during the 1st Crusade in 1098.

BONE OF SAINT RHADEGUND



The Bone of Saint Rhadegund can remove one or more Famine Disaster Cards at the end of the Play Cards Phase. The Lord does not have to be in the same Bishoprics as the Famines.

The Player controlling the Relic chooses which Famine(s) he wants to remove. He rolls for each Famine card and may remove it on a 1D6 result of 4, 5 or 6.

Holy Scripture: The Oat Miracle... "trying to hide in a field of oat freshly sown, the oat grew instantly to conceal her." - Queen Rhadegunde of the Francs (529-587) founded the Abbey of Sainte-Croix de Poitiers.



11.2 FOG OF WAR



THE YELLOW PLAYER COUNTERS FACE DOWN

All Troop counters are stacked face down on the Map in order to hide what Troops they are. Players may not check what Troops an opponent has until a Battle commences.

Players must announce what new Troops they are buying during the Purchase Phase. But they do not have to disclose where they are placing them.

Note: We recommend Fog of War play only for experienced Players.

11.3 OPEN DIPLOMACY

Diplomacy markers are removed from the game. Players may negotiate, exchange Deniers and cards freely and discuss as much in private as they wish.

Note: Caution, game time can increase if the Player take away the Diplomacy markers and the limits that they impose.

12.0 FAQ

Q: If a Player does not have any Troops or Lords on the map, is he eliminated from the game?
A: No, he can keep playing by drawing cards, playing them, negotiating, etc. He cannot purchase Troops or Buildings, because he cannot place them. If he places a new Lord, he has to place it in a Village not controlled by another Player, unless another Player allows him to do so. Once he has a new Lord under his control in the game, he continues to play normally.

Q: Is a Player's Deniers (money) visible to others or secret?
A: It is visible, unless all Players agree at the beginning of a game that their Deniers can remain hidden from others.

PHASE 1. HEAR YE, HEAR YE

Q: Can I break an alliance?
A: The only way to break an alliance is to end the marriage. Either one of the spouses dies (through a Battle, Uprising, Plague or Assassination) or the Pope annuls the marriage *(1.6)*.

Q: Can I attack my ally, possibly taking his Fief Fortified City and Title? Can I attempt to assassinate my ally's Lord?
A: Yes, the Player can attack and assassinate his ally. The Player can also take control of their Fortified City and Title. But, the alliance stays in place until the marriage ends!

Q: Can we marry in a three Player game?
A: Yes, it is allowed, but the Player can only win the game independently in a three Player game. So the only reason to marry would be for the ability to get a Title from a spouse, or becoming Queen Regent in case the King dies.

Q: Can a Player decide not to vote in an election?
A: Yes, a Player either abstains from voting or plays his 'Decoy' Vote marker during the election.

Q: How are the 'Decoy' Votes counted for the vote total?
A: Only 'For' Votes are counted to determine the absolute majority or a simple majority of a vote. Abstentions and 'Decoy' Votes are ignored.

Q: When a Bishop becomes a Cardinal or the Pope, what happens to his Bishop Title?
A: Bishop and Cardinal titles are kept and they still have priority for the Tithe Tax in their Bishoprics.

Q: Can a Lord have more than one Bishop Title? Or Cardinal Title?
A: No, a Lord cannot have more than one Bishop or Cardinal Title. However, a Lord may have several Fief Titles along with his Bishop and Cardinal Titles.

Q: Does the Queen get 1 VP, especially if she is Queen Regent?
A: No.

Q: Can the Royal Wedding be annuled by the Pope?
A: Yes, it may be at the request of the King or the Queen, but not if the Crown Prince has been announced. A Crown Prince proves that the marriage has been consummated and therefore can not be annuled.

PHASE 2. CARDS

Q: Can I play an Opportunity card during the Discard Phase?
A: Yes, the Player may play it instead of discarding it.

Q: Can I play an Opportunity card during the Draw phase?
A: No.

Q: All of the Lord cards have been drawn, but some are in the Lords Discard Pile because they died. Can I draw one of these?
A: Any time a Player wishes to draw a card from a Draw Deck that is depleted, shuffle all cards in the appropriate Discard Pile and place them as a new Draw Deck. The Player may now draw a new Lord card.

Note: The newly drawn Lord is not the same man who died, just one who carries the same name!

PHASE 3. INCOME

Q: If a Titled Lord who played a Tax card dies before the income phase (Assassination, Rebellion, or Justice) or loses his Title (excommunicated by the Pope), where does the tax income go?
A: If the Fief's Title remains in the family, they collect the Deniers. If the Fief's Title is now controlled by another family, they receive the Deniers. If the Fief's Title remains unclaimed, no tax is collected. If a Bishop, Cardinal or the Pope died, no Tithe is collected.

PHASE 4. PURCHASE

Q: What happens if I want to buy something, but there are no counters left in the stockpile?
A: The Player cannot purchase an item if there are no counters left. This applies to all purchasable things such as Men at Arms, Siege Engines, Mills, etc.

Note: Mills often run out quickly in the game!

Q: The King can give my Lord a Fief Title, but demands that I give him 2 Deniers and the Village of St. Paul. Can he do this?
A: Yes, he can, if the Player agrees to it. If the Player does not want to negotiate, the Player can always pay the full price for the Fief title to the bank.

PHASE 5. MOVEMENT

Q: If several Players have Troops in a Village through which I want to pass, from whom do I have to ask permission to pass?
A: One Player controls the Village, while other Player Troops may occupy the roads leading to the Village. A Player needs to get permission from the opposing Player controlling the Village and from another opposing Player that is occupying the road the Player wants to travel on to the next Village. If either opposing Player refuses, the Player cannot pass and may have to play a Secret Passage card, move as a Cavalcade, or fight a Battle.

Q: Can a Player form a Cavalcade, move to fight, and if he wins decide to stay in that Village instead of moving on?
A: No. The Player must continue moving to the next Village, but the Player could move back again, if he has a Move remaining.

Q: Can a Cavalvade fight in its final Move?
A: No. This final move Battle will happen in the Battle Phase if the opponent has not moved away.

Q: Can a Player initiate a Cavalcade from a besieged Stronghold or Fortified City?
A: Yes. The besieged Cavalcading army must immediately fight against the besieging force. If the Cavalcading army wins, it MUST make a second move to an adjacent Village.

PHASE 6. BATTLES

Q: A Lord is alone in a Village facing an opposing army. Does he get to fight with 1 Battle Die?
A: No, Lords with no supporting Troops are immediately taken captive.
Example: KIRSTEN and GUNTER both have Lords in a Village with no Troops. KIRSTEN controls the Village. During the next Purchase Phase, KIRSTEN purchases a Knight and places it in this Village. GUNTER's Lord is immediately captured.

13.0 DEFINITIONS

Controlled *(5.1)* - A Village occupied by a Player's Troops and/or Lords is controlled by that Player. An unoccupied Village located in a governed Fief is controlled by the governing Player.

Family - A Player's family consists of up to four Lords.

Governed *(4.3)* - A Bishopric with an elected Bishop or a Fief whose Title has been purchased by a Lord. A Player receives income from unoccupied Villages in his governed Fiefs.

Troops *(4.1)* - Men at Arms and Knights that are used in Battle.

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