



# EMPIRES OF THE MIDDLE AGES

Second Edition

## TABLE OF CONTENTS

1.0	INTRODUCTION
2.0	DEFINITION OF TERMS
3.0	GAME EQUIPMENT
4.0	PREPARING FOR PLAY
5.0	GENERAL DESCRIPTION OF PLAY
6.0	SEQUENCE OF PLAY
7.0	THE NATURE OF EMPIRE
8.0	LEADERS
9.0	ENDEAVORS
10.0	CONQUEST
11.0	PILLAGE
12.0	DIPLOMACY
13.0	DEFENSE
14.0	FORTIFICATION
15.0	RULING
16.0	GOLD, TAXATION & PLUNDER
17.0	UNREST & REBELLION
18.0	CLAIMS
19.0	EVENT CARDS
20.0	GRAND DIPLOMACY
21.0	EXILE
22.0	EXCOMMUNICATION & RELIGIOUS CONVERSION
23.0	THE SCHISM AND THE CRUSADES (Optional Rules)
24.0	RAIDERS & MAGNATES (Optional Rules)
25.0	COLONIZATION (Optional Rules)
26.0	VICTORY CONDITIONS
27.0	Scenario: CHARLEMAGNE AND THE FRANKISH EMPIRE
28.0	Scenario: MILLENNIUM, AD 976-1075
29.0	Scenario: AGE OF THE CRUSADES, AD 1136-1200
30.0	Scenario: DEFEAT IN THE EAST, AD 1201-1300
31.0	Scenario: TWILIGHT OF THE MIDDLE AGES, AD 1386-1465
32.0	Scenario: THE GRAND SCENARIO
33.0	SECOND EDITION EXPANSION RULES

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## 1.0 INTRODUCTION

**Empires of the Middle Ages** simulates the flow of medieval European history on a continental scale. The period covered in the game stretches from AD 771, the time of Charlemagne's reign, to 1465, the time of the final collapse of the Byzantine Empire. **Empires of the Middle Ages** is a multi-player game in which each player controls a historic kingdom or empire. The game includes a "Grand Scenario," which covers the entire time from 771 to 1465, as well as several shorter scenarios, each covering a period of 50 to 100 years. The shorter scenarios may be played by as few as two players or by as many as six. There is also a solitaire scenario. The Grand Scenario should be played by six players, though it may be played by fewer.

## 2.0 DEFINITION OF TERMS

**Area.** The **Empires of the Middle Ages** map is divided into sea areas and land areas. Each land area contains the name and basic characteristics of that area. Each sea area contains only the name of that area. In essence, the action of the game centers on the maintenance, acquisition and loss of land areas, which players accomplish through various endeavors.

**Army.** A game piece representing a professional military force beyond feudal contingents.

**Claims.** A claim represents a player's legal right to the ownership of an area. If, at the end of a scenario, a player possesses both an area and a claim to that area, he receives a victory point bonus. If a player has a claim on an area, he receives benefits when conducting certain endeavors against it.

**Civilization Markers.** Game pieces that enhance certain endeavors or other game functions in the areas in which they're placed.

**Conquest** is the endeavor by which a player may capture an independent area or an area belonging to another player.

**Court Area.** In the scenario descriptions, one area in each player's realm is designated his court area. The court area is the home area of your empire's leaders, and consequently the linguistic and religious characteristics of those leaders are considered to be those of the original court area. The linguistic and religious characteristics of a leader are used in determining the leader's effectiveness rating when undertaking an endeavor in or against an area.

**Defense.** By conducting a defensive endeavor in an area, a player reduces an enemy's chance of success in attempting to conquer or pillage that area.

**Diplomacy.** Through a diplomacy endeavor, a player may form a diplomatic tie between his leader's dynasty and an area. Diplomatic ties are the primary means by which a player may obtain claims.

**Effectiveness Rating.** An effectiveness rating is a numeric representation of a leader's ability to accomplish a task in a particular situation. Effectiveness ratings are used in determining endeavor results. The effectiveness rating is based on the leader stature of the player undertaking the endeavor. The stature number is modified according to whichever conditions are relevant to that endeavor, and according to the particular characteristics of the areas involved. Leader stature, modified for a given situation, produces the leader's effectiveness rating.

**Empire.** The land areas a player controls at any given time constitute that player's empire. The areas each player controls at the start

of the game are listed in the scenario instructions.

**Endeavors** are certain voluntary activities a player may undertake. A player undertakes an endeavor by announcing which particular activity he wishes to perform, and then playing a "year card," which is used to determine his success. There are six types of endeavors: conquest; defense, diplomacy, pillage, fortification and ruling.

**Fleet.** A game piece representing naval forces that allows additional extensions of endeavors across sea areas.

**Fortification.** The construction of fortifications in an area reduces the likelihood of successful conquest or pillage in that area. More, fortifications reduce the chances an area will rebel or enter a state of unrest.

**Gold & Taxation.** Undertaking an endeavor other than ruling or pillage requires the expenditure of a set amount of gold. Further, gold may be used as a diplomatic tool in multi-player games. Players raise gold by taxing the areas within their empires and by pillaging foreign areas.

**Language, Religion, Population.** The language, religion and population of the areas are indicated underneath each area's name on the map. Those characteristics modify a leader's stature when determining a leader's effectiveness rating for an endeavor involving that area.

**Leader Stature.** The strength of a leader - that is, a leader's ability to successfully carry out various activities in the game - depends on his stature ratings. Each leader has three stature ratings, which indicate his skill in military, administrative and diplomatic affairs. There are five levels of leader stature: 1 (inept), 2, 3, 5, and 9 (brilliant). A leader's stature is the basis for determining his effectiveness rating *vis a vis* any endeavor he undertakes. At times players must redetermine the stature of their leaders. Each leader's initial stature ratings are provided in the scenario descriptions.

**Pillage.** By pillaging a neighboring independent or enemy area, a player may reduce the social state of that area, and acquire one or more points of gold.

**Plunder** is a special form of taxation by which a player may obtain more gold from an area than would normally be possible. Unlike normal taxation, however, plunder deleteriously affects the social state of the area involved and increases the likelihood that area will rebel.

**Ruling.** This endeavor has two purposes; the first is administration. The successful administration of an area in a state of unrest brings that area out of unrest, thus greatly decreasing the possibility of rebellion there. The second purpose of a ruling endeavor is to increase an area's social state.

**Social State** is a numeric representation of the relative condition of a given area's social and economic organization. An area's social state can change repeatedly as a result of the owning player's actions and those of his opponents. In turn, the social state of an area directly affects most actions involving that area. Each area's social state is indicated on its Social State Register on the map.

**Social State Norm.** On each area's Social State Register, the number enclosed in parentheses is that area's social state norm. Unless otherwise noted in the scenario descriptions, each area begins the game with its social state level at its norm. Further, an area's social state may never be increased more than two levels above

its norm. The social state norm does not restrict how low the area's social state may fall.

**Tie.** These represent liaisons based on either family ties or diplomatic agreements between an emperor and the local ruling power within a specific area. Ties may additionally increase or decrease the rebellion value of an area.

**Unrest & Rebellion.** Under certain circumstances an area may enter a state of unrest or rebellion. When an area is in a state of unrest, the owning player's abilities to undertake endeavors and tax in it are inhibited by the increased chance of rebellion. When a player's area is in rebellion, he loses control over the area; the area becomes independent.

### 3.0 GAME EQUIPMENT

#### 3.1 The Game Map

The **Empires of the Middle Ages** game map shows all of Europe except the northern reaches of Scandinavia and the eastern continental marches. Also shown on the map are Asia Minor, the northern Levant, and parts of the African Mediterranean coast. Superimposed over the geographic contours of the map is a system of coloration, which designates the ethnic and geographic areas in and around which play revolves.

**3.11** There are two types of areas represented on the map: land areas and sea areas. All sea areas possess identical characteristics at all times, and their effect on play never changes. Consequently, a sea area contains only the name of that area. Land areas, however, possess a number of characteristics, the status of each being subject to change in the course of play. A land area's original characteristics, in most scenarios of **Empires of the Middle Ages**, are indicated beneath its name on map. Any changes to those characteristics during the game are shown through the use of game markers. In some scenarios, certain areas begin the game with characteristics differing from those indicated on the map. Such differences are listed in the scenario descriptions.



3.12 Sample Area

**3.13** The borders by which the land areas interconnect indicate geographic adjacency. Only areas directly linked by a shared border-line represent adjacent areas. Areas with boundaries that meet only at points are not considered adjacent or connected in any way for any game purposes.

**3.14 Kiev.** The Kiev area is considered to be connected to the Black Sea area.

**3.15** Certain areas separated by water are shown with double-headed arrows connecting them. Those areas are considered to directly border each other. The intervening narrow bodies of water are ignored during movement and for all endeavors.

#### 3.2 The Year Cards

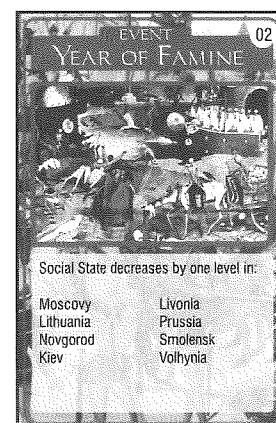
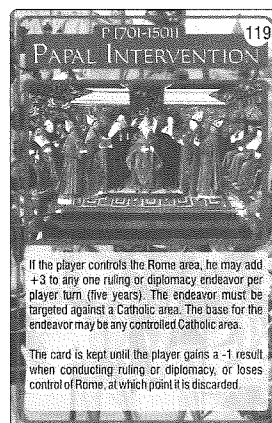
Fifty-six year cards are provided with the game, which together form one deck. Those cards are used to determine the results of endeavors.

##### 3.21 Sample Year Card

YEAR CARD		EFFECT ON...	
Endeavor	Result	Target	Active Base
CONQUEST	C(4>)	-1(1>)	-1(<0)
PILLAGE	-	1(1>)	1(1<)
RULING	-	-	+1(2>)
FORTIFICATION	F(6>)	-	-1(<8)
DIPLOMACY	T	-	-
Leader Checks: None Required			

#### 3.3 Event Cards

There are also 164 event cards provided with the game. Only numbers 01 through 56 are used in standard play. Numbers 113 through 220 are marked with a "P" or an "L." They are provisional event cards used only with the **Second Edition Expansion** rules (see 33.0). Note the event cards form their own deck separate from that of the year cards. Some event cards are marked "Hold." They are played when the holding player wants to reap their benefit. All other event cards are played, and their effects implemented, as soon as they are drawn.



### 3.4 Charts, Tables & Displays

Various visual aids have been provided with the game in order to simplify and illustrate certain game functions. They include the Unrest & Rebellion Table, Leader Stature Change Table, Conversion Rating Chart, Schism Table, Raider Activity Schedules, Magnate Appearance Table, Magnate Matrices, Syrian Magnate Appearance Table, Pillage & Plunder Table, Effectiveness Rating Summaries, and the Linguistic & Religious Modifier Matrix. See separate player aid cards.

### 3.5 The Counters

**3.51** Most of the cardboard playing pieces—or “counters”—in the game are used as markers to record changes in the status of the areas. There are six sets of differently colored counters used by the players to indicate the status of their domains. There are also neutral markers. Note the number of counters provided is in no way a limiting factor in the game. Though it's doubtful the need will arise, players should feel free to supplement the counter supply with makeshift markers.

### 3.52 Summary of Counter Types

See illustration to right.

### 3.6 Game Parts Inventory

Two maps, four counter sheets, 220 playing cards (year and event), these rules and the player aid cards. If any parts are damaged or missing, please contact: Decision Games, PO Box 21598, Bakersfield, CA 93390, or via the internet at: [www.decisiongames.com](http://www.decisiongames.com), by using the customer service form.







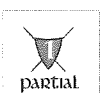









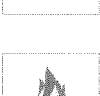



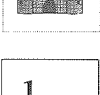


## 4.0 PREPARING FOR PLAY

In order to hasten the rules-learning process, players are encouraged to play a trial game while actually reading the rules. The Charlemagne scenario (28.0) serves as the best introductory game by virtue of its relative simplicity. When players feel sufficiently familiar with the rules to undertake a multi-player game, they should then examine the scenarios described in sections 28.0 through 31.0. The number of players available is an important consideration when deciding which scenario to play; though most of the scenarios can accommodate different numbers of players, each has an optimum number. The optimum, maximum and minimum number of players for each scenario is indicated in the scenario descriptions.

Once the players have decided which scenario to play, they must decide which empire each will control. Each player then receives one set of colored counters, which will serve as his markers during the game. The location of the court area and the initial leader stature for each empire, as well as a list of all the areas in each empire, are provided in the scenario descriptions.

1. Each player places his court area social state marker within the indicated area on the map. The marker indicating the court area's social state norm is placed on top of the bracketed number on the social state register, with the sign showing on the marker corresponding to the sign of the bracketed number, either positive (+) or negative (-). If the social state norm of the area is zero, the marker may be placed with either side showing.
2. Each player places one of his social state markers on the social state register of each of his areas to indicate their social state norms.
3. Each player places a leader counter on the social state marker of his court area. Each player then places three stature markers,

### 3.52 Summary of Counter Types

	Claim Marker		Conquest Endeavor Marker
	Cathedral-Civilization Marker		Fleet Counter
	Palace-Civilization Marker		Social Status Marker
	Partial Conquest Marker		University-Civilization Marker
	Crusader Marker		Pagan Religion Marker
	Social Status Marker		Commerce-Civilization Marker
	Social Status Marker		Leader Stature Marker
	Diplomatic/Hereditary Tie Marker		Partial Colonization Marker
	Area Unrest Marker		Magnate Marker
	Fortification Marker		Court Status Marker
	Gold Counter		Army
	Roman Catholic Religion Marker		



bearing the appropriate stature numbers, on his Leader Stature Display.

4. Each player places an appropriate number of gold markers in his Treasury Display.
5. Each player places any fortification, diplomatic tie and claim markers on the map as called for by the instructions in the scenario description.
6. The players place independent social state markers on the social state registers of all land areas not included in any of the players' empires. The markers are positioned to indicate each area's social state norm. (To save time, don't carry out this step until it's actually necessary to do so.)
7. If any areas are indicated in the scenario description as having characteristics differing from those indicated in their registers, the players should place the appropriate markers in those registers.
8. An unused marker is placed in the appropriate position on the Game Turn Record Track to indicate the year during which the scenario begins.
- 9: The year and event card decks are shuffled.

## 5.0 GENERAL DESCRIPTION OF PLAY

The structure of the sequence of activities in **Empires of the Middle Ages** has four tiers: the "Game Turn," the "Round," the "Player Turn," and the "play of a Year Card." Each scenario is played for a designated number of game turns. Each game turn consists of five rounds. In each round there are as many player turns as there are players. During each player turn one of the participants plays some or all of his five year cards. The play of a card represents, for each player, the activities of one calendar year. Thus each round equals five years, and the play of a whole game turn represents the passage of 25 years.

At the beginning of each game turn the players must determine which, if any, raider forces will be active during that game turn. Raiders are not controlled by any player; rather they follow courses of action described in the rules. After the players have determined the status of any raider forces, the first round may begin. If any raiders are active, one of the players executes their actions. Next the players determine whether a magnate will be activated during the first round and, if so, one of the players executes the actions of that magnate. Then the players determine the order in which they will execute their player turns according to the stature of their leaders.

The player with the highest leader stature has first choice in declaring exactly when his turn will take place; the player with the second highest leader stature has second choice, and so on. Once the order of player turns has been determined, five year cards are dealt, face down, to each player. The player who has chosen to go first may then begin his player turn by drawing a card from the event deck and, depending on whether the card drawn is an event or hold card, he either immediately carries out the action described on the card or retains it for later use. During his player turn a player may undertake up to five endeavors. He may attempt to conquer, pillage or gain diplomatic ties with areas outside his empire; or he may attempt to fortify or economically improve his own areas. Each individual action requires the play of one year card, and most require the expenditure of gold. In addition to undertaking endeavors, a player also attempts to collect gold by taxing the areas within his empire.

When the first player turn has been completed, the player who chose to go second carries out his player turn, undertaking up to five endeavors and collecting gold from his empire. The first round continues in that way until each player has carried out his player turn. The second and subsequent rounds are played in the same way as the first: players carry out the actions of raiders and magnates, determine the order of player turns, then execute those turns in that predetermined order.

Play proceeds through the number of game turns specified in the rules for the scenario being played. At the completion of the last game turn, the players determine who has won. The victor is the player who has most improved the condition of his empire.

## 6.0 SEQUENCE OF PLAY

**Empires of the Middle Ages** is played in successive game turns. Each game turn, representing 25 years of elapsed time, consists of five rounds. More, at the beginning of each game turn certain special activities are undertaken. A game turn begins directly before the play of a round representing the century, quarter-century, half-century and three-quarter-century marks. For example, game turns begin before the rounds starting in 1101, 1126, 1151 and 1176. A game turn is always begun at the start of a game, even if the first game turn of a scenario would consist of fewer than five rounds. For example, the first game turn of the 1135 scenario would consist of only three rounds, as a second game turn begins before the 1151 round.

The primary structural unit of the activities in **Empires of the Middle Ages** is the round. Each round represents the passing of five years. The players begin each round by shuffling the deck of year cards and dealing five of them, face down, to each player. Note that players may not examine any of their year cards until they turn them face up, one per endeavor, to determine an endeavor's result. The players then proceed through the sequence of play. All events in the game must take place strictly within the order dictated by the "Game Turn Sequence" given below.

## GAME TURN SEQUENCE

### I. EVENT CARD SEGMENT

All discarded and/or unused event cards are reformed into one deck, and the deck is shuffled. Note that hold cards still possessed by players are not returned to the deck (see 19.0).

### II. THEOLOGICAL POLITICS SEGMENT (OPTIONAL)

The players determine the status of the Christian churches as described in the rules for schism (see 23.1).

### III. THE ROUNDS

#### A. First Round

##### 1. Year Card Distribution Phase

The players shuffle the deck of year cards, and five are dealt to each player.

##### 2. Crusade Determination Phase (Optional)

Players determine whether there will be a crusade during this round (see 23.3). Note there can be only one crusade per game turn.

##### 3. Raider Phase (Optional)

Players determine which, if any, raiders are active during the current game turn. If there is an active raider force, the players determine which areas are to be attacked by those raiders and then execute those attacks (see 24.0).

#### 4. Magnate Phase (Optional)

Players determine whether a magnate appears during this round. If a magnate does appear, his location, stature and intentions are determined and his activities are carried out (see 24.0).

#### 5. Crusader Phase (Optional)

If the players have determined there will be a crusade during the current round, the players whose leaders are Roman Catholic conduct that crusade as described in rule 23.3.

#### 6. Initiative Determination Phase

During this phase the players determine the order in which the player turns will be played. The player who has the highest leader stature rating total (that is, the sum of his three stature ratings), announces in which position in the round he will play (first, second or whatever). If there is a tie for the highest stature rating total, the tied player who controls the most areas has first choice. If there is a tie in the number of areas as well, the tied players should roll a die for high number. After the player of highest rank has chosen his turn's position, the other players continue to choose turn positions by order of their leaders' stature rating totals until the lowest ranking player is left with the remaining unwanted position.

#### 7. First Player Turn

The player who has chosen to go first begins his player turn by drawing a card from the event deck. If the card he receives is an event card, he must immediately turn it face up and apply the results of that event. The player must then undertake at least one endeavor. He announces to the other players the endeavor he plans to undertake. If that endeavor involves an area belonging to another player's empire, the active player must allow that player the opportunity to announce whether he will undertake a defense endeavor. The first player then plays his first year card by turning it face up. If another player has announced a defense endeavor, he also plays a year card. Endeavor results are applied immediately. The first player may then continue to play his remaining four year cards, or he may reserve them for defense endeavors during the other players' turns.

At any point during his player turn, the active player may collect gold by taxing the areas within his empire. That is, the player may tax his areas before he draws his event card or plays a year card, after he has played all five, or at any time in between. All the areas a player intends to tax during his current player turn must, however, be taxed together before his next year card is played.

#### 8. Second Player Turn

The second player, as determined in the initiative determination phase, plays one or more of his five cards and collects taxes.

#### 9. Remaining Player Turns

The remaining players carry out their player turns in the determined order. At the end of the last player turn, any players who still have unplayed year cards must turn them face up and carry out any required stature checks. The passage of five years is then recorded on the Turn Record Track by advancing the "Round" marker.

#### 10. Colonization Record Phase (Optional)

Players currently attempting to colonize any areas now record any changes to their colonization point totals (see 25.0).

#### B through E. Second through Fifth Rounds

The players carry out the actions of any active raiders or magnates, determine the order of player turns, then play those turns as described in the outline above.

#### F. End of Game Turn

The passing of the 25 years, represented the completion of a full game turn, is recorded on the Game Turn Record Track by advancing the "Game Turn" marker.

### 7.0 THE NATURE OF EMPIRE

At the beginning of the game, each player is granted an imperial domain of one or more areas. The player's only active piece is his leader counter, which represents the current monarch of the empire's ruling house. The player's basic goals are to maintain his original empire, improve the social state of the areas he possesses, and increase the number of areas in his empire. The player attempts to accomplish those goals by engaging his leader in various endeavors through which he may strengthen his own areas and attack those of his neighbors. The player finances his endeavors primarily through the taxation of his own areas.

Each area has four basic characteristics that influence the outcome of any endeavors involving it. Those characteristics are: religion, language, population and social state level. Of these characteristics, only the social state level will change frequently during the game. Religion and language are changed only under extraordinary circumstances, and population values are never changed. The characteristics of each area are marked with counters on the register beneath their names on the map. Finally, one area in each player's empire, designated the player's court area, has special properties.

During the game, as the social state levels of a player's areas rise and fall, the player changes the social state markers to record those changes. The social state level of each area may drop as low as negative-three (-3) in the course of play. The social state level of each area may be raised no higher than two levels above each area's respective social state norm. If, at any time, the religion or language of an area changes, and is thus at variance with the data printed on the area's register, an appropriate marker is placed in that area.

#### 7.1 Social State

The social state of an area directly affects the resolution of any endeavor involving that area. An area's social state also affects the area's potential tax yield. The social state of an area may be reduced as a result of either unsuccessful attempts by the owning player to fortify or economically build-up the area, or as a result of successful attempts by other players to conquer or pillage that area (see 10.0 and 11.0). A player may actively raise the social state of an area only through the play of a ruling endeavor. An area's social state may also be increased or decreased as the result of the play of certain year cards.

**7.11** The social state level of each area may drop as low as negative-three (-3), regardless of the area's social state norm. Results that dictate a decrease in social state for an area with a social state norm of negative-three (-3) are ignored. No gold may be obtained from an area with a social state of negative-three (-3).

**7.12** The social state of an area may never be raised more than two levels above its social state norm. If a player undertakes a ruling endeavor in an area the social state of which is already two levels above its norm, a result indicating an increase of social state is ignored.

**7.13** The social state level of an area may be raised only through play of a ruling endeavor by the owning player of that Area (see 15.0). The social state level of an area may also be reduced, however, through play of a ruling or fortification endeavor (see 14.0).

**7.14** The increase or decrease of an area's social state level is indicated as the result of the endeavor on the year card played. Such a change is always given as an increase or decrease of one social state level.

**7.15** When a player undertakes a conquest, pillage or diplomacy endeavor, the social state level of the area from which the operation is being launched is added to the player's leader stature in determining the effectiveness rating. Similarly, when a player undertakes a fortification endeavor in one of his areas, the social state level of that area is added to the player's leader stature for determining the effectiveness rating (see 9.5).

**7.16** When a player undertakes a conquest, pillage or diplomacy endeavor, the social state level of the area against which the endeavor is directed is subtracted from the player's leader stature when determining the effectiveness rating (see 9.5).

**7.17** When a player undertakes a ruling endeavor in one of his areas, the social state level of the targeted area always adversely affects the leader's effectiveness rating. If the targeted area's social state is negative, add it to your leader's administrative stature. If the social state is positive, subtract it from your leader's administrative stature. For example, a leader with an administrative rating of three would have it reduced to one if the target area's social state was either "+2" or "-2."

## 7.2 Religion

The religion of the majority of an area's population is indicated in that area's register. There are four religions represented in the game: paganism, Islam, Christianity and heretical Christianity. Christianity is divided into two Churches: the Roman Catholic Church and the Eastern Orthodox Church.

### 7.21 Religion & Leader-Area Relationships

Three religious relationships are possible between a leader and an area. It is the nature of the relationship between the religions of an area and a leader that determines the effect of religion on effectiveness ratings and rebellion values.

- The leader and the area may be of different religions (for example, Moslem and Christian, or Christian and heretical Christian).
- The leader and the area may be of different Christian churches (that is, Roman Catholic and Eastern Orthodox).
- The leader and the area may be of the same religion and/or church (for example, either Moslem or Roman Catholic).

**7.22** The religion of each pagan area is different from the religions of all other pagan areas, as well as being different from Moslem and Christian areas, for all game purposes.

**7.23** The religion of an area may be changed only through the process of conversion (see 22.2).

## 7.3 Languages & Language Groups

Though the ecclesiastical and intellectual communities throughout eastern and western Europe were linked by their respective churches and languages, those ties didn't overcome the often strong cultural differences among the many ethnic groups of the continent. Cultural similarities and differences coincided to a great degree with similarities and differences of language. In *Empires of the Middle Ages*, the main language of the people of each area is indicated by the color of the area. More, each language has been assigned to a group of closely related languages. The following is a list of the language groups and languages in the game, together with a list of the areas belonging to each. Note that in some cases

a given "language" is actually a sub-group including two or more closely related tongues.

### GERMANIC LANGUAGE GROUP

**Low Frankish:** Friesland and Flanders

**Old High German:** Franconia, Lorraine, Bavaria, Austria, Switzerland and Swabia

**Old Saxon:** Saxony and Brandenburg

**Anglo-Saxon:** Wessex, Mercia and Northumbria

**Old Norse:** Denmark, Sweden and Norway

### ROMANIC LANGUAGE GROUP

**North Italic:** Verona, Venice, Lombardy, Tuscany, Rome and Corsica

**South Italic:** Naples, Apulia, Sicily and Sardinia

**Langue d'Oïl:** Ile de France, Normandy, Champagne and Anjou

**Langue d'Oc:** Burgundy, Provence, Toulouse, Aquitaine, Aragon and Valencia

**Iberian:** Leon, Portugal, Castille, Cordova and Granada

**Vlach:** Wallachia

### SLAVONIC LANGUAGE GROUP

**West Slavonic:** Poland, Pomerania, Bohemia, Silesia and Volhynia

**East Slavonic:** Novgorod, Muscovy, Smolensk, Ryazan and Kiev

**South Slavonic:** Croatia, Serbia, Bulgaria and Macedonia

### CELTIC LANGUAGE GROUP

**All Celtic Languages:** Ireland, Scotland, Wales and Brittany

### HELLENIC LANGUAGE GROUP

**Greek:** Greece, Constantinople, Adrianople, Trebizond, Asia and Cilicia

### BALTIC LANGUAGE GROUP

**All Baltic Languages:** Lithuania, Prussia and Livonia

### NON-INDO-EUROPEAN LANGUAGES

Hungary, the Steppes, Khazar, Georgia, Anatolia, Syria, Jerusalem and Armenia (Armenian is actually an Indo-European Language; however, it is only distantly related to the other languages of Europe.)

### 7.31 Language: Leader-Area Relationships

Three Language relationships are possible between a leader and an area. It is the nature of the relationship between the language of an area and a leader that determines the effect of language on effectiveness and rebellion values.

- The leader and the area may be of unrelated languages (for example, Greek and Old Saxon).
- The leader and the area may be of related languages (for example, North Italic and Iberian).
- The Leader and the area may be of the same language (for example, both Baltic).

**7.32** As in the case of pagan areas (7.21), each non-Indo-European area is linguistically unrelated to all other areas.

**7.33** The language of an area may be changed only through colonization (see 25.0).

## 7.4 Population

The size of each area's population, relative to the sizes of populations in other areas, is indicated in the area's register. Population

is represented in the game system by both negative and positive numbers. Population affects only conquest, pillage and fortification endeavors. The population of an area affects the effectiveness rating of a leader in pillage and fortification endeavors; population affects conquest endeavors by determining the number of them necessary to achieve conquest (see 10.3). Population has no effect on an area's rebellion value. See 9.34, effectiveness rating summaries, for specific effects of population.

#### 7.41 Effect of Population on Pillage

The population value of an area against which a player undertakes a pillage endeavor outside his empire is added to the player's leader stature in determining the effectiveness rating.

#### 7.42 Effect of Population on Fortification

The population value of an area in which a player undertakes a fortification endeavor within his empire is added to the player's leader stature in determining the effectiveness rating.

#### 7.43 Effect of Population on Conquest

Population has no effect on determining the effectiveness rating for a conquest endeavor. If, however, the target area of a conquest endeavor has a positive population value, the active player must succeed in a number of conquest endeavors against that area equal to the area's population value (see 10.3).

### 7.5 Court Areas

The court area of each empire is the point of origin for that empire's ruling house, and is also the seat of the imperial government. Consequently, the linguistic and religious characteristics of an empire's leader are those of the empire's court area. More, each area in an empire must be connected to the court area by routes within the empire in order to be taxed and used as bases and targets for endeavors by the empire's leader. The court area is the only area in a player's empire that's never subject to unrest and rebellion during taxation, and thus may be taxed without risk (see 16.0 and 17.0).

**7.51** A player may never tax or undertake an endeavor in an area of his empire that's not connected to the court area of his empire. An area is connected to the court area of its empire if the two areas are linked directly by a mutual border, or if the two areas are linked through a chain of mutually connected land areas, all of which are parts of the same empire. Such a chain of areas, however, may also include a maximum of two sea areas. There is no limit to the number of and areas that may be included in such a chain.

**7.52** If an opponent conquers the court area of a player's empire, the losing player must immediately designate another area to be the new seat of his court. The new court area must be within the player's empire and have the same language and religion as the player's leader. If there is more than one eligible area to which the player may move his court, he may choose the new location from among those eligible. To signify the change of a court's location, the player replaces the social state level marker of the designated area with the court area social state level marker. The new court area is treated in all ways as a normal court area.

**7.53** If a player's court area is conquered and there is no area in his empire with the same language and religion as the leader, that player's leader is forced into exile (see 21.0).

**7.54** If a player who has been forced to relocate his court later reconquers his original court area, he may move his court back to its original location. The original court area is the area so designated at the start of the game. If a player reconquers his original court

area, he must immediately - before the play of the next year card - decide whether he will move his court back to its old home. The player is not, however, compelled to move his court.

**7.55** A player may relocate his court after an opponent has conquered his court area, immediately after he has reconquered his original court area, or immediately after the player has resolved the effects of a "Leader dies heirless" event card. A court may not be relocated at any other times.

## 8.0 LEADERS

Each player is represented in the game by a leader counter, which stands for the individual rulers of the player's empire. The leader counter is a player's only active piece. Each leader has a relative numeric rating for his ability in each of three fields of leadership: combat, administration and diplomacy. There are five possible ratings (or "statures"): 1 (inept), 2, 3, 5, and 9 (brilliant). Each time a leader undertakes an endeavor, the appropriate stature level is used as the basis for determining the leader's effectiveness rating. A leader's stature level will change periodically, representing the ascent of a new monarch to the throne or significant changes in the abilities of the monarch in power.

In the scenario descriptions, each player's leader is assigned a stature level for his combat, administrative and diplomatic abilities. The players place stature level markers bearing the appropriate stature levels on the Leader Stature Displays printed on the map. Each time a player undertakes an endeavor, he determines his leader's effectiveness rating by adding to and subtracting from his leader's stature level for certain modifiers (see 9.5). The relationships of a leader's language and religion to those of an area are among these modifiers (see 9.34).

A leader stature check will occasionally be called for on year or event cards. The player playing the card must check to see if his leader's stature levels have changed immediately after resolving the endeavor for which the card is drawn (if it is drawn for an endeavor). Roll two dice and compare their total with the results printed on the Leader Stature Table. That procedure is performed three times, once for each of the leader's three stature levels.

### 8.1 Leader Statures

#### 8.11 Combat Stature Use

Whenever a leader undertakes a conquest or pillage endeavor, his combat stature is used to determine his effectiveness rating. More, when a leader undertakes a defense endeavor, his combat stature is deducted from the attacking leader's effectiveness rating (see 13.0). A leader's combat stature level never affects a ruling, fortification or diplomacy endeavor.

#### 8.12 Administrative Stature Use

Whenever a leader undertakes a ruling or fortification endeavor, his administrative stature level is used to determine his effectiveness rating. A leader's administrative stature level never affects conquest, pillage, defense or diplomacy endeavors.

#### 8.13 Diplomacy Stature Use

Whenever a leader undertakes a diplomacy endeavor, his diplomacy stature level is used to determine his effectiveness rating. A leader's diplomacy stature level never affects any endeavors other than diplomacy.

### 8.2 Stature Checks

The words "Leader Check" appear at the bottom of each year card. Most say "None Required"; however, some have leader stature

level numbers. A player who, while performing an endeavor, turns over a year card that has such numbers must determine if he needs to perform a leader stature check. Compare the stature used for that endeavor to the numbers listed on the card. If that number appears, the player must perform a leader stature check. Example: if a player were undertaking a conquest endeavor with a leader whose combat stature level were "3," and he played a card on which appeared the legend "Leader: 1, 2, 3," that player would have to check his leader's stature levels using the Leader Stature Table (see 8.3).

**8.21** If a card with a check indication is played for the resolution of an endeavor, a stature check is required only if the level of the stature being checked for that endeavor appears on the card. The levels of the other two statures never affect whether a check is required.

**8.22** If, at the end of a round, a player finds there is a stature check indication on a card he didn't use for an endeavor during that round, he determines whether he must check his leader's stature levels according to the level of his administrative stature. Thus, a stature check is necessary only if the administrative stature level is indicated on the card. The leader's combat and diplomacy stature levels have no effect on whether a check is required in that situation.

**8.23** Each time a he plays a card that requires him to check his leader's stature levels, the player must make the indicated check. Note it's possible, though unlikely, a player could be required to check his leader's stature levels five times in one round. More, a player may not initiate a stature check unless he has just played a card requiring him to do so.

### **8.3 Leader Stature Change Table**

(See charts and tables)

**8.31** A leader stature check requires three rolls of the dice. The first dice roll determines whether the leader's combat level changes. The second dice roll determines whether the leader's administration level changes, and the third determines the diplomacy level.

**8.32** Check results are put into effect immediately and affect all following endeavors.

## **9.0 ENDEAVORS**

There are six endeavors a player may undertake to strengthen and expand his realm. Those six endeavors fall into two general categories: foreign and domestic.

Foreign endeavors are actions directed from one of a player's own areas (the "base area") against an enemy or independent area (the "target area"). The foreign endeavors are conquest, pillage, and diplomacy.

Domestic endeavors are defense, ruling, and fortification. Note, however, under certain circumstances, foreign endeavors may be directed against a player's own areas.

In addition to being categorized as foreign or domestic, endeavors are grouped according to the nature of the activities. Combat, administration and diplomacy indicate which leader stature level is used as the basis of the effectiveness rating for each endeavor. Conquest, pillage, and defense are combat endeavors. Ruling and fortification are administration endeavors. Diplomacy is a diplomacy endeavor.

A leader's effectiveness rating, in conjunction with the results printed on the year cards, are the means by which the results of a player's endeavor are determined. The undertaking of an endeavor always requires the play of a year card, and usually requires an

expenditure of gold. Note: the rules in this section deal with all the endeavors collectively and in general terms; specific rules for each individual endeavor are presented in sections 10.0 through 15.0.

Players successively carry out their player turns by undertaking endeavors according to the order determined during the initiative determination phase of each round. The player turn is performed according to the following procedure.

1. At the beginning of the round, the player receives five year cards. He may not examine those cards until he plays them for an endeavor or, if they are left unused, at the end of the round. If a player, before his player turn, has used any year cards for defense endeavors, he uses only the remainder of his allotment of five cards for the round in progress.

2. The active player next places his leader counter in an appropriate base area if he intends to undertake a foreign endeavor, or in an appropriate target area if he intends to undertake a domestic endeavor.

3. Next the active player determines what his leader effectiveness rating is for the endeavor being undertaken.

4. The player announces to his opponents which endeavor he is undertaking and his leader's effectiveness rating. If the active player is undertaking a conquest or pillage endeavor against an opponent's area, he must allow the opponent the opportunity to decide whether to play a defense endeavor.

5. The active player pays the required amount of gold for the endeavor by removing the appropriate number of gold markers from his treasury and placing them back in the counter tray. If an opponent is playing a defense endeavor, he also pays the cost.

6. The active player turns face up one of his year cards earlier drawn for the current round. If a defense endeavor has been played, the opponent also turns face up one of his current-round year cards.

7. The active player compares his leader's final effectiveness rating (taking into account any deduction resulting from the play of a defense endeavor) with the results for the endeavor. Those results are printed on the year card he has played.

8. All results are immediately shown on the map by the appropriate adjustment of markers.

9. If the card just played by the active player requires a stature check, he checks his leader's stature levels. If a stature check is required on a card an opponent has played for a defense endeavor, the opponent checks his leader's stature levels.

10. The active player may undertake an endeavor for each of his remaining cards, repeating steps two through nine each time.

### **9.1 Endeavor Restrictions**

**9.11** One year card must be played for each endeavor undertaken. Conversely, for each year card played only one endeavor may be undertaken.

**9.12** Every active player must play at least one year card during his own player turn. The other four cards may be used as defense endeavors. Note that cards reserved for defense but that remain unplayed at the end of a round must be turned over before the next round begins to determine if they require leader stature checks (see 8.22). A player may never play more than five cards during any single round.

**9.13** A player may undertake conquest, pillage, diplomacy, fortification, and ruling endeavors only during his own player turn. Only defense endeavors may be undertaken during another player's turn.



Aside from that restriction, there is no limitation to the order of endeavors a player may undertake.

**9.14** The base area for a foreign endeavor must always be an area that belongs to the active player's empire. More, the target area for a domestic endeavor must always be an area that belongs to the active player's empire. Thus a player may never undertake a foreign endeavor using an area outside his empire as the base area. Similarly, a player may never undertake a domestic endeavor in an area outside his empire. "Crusades" and "Exile" are exceptions top this rule.

**9.15** A player may use only an area in his empire - linked to his court area as described in 7.51 - as a base area for a foreign endeavor. A player may undertake a domestic endeavor only in an area in his empire linked to his court area (see 7.51). The effects of sea areas on endeavors are detailed in 9.5.

**9.16** The target area of a conquest or pillage endeavor must border the base area (see 7.51) or be connected to the base area by a chain of sea areas (see 9.5).

**9.17** A diplomacy endeavor may be directed toward any area on the map, regardless of the number of areas between the base and target areas. The base area for a diplomacy endeavor is always the player's court area.

**9.18** A player may not undertake an endeavor for which his leader's effectiveness rating is less than zero. If the active player commits himself to undertaking an endeavor (that is, turns face up a year card), and then realizes his leader's effectiveness rating is less than zero, only those results detrimental to the active player are applied.

**9.19** If a player uses one of his areas in a state of unrest as a base for a foreign endeavor, or as a target area for a domestic endeavor, and through that endeavor causes the area's social state level to decrease, that area is subject to possible rebellion (see 17.0).

## **9.2 Effectiveness Ratings & Endeavors**

On the year cards, endeavor results are indicated to be applied according to whether the active player's effectiveness rating is equal to, greater than, or less than the figure printed on the card. In general, the higher a player's leader effectiveness rating in a given situation, the more likely it is the results of the endeavor will be favorable to that player.

## **9.3 Effectiveness Rating & Determination Procedure**

A leader's effectiveness rating must be determined for each endeavor undertaken during a player's turn. Each time an effectiveness rating is determined, the numeric basis for the rating is the active player's leader stature level (combat, administration or diplomacy) being employed for the particular endeavor undertaken. Modifications for various area characteristics in each situation are then added to and subtracted from the leader stature level, as described in 7.0. Players should note area characteristics don't always affect the effectiveness rating for different endeavors in the same way. In order to facilitate learning effectiveness rating procedures, summaries of the factors affecting each endeavor have been provided (see charts and tables). Those summaries are used in the following fashion.

1. Add together all the figures for factors described in Section A.  
Retain that sum.
2. Add together all the figures for factors described in Section B.  
Retain that sum.

3. Subtract the sum of Section B from the sum of Section A. That difference is the leader effectiveness rating.

• **Note** in each section both negative and positive figures may appear. Consequently, the sum of either section may be negative or positive. Remember, adding a negative number is the same as subtracting that number's absolute value: for example,  $(+4) + (-2) = (+2)$ , and subtracting a negative number is the same as adding that number's absolute value: for example,  $(+2) - (-2) = (+4)$ .

**9.31** A leader's effectiveness rating must be determined each time a player undertakes an endeavor, except when undertaking a defense endeavor. A defense endeavor affects the leader effectiveness rating of the attacking active player (see 13.0).

**9.32** If, when undertaking a foreign endeavor, there are multiple sea areas between the base area and the target area, or if there are multiple sea areas included in the chain between the base area and the active player's court area, the leader's effectiveness rating is halved. Similarly, if there are multiple sea areas in the chain between the target of a domestic endeavor and the active player's court area, the leader's effectiveness rating for that endeavor is reduced (see 9.52). That modification is made after all others. Note, however, that gold (9.33) is not subject to that modification. Remainders are rounded up to the nearest whole number.

**9.33** The active player may voluntarily increase his leader's effectiveness rating for any endeavor by spending gold in excess of the ordinary endeavor cost. The player does so by expending one point of gold for each point of effectiveness. Thus, if a player were to spend three points of gold in excess of the mandatory endeavor cost, he would raise his leader's effectiveness rating for that particular endeavor by three. If a player decides to raise his effectiveness rating through the expenditure of gold, he must announce how much gold he is expending toward that end when he announces the endeavor. Once a player has announced how much gold he is spending to raise his effectiveness rating, he may not change the amount. Gold is not subject to the overseas modification (9.22).

## **9.34 Linguistic/Religious Modifier Matrix**

(See charts and tables.)

## **9.35 Effectiveness Rating Summaries**

(See charts and tables.)

## **9.4 Endeavor Results**

A list of results for each endeavor, except defense, is printed on each year card. On playing a year card, the player compares the results listed for the endeavor he is undertaking with his effectiveness rating for that endeavor. The player considers each result individually. If the player's effectiveness rating is within the range indicated for a result, that result is applied immediately. Note more than one result will apply in some cases. The following summarizes the endeavor results found on the Year Cards. The individual results are covered in greater detail in the sections dealing with individual endeavors.

- + 1(# >>): the social state of the target area or active base area (in whichever column the result appears) is increased by one level, provided the active player's effectiveness rating is equal to or greater than the number (#) in parentheses. Example: a result of "+ 1 (3 >>)" would require an effectiveness rating of three or higher in order to be put into effect.

- **1(# >>):** identical to +1 (# >>), except the affected area's social state is reduced one level.
- **1(<< #):** identical to -1 (# >>), except the active player's effectiveness rating must be equal to or less than the number in parentheses. Example: a result of "-1 (<< 1)" would require an effectiveness rating of one or less to be effective.
- G (# >>):** the active player may receive gold after consulting the Pillage/Plunder Table (11.3), provided his effectiveness rating is equal to or greater than the parenthesized number.
- F (# >>):** a fortification is constructed, provided the active player's effectiveness rating is equal to or greater than the parenthesized number.
- C (# >>):** a conquest result is achieved, provided the active player's effectiveness rating is equal to or greater than the parenthesized number.
- T (# >>):** a diplomatic tie is established, provided the active player's effectiveness rating is equal to or greater than the parenthesized number.
- T/C (# >>):** a diplomatic conquest is achieved, provided the active player's effectiveness rating is equal to or greater than the parenthesized number; otherwise, a tie is established. Only one result is allowed. If a diplomatic conquest is achieved, a tie is not established.

• **Note** any result on a year card not accompanied by a parenthesized number is an automatic result, regardless of the active player's effectiveness rating.

## 9.5 Effects of Sea Areas

Sea areas affect cost and/or a leader's effectiveness rating for all endeavors except diplomacy.

**9.51** If there is one sea area included in the chain of areas connecting the active player's court area and the target area of any endeavor undertaken, except diplomacy, the gold cost for that endeavor is increased one point. If there are two such sea areas, the cost is increased two points.

**9.52** If there are multiple sea areas included in the chain of areas connecting the active player's court area and the target area of any endeavor undertaken, except diplomacy, the leader's effectiveness rating for that endeavor is reduced (see 9.32). If his effectiveness rating is positive, reduce it by half, dropping any remainder. If his effectiveness rating is negative, use one-and-a-half times the effectiveness rating, rounding up any remainder to the next higher negative number. Note that additional gold being spent to raise an effectiveness rating is not affected.

**9.53** The areas of Venice, Lombardy, Constantinople, Norway, Sweden and Denmark are always populated by seafaring peoples. More, in certain scenarios other areas are also considered to be inhabited by seafaring folk. Whenever a player traces a chain of areas between his court and a target area through a seafaring area, and that chain includes one or more sea areas directly connected to that seafaring area, the effects listed in 9.51 and 9.52 are replaced by 9.54. A player may trace a chain including three sea areas directly connected to a seafaring area.

**9.54** There is no increase in the gold cost for undertaking an endeavor through a seafaring area and one directly adjacent to a sea area. If the chain of areas includes two adjacent sea areas immediately following a seafaring area, the gold cost for that endeavor is increased

one point. The leader's effectiveness rating is not halved, however, for the second sea area. If the chain of areas includes three adjacent sea areas immediately following a seafaring area, the gold cost for that endeavor is increased two points, and the leader's effectiveness rating is halved.

## 10.0 CONQUEST

Conquest is a foreign endeavor by which a player may capture an independent area or an area belonging to another player. When a player fully conquers an area, it becomes a part of his empire for all purposes. To fully conquer an area with a population value of one or less, the player need carry out only one successful conquest endeavor. An area that has a population value greater than one, however, is fully conquered only if a player has achieved a number of successful conquest results against that area equal to its population value. That is called "multiple conquest." In addition to a conquest result, a conquest endeavor may effect a change in the social state of the base and/or target areas.

### 10.1 Conquest Endeavor Costs

At least two gold points are expended each time a player undertakes a conquest endeavor. If the line of communications from the active player's court area to the target area includes any sea areas, additional costs may be incurred (see 9.5). A player may elect to spend additional gold in order to increase his leader's effectiveness rating (see 9.33).

### 10.2 Conquest Results

There are three possible results of a conquest endeavor listed on the year cards.

**C (Conquest):** the target area has been partially or fully conquered by the active player. If fully conquered, it becomes a part of his empire. The active player then removes the area's social state marker and replaces it with one of his own social state markers. If the fully conquered area contains fortifications, those fortifications are reduced (see 14.4). An unrest marker is placed on the conquered area's register (see 17.0).

- **1(# >>) (Target Area's Social State Decreased):** the social state of the target area is decreased one level. The area's social state marker is moved to indicate the change.

- **1(<< #) (Base Area's Social State Decreased):** the social state of the active player's base area is decreased one level. The area's social state marker is moved to indicate the change.

### 10.3 Multiple Conquest Procedure

To fully conquer an area that has a population value greater than one, a player must achieve a number of successful conquest results against that area equal to the area's population value. The player undertakes conquest endeavors against the area normally. If the player achieves a "C" result against the area, he places one of his partial conquest "-1" markers on the shared border between his base area and the area he is conquering. For each successive "C" result he achieves, he adjusts the marker to show how many such results he has against the area. When the player has achieved a number of "C" results against the area equal to its population value, he removes the partially conquered marker and replaces the area's social state marker with one of his own.

**10.31** When conquering an area with a population value greater than one, the individual conquest endeavors need not be performed successively. More, they need not be undertaken the same round or game turn. Thus an area may remain partially conquered indefinitely.

**10.32** While conquering an area with a population value greater than one, a player may use any number of his appropriate areas as bases for conquest endeavors against that area. A partially conquered marker must be placed for each "C" result to indicate the number of results achieved from each of the player's bases. When the sum of the "C" results achieved from all the player's base areas equals the population value of the partially conquered area, that area is fully conquered.

**10.33** The owner of an area that's been partially conquered by another player may use that area as a base for foreign endeavors and as a target for domestic endeavors. When he does so, however, his effectiveness rating is reduced by a number equal to the number of "C" results achieved against that area. Thus, if a player undertakes an endeavor using an area against which three "C" results have been achieved, his effectiveness rating for that endeavor is reduced by three.

**10.34** A player who owns a partially conquered area may tax that area normally.

**10.35** A player who has only partially conquered an area may not use that area as a base for foreign endeavors, nor may it be used as a target for domestic endeavors.

**10.36** A player may remove an enemy's "C" result against one of his partially conquered areas. He does so by undertaking a conquest endeavor against the enemy area through which the "C" result was achieved, using the partially conquered area as his base. The endeavor is resolved normally (but see 10.33). If the player achieves a "C" result, one enemy "C" result against the active player's area is removed. Only when all the enemy "C" results from a given enemy area are removed can a partially conquered friendly area be used as a base to actually conquer the enemy area and inflict "C" results on the opponent's area.

**10.37** If a base area is conquered after it has been used to inflict any "C" results against a partially conquered enemy area, all such results achieved from that base area are removed.

**10.38** If two players are simultaneously attempting to conquer an area with a population value greater than one, each player must attempt to achieve a number of "C" results equal to the population value of the area. The first player to do so gains possession of the area, and the other player's "C" results are then removed.

## **11.0 PILLAGE**

Pillage is a foreign endeavor by which a player may decrease the social state level of an independent area, or an area belonging to another player, and obtain gold while doing so. A pillage endeavor may not be undertaken against an area with a social state of "-3."

### **11.1 Pillage Endeavor Costs**

A player expends no gold to undertake a pillage endeavor. If, however, the line of communications from the active player's court area to the target area includes any sea areas, gold costs may be incurred (see 9.5). A player may elect to spend additional gold in order to increase his leader's effectiveness rating (see 9.33).

### **11.2 Pillage Results**

There are three possible results of a pillage endeavor listed on the year cards.

- **1(#>>) (Target Area's Social State Level Decreased):** the social state of the target area is decreased one level.

- **1(<< #) (Base Area's Social State Level Decreased):** the social state of the active player's base area is decreased one level.

**G (Active player May Receive Gold):** the player who has undertaken the pillage endeavor must determine how much gold he has obtained, if any. He does so by rolling a die and comparing that roll with the results on the Pillage/Plunder Table (11.3).

## **11.3 Pillage/Plunder Table**

(See charts and tables)

## **12.0 DIPLOMACY**

Diplomacy is a foreign endeavor by which a player may form a diplomatic tie between his court and another area. They represent liaisons based on either family ties, or diplomatic agreement, between an emperor and the local ruling elite within a specific area. Diplomatic ties are primarily useful as a means to obtain claims to areas (see 18.0), though they also serve as offensive and defensive tools through their effect on unrest and rebellion (see 17.0). The diplomacy endeavor is the only endeavor for which a leader's diplomatic stature rating is used. Several special characteristics distinguish diplomacy from the other foreign endeavors.

### **12.1 Special Characteristics of Diplomacy Endeavors**

**12.11** The base area for a diplomacy endeavor must always be the active player's court area.

**12.12** The target area of a diplomatic endeavor may be any area on the map (exception: court areas), regardless of how many areas lie between the target and the base. More, sea areas have no effect on the undertaking of a diplomacy endeavor. No chain of connected areas between the target and the base of a diplomacy endeavor need be considered.

**12.13** A player may form a diplomatic tie with any area, regardless of whether the it lies within or without that player's empire.

**12.14** A player may never have more than one diplomatic tie with a given area at any given time. If a player has a diplomatic tie with an area, he may still undertake a diplomacy endeavor against that area in the hope of attaining a "C" result. Any additional "T" results would, however, be ignored.

**12.15** Any number of players may have concurrent diplomatic ties with the same area(s).

**12.16** A player may never undertake a diplomacy endeavor against an area that is currently serving as another player's court area.

**12.17** Whenever a player undertakes a diplomacy endeavor against an area belonging to an opposing player, that opposing player's diplomatic stature rating is automatically subtracted from the active player's leader effectiveness rating. Whenever a player undertakes a diplomacy endeavor against any independent area except Venice, three is subtracted from the player's leader effectiveness rating. (It's assumed the area's ruler is of average diplomatic ability.) When undertaking a diplomacy endeavor against an independent Venice, subtract five from the effectiveness rating. (The Venetians were consistently adept at maintaining their independence.)

### **12.2 Diplomacy Endeavor Costs**

A player must expend at least one gold point for every diplomacy endeavor undertaken. Additional costs due to sea areas are

never incurred when undertaking a diplomacy endeavor; however, a player may elect to spend additional gold in order to increase his leader's effectiveness rating (see 9.33).

### 12.3 Diplomacy Endeavor Results

A diplomacy endeavor may have two possible results in addition to having no effect.

**T (Diplomatic Tie Formed):** if a player achieves a "T" result, he has successfully formed a diplomatic tie between his empire and the target area. The existence of the tie is indicated by the placement of a diplomatic tie marker on the area's register.

**C (Diplomatic Conquest of Target Area):** the target area has been conquered by the active player, and the social state marker of the area is immediately replaced with a marker belonging to the active player. Note: a diplomatic conquest doesn't include or imply a diplomatic tie.

**12.31** When a player achieves a "C" (diplomatic conquest) result through play of a diplomacy endeavor, the conquest is total, regardless of the population value of the area. More, the area does not enter a state of unrest, and fortifications are not reduced, as they are when an area is conquered by means of a conquest endeavor.

**12.32** If, through a diplomacy endeavor, an active player whose leader is Christian, conquers an area belonging to an opponent whose leader is also Christian, the opponent may contest the conquest by calling for a "diplomatic parley" (see 20.4).

### 12.4 Effects of Diplomatic Ties

**12.41** In general, a player may obtain a claim to an area only after first establishing a diplomatic tie to it; though the exact means by which a player may obtain a claim varies according to the status of the area involved. The procedures for obtaining claims are fully described in 18.0.

**12.42** Diplomatic ties affect rebellion values (see 17.0) in the following manner.

1. The rebellion value of an area is reduced by two if the player who possesses the area has a diplomatic tie to the area.
2. The rebellion value of a player's area is increased by two if one or more of his opponents have diplomatic ties to that area. An opponent may, however, temporarily waive the effect of his tie on the rebellion value of the player's area, if he so desires. If more than one opponent has a tie to the Area, each opponent must waive the effect of his tie in order for there to be no increase of the rebellion value of the player's area.

**12.43** A diplomatic tie can be broken only as a result of the play of certain event and holding cards (see 19.0), or if the player who established it decides to remove it. There is no limit to the longevity of a diplomatic tie.

## 13.0 DEFENSE

The defense endeavor is a domestic endeavor by which a player may reduce the effectiveness rating of an opponent who is undertaking a conquest or pillage endeavor against one of the player's areas. The defense endeavor is the only endeavor you may undertake during another player's turn. A player must announce his intention to undertake a defense endeavor before the opponent who is undertaking the conquest or pillage endeavor has played his year card. After the player has announced he's undertaking a defense endeavor, the player and the attacking opponent each play a year card. The results of the attacking player's endeavor are then determined.

If an opponent, during his own player turn, declares he's undertaking either a conquest or pillage endeavor against a player's area, and that player still has one or more year cards, the player may undertake a defense endeavor in the following manner:

1. The player must first announce he's undertaking a defense endeavor.
2. The attacking player must then announce the effectiveness rating of his leader for the endeavor he is undertaking. Once the attacking player does so, he may not change his leader's effectiveness rating by spending more gold.
3. The defending player announces how much additional gold, if any, he is spending to decrease the attacking player's leader effectiveness rating.
4. The attacking player's final effectiveness rating is determined, and the endeavor is resolved.

### 13.1 Defense Endeavor Costs & Restrictions

**13.11** At least one gold point must be expended each time a player undertakes a defense endeavor. If the line of communications from the defending player's court area to the area he is defending includes any sea areas, additional costs may be incurred (see 9.5). A player may elect to spend additional gold in order to further decrease his opponent's effectiveness rating (see 9.33).

**13.12** A player may never conduct more than four defense endeavors in the course of a round.

**13.13** A defense endeavor requires the play of a year card. Therefore, if a player has used all five of his year cards for a given round during his own player turn, and that player is subsequently attacked during an opponent's player turn, that cardless player would be unable to undertake a defense endeavor.

### 13.2 Effects of Defense Endeavors

**13.21** By playing a defense endeavor in response to an opponent's conquest or pillage endeavor, a player decreases the opponent's effectiveness rating for that endeavor by a number equal to the combat stature of the player's leader. Example: If the opponent were undertaking a conquest endeavor against an area belonging to a player whose leader's combat stature rating was five, a defense endeavor undertaken by that player would reduce the opponent's effectiveness rating by five.

**13.22** Endeavor results on a card played by a defending player are ignored. If, however, the play of a defense endeavor causes the attacking player's effectiveness rating to drop below zero, the attacking player must still play his year card. In that situation, any "C," or "G" results are ignored; however, if an "-1 (<< #)" result is obtained, that result is applied.

**13.23** If a year card shows a possible leader stature check, use the defender's combat stature to determine whether a check actually needs to be made. Do the check immediately after the results of the defense endeavor have been implemented.

## 14.0 FORTIFICATION

The fortification endeavor is a domestic endeavor by which a player may construct fortifications in one of his areas. When there are fortifications in an area, the effectiveness rating of any player who is conducting a conquest or pillage endeavor against that area is reduced by a number equal to the strength of the fortifications. More, the rebellion value of an area in which there are fortifications is reduced by a number equal to the strength of those fortifications (see 17.26). When fortifications are constructed in an area in which

there are no fortifications, a fortification marker is placed on the area register indicating a fortification strength of two. The strength of the fortifications in an area may be increased to a strength of three through the successful play of another fortification endeavor. The strength of an area's fortifications may never exceed three.

#### 14.1 Fortification Endeavor Costs

At least two gold points must be expended each time a player undertakes a fortification endeavor. If the line of communications from the active player's court area to the target area includes any sea areas, additional costs may be incurred (see 9.5). A player may elect to spend additional gold in order to increase his leader's effectiveness rating (see 9.33).

#### 14.2 Fortification Results

There are two possible results of a fortification endeavor, in addition to no result.

**F (Fortification Constructed):** the active player has successfully constructed fortifications in the target area. If there are no previous fortifications in the target area, a fortification marker is placed in the area with the 2 side showing. If the area already has a marker showing the 2 side, the marker is flipped so its 3 side is showing.

**- 1(# >>) (Target Area Social State Decreased):** the social state of the target area is decreased one level. The social state marker of the area is adjusted to indicate that change.

#### 14.3 Effects of Fortifications

**14.31** A player's effectiveness rating is reduced by two when undertaking a conquest or pillage endeavor against an area in which there are fortifications at a strength of two. If the strength of the fortifications is three, the attacking player's effectiveness rating is reduced by three. All this is true even if a player is conducting conversion conquest on his own areas.

**14.32** The rebellion value of an area is reduced by two when there are fortifications in it at a strength of two. If the fortifications are at a strength of three, the rebellion value is reduced by three (see 17.2).

#### 14.4 Destruction of Fortifications

**14.41** When a player, by means of a conquest endeavor, fully conquers an area in which there are fortifications at a strength of three, the player removes the enemy fortification marker and replaces it with one of his own indicating a strength of two. When a player fully conquers an area, by conquest endeavor, in which there are fortifications at a strength of two, he removes the enemy fortification marker and does not replace it.

**14.42** When a player conquers an area, by means of a diplomacy endeavor, the player replaces any fortification marker in that area with one of his own markers. The strength of the fortifications remains the same.

**14.43** A player may at any time voluntarily reduce the strength of the fortifications in his own areas during his own player turn.

### 15.0 RULING

The ruling endeavor is a domestic endeavor by which a player may attempt to increase the social state levels of his areas. More, by successfully playing a ruling endeavor in an area in a state of unrest, a player may quell that unrest, thereby greatly reducing the chances the area will rebel (see 17.0).

#### 15.1 Ruling Endeavor Costs

A player expends no gold points to undertake a ruling endeavor; however, if the line of communications from the active player's court Area to the target area includes any sea areas, gold costs may be incurred (see 9.5). A player may increase his effectiveness rating for a ruling endeavor through the expenditure of gold (see 9.2).

#### 15.2 Ruling Endeavor Results

There are two possible results of a ruling endeavor in addition to no result.

**+ 1(# >>) (Target Area Social State Increased):** the social state of the target area is increased one level. The social state marker of the area is adjusted to indicate that change (see also 7.12).

**- 1(# >>) (Target Area Social State Decreased):** the social state of the target area is decreased one level. The social state marker of the area is adjusted to indicate that change.

#### 15.3 Quelling Unrest

When a player undertakes a ruling endeavor in an area in a state of unrest (see 17.0), the unrest marker is immediately removed from that area's register if the player achieves a "+ 1 (# >>)" result or no result. Thus an area's unrest marker remains in place only if the ruling endeavor result is "- 1 (# >>)."

### 16.0 GOLD, TAXATION & PLUNDER

The number printed on the marker indicates the amount of gold represented by each gold marker. The markers are in denominations of 1, 2, 5, 10 and 25. Markers of one denomination may be exchanged freely for markers of other denominations on an equivalent basis. At the beginning of the game, each player receives 12 gold points. The player places his gold markers on his Treasury Display on the map. Markers not in use by the players are kept aside.

Players must expend gold points in order to undertake certain endeavors. Players may also use gold as a diplomatic tool. During the game, players obtain gold primarily by taxing their own areas. Gold may also be obtained by pillaging enemy areas and through diplomatic bargaining.

At the beginning of the game, each player places a number of gold markers representing his 12 initial gold points on his Treasury Display. Each time a player must expend gold points in order to undertake an endeavor, he removes the appropriate number of gold markers from his treasury. Whenever a player obtains gold through taxation or through a pillage endeavor, he takes the appropriate number of gold markers from those not in play and places them on his Treasury Display.

**Taxation:** after the active player has announced he's initiating his taxation for that player turn, he announces which area he intends to tax first and how many gold points he will attempt to obtain from that area. The active player then determines the rebellion value of the area he's taxing (see 17.2). The player then rolls two dice and compares that result with those printed on the Unrest & Rebellion Table. If no result or an unrest result is indicated on the table, the area has been successfully taxed. If the rebellion result is indicated on the table, the area's social state marker is immediately replaced with an independent social state marker, and the player obtains no gold. The active player carries out that procedure for each of his areas he wishes to tax during that player turn; he announces he has finished, and he resumes his play of year cards (or allows the next player's turn to begin).



**Plunder:** a player may plunder his areas only during the taxation segment of his player turn. During the taxation segment, the active player indicates which area he intends to plunder and then carries out the following procedure.

1. The social state of the area being plundered is immediately reduced one level. The decrease is indicated with the area's social state marker. An area with a social state of "-3" may not be plundered.
2. If the area being plundered is not in a state of unrest, it immediately enters a state of unrest, which is indicated by placing an unrest marker in the area. If the area being plundered is already in a state of unrest, it is immediately checked for rebellion. If the area rebels, it immediately becomes an independent area, and the attempt to plunder it fails. Note that, when determining the rebellion value of an area being plundered, it's assumed the player is attempting to obtain three points of gold (see 17.25).
3. If the area has not become independent as the result of a rebellion check in step 2, the player determines how much gold he has obtained by plundering the area. The player determines the amount of gold obtained by rolling a die and comparing that result with those printed on the Pillage/Plunder Table (11.3).
4. The player collects the gold from markers not in play and places them on his Treasury Display.

### 16.1 Taxation

Even before drawing an event card, during each of his player turns a player may tax those areas in his empire that have positive social states. A player may initiate taxation at any time during his player turn: before he has played any year cards, after he has played all of his year cards, or at any time in between. Once a player has announced he's taxing his areas, he must tax all those areas he intends to tax during that player turn before the play of another year card.

The social state of an area determines the amount of gold that can be obtained from it through taxation. A player may obtain a number of gold points equal to the social state level of the area being taxed. Thus, if an area has a social state of "+ 3," the player can attempt to obtain three points of gold from that area through taxation. Note areas that have negative social states may not be taxed normally; they must be plundered in order to yield gold (see 16.2).

**16.11** Taxation is voluntary. A player is never required to tax any of his areas.

**16.12** A player may tax only areas within his empire that have positive social states. Additionally, only areas connected to the owner's court area, overland or by sea, may be taxed. Connected here can mean directly adjacent or linked together by a chain of controlled land and/or sea areas.

**16.13** A player may tax his areas only during his own player turn of each round. More, a player must tax all those areas he intends to tax during a given player turn at the same time within that player turn. That is, a player may not tax some areas, undertake an endeavor, and then tax other areas.

**16.14** Each area may be taxed only once during any given player turn. There is, however, no restriction on the number of player turns during which a given area may be taxed.

**16.15** Each time a player taxes an area, he may attempt to obtain a number of gold points from that area equal to its social state level. A player may also elect to attempt to take less than the maximum number of gold points from an area. Thus a player could tax an area with a social state of "+ 3" for one, two or three gold points.

**16.16** For each gold point a player attempts to obtain from an area through taxation, one is added to the rebellion value of that area (see 17.2).

**16.17** A player may always tax his court area without risk of unrest and rebellion. Thus, when a player taxes his court area, he doesn't have to determine the area's rebellion value or make a check on the Unrest & Rebellion Table. In effect, during each friendly player turn, a player may automatically collect the number of gold points equal to his court area's social state, if his court area's social state is positive.

### 16.2 Plunder

Plunder is a special form of taxation by which a player may attempt to obtain more gold from an area than would normally be possible. Whereas a player may normally tax only those areas in his empire that have positive social states (as described in 16.1), a player may plunder any area in his empire, unless its social state is "-3." Thus, areas that have negative or zero social state values may be plundered, though they may not be taxed. During any given player turn, an area with a positive social state may be taxed or plundered, but not both. An area may be plundered once by the owning player during each of his player turns. For the effects of plunder on an area's rebellion value, see 17.0.

## 17.0 UNREST & REBELLION

Unrest and rebellion represent resistance to the authority of an empire's leader. There are a number of circumstances under which a player's area will enter a state of unrest. More, there are a number of circumstances under which an area may rebel. When a player's area is in unrest, the chances that area will rebel are increased. When a player's area rebels, it becomes independent and the player loses his control over it. The following is a list of the circumstances under which an area might enter a state of unrest or rebel. Note the effects of the various circumstances on the unrest and rebellion procedure differ:

**Taxation:** when a player taxes one of his areas (see 16.1), he must determine the area's rebellion value and perform a rebellion check on that area.

**Plunder:** when a player plunders an area (see 16.2) that isn't in unrest, that area automatically enters a state of unrest. When a player plunders an area that is in unrest, the player must determine the area's rebellion value and perform a rebellion check there.

**Failed Endeavor:** when a player uses an area that is in unrest as the base for a foreign endeavor, or as the target of a domestic endeavor, and that endeavor results in the area's social state being reduced a level, the player must immediately determine the area's rebellion value and perform a rebellion check there. Note that applies only if the area is in unrest when the endeavor is undertaken.

**Newly Conquered Areas:** when a player fully conquers an area by means of a conquest endeavor, that area automatically enters a state of unrest. When the player changes the conquered area's social state marker, he also places an unrest marker in the Area.

Note the state of the area before it's conquered has no effect on its state after it's conquered.

**Areas Not Connected to the Court:** when the line of communications between a player's area and the player's court area is broken, the area automatically enters a state of unrest. If the area is already in unrest, it remains so.

**"Leader Dies Heirless" Event Card:** those cards cause either some or all the areas in a player's empire to enter a state of unrest. Then each of the areas in unrest must be checked for rebellion (see 19.1).

### 17.1 Effects of Unrest & Rebellion

**17.11** When an area enters a state of unrest, an unrest marker is placed in it. An area in unrest that is plundered or used as the base or target of a failed endeavor must undergo a rebellion check.

**17.12** When an area in unrest undergoes a rebellion check, the area's rebellion value is increased by five (see 17.2) for the purpose of that check.

**17.13** An area in unrest may be used normally as the base or target of an endeavor. That is, the unrest doesn't affect the resolution of an endeavor. If, however, the endeavor fails, as described above, the area must be checked for rebellion.

**17.14** An area in unrest may be taxed normally or plundered. Unrest doesn't affect the resolution of taxation or plundering, it only increases the chances of rebellion during the subsequent rebellion check.

**17.15** When a player's area rebels, that area is no longer part of the his empire. Therefore the area's social state marker is replaced with an independent social state marker. If the area was in unrest when it rebelled, the unrest marker is removed. If there were any fortifications in the area when it rebelled, their strength is reduced from three to two, or from two to zero.

### 17.2 Rebellion Values

**17.21** When a player's area must be checked for rebellion, the player must first determine the area's rebellion value. The rebellion value is determined by making appropriate additions to, and subtractions from, the area's basic rebellion value for various circumstances. The basic rebellion value of each area is zero. The modifications to the basic rebellion value are described in below, and a summary is provided on the Summary Sheet.

#### 17.22 Rebellion Value Summary

(See charts and tables)

**17.23** The rebellion value of an area is decreased by the strength of any fortifications in it. Thus, if there were fortifications in an area at a strength of three, and that area had to undergo a rebellion check, the rebellion value of the area would be decreased by three.

**17.24** If the player who owns an area has a diplomatic tie to it, the rebellion value of that area is reduced by two; however, the rebellion value of an area is increased by two if any unfriendly diplomatic ties to that area exist (exception: see 12.42).

### 17.3 Rebellion Checks

To perform a rebellion check for an area, determine its rebellion value, roll two dice and cross-reference that result with the appropriate rebellion value column on the Unrest & Rebellion Table (17.5).

### 17.4 Unrest & Rebellion Table Results

There are three possible results to a rebellion check.

**U (Unrest):** the area being checked enters a state of unrest. If the area was already in unrest, it remains so and there is no additional effect. If a "U" result is obtained during a check caused by taxation, the player obtains the gold.

**R (Rebellion):** the area being checked rebels and immediately becomes independent. If the "R" result is obtained during a check caused by taxation, no gold is obtained from the area.

**- (No Effect):** there is no change in the status of the area. If the area is being taxed, the gold is obtained.

### 17.5 Unrest & Rebellion Table

(See charts and tables)

## 18.0 CLAIMS

An essential element of medieval European political life was the feudal arrangement between an emperor or king and his lieges. In many instances, an emperor's control over a given kingdom or duchy was based on his claim to the fealty of its king or duke. Those claims took different forms, ranging from simple oaths and hereditary allegiances to complicated dynastic ties. Disputes often rose over contested and conflicting claims and, indeed, many of medieval Europe's longest and bloodiest struggles occurred when two sovereigns both laid claim to the same lands.

A player who has a claim to an area places one of his claim markers in it. At the beginning of the game, each player places claim markers in the those areas to which his leader historically had a claim, as indicated in the scenario description. During the game, players attempt to maintain the claims they possess and gain claims to areas they acquire in the course of play. Players obtain claims through the use of diplomatic ties and through the results of certain event cards. If, at the end of a game, a player possesses both an area and a claim to it, he receives a victory point bonus (see 26.0). Any number of players may have claims to the same area; however, each player may never have more than one claim to any one area.

The following is a list of the ways by which players obtain claims. The procedures refer to the rules for diplomatic ties and to certain event cards. Consequently, players should read what's below in conjunction with a review of 12.0 and 19.0.

1. At the beginning of the game each player places a claim marker in each area to which his leader historically had a claim. Note in some cases a player will have claims to areas he doesn't possess. More, in certain instances, more than one player will have a claim to the same area.
2. When a player possesses an area to which no player has a claim, he may automatically obtain a claim, either by forming a diplomatic tie to the area or by playing a "Recognition of Claim" holding card. He must then place a claim marker in the area. Note that a player may obtain a claim to an area he possesses in those ways only if no other player has a claim to that area, but regardless of whether other players have diplomatic ties to that area. Note also the player may obtain possession and form a tie in either order.
3. When a player possesses an area to which one or more other players have claims, that player may obtain a claim to the area by either of the following two methods: 1) forming a diplomatic tie with the area, then playing a "Recognition of Claim" Card; or 2) if the player doesn't possess a "Recognition of Claim"

card, and doesn't want to wait until he obtains one, he may obtain a claim by forming a diplomatic tie with the area and by receiving a favorable decision during a claim resolution parley (see 18.2).

4. When a player has a diplomatic tie to an area, he may obtain a claim to it by playing a "Dynastic Inheritance" card. Note a player may always obtain a claim in this way, regardless of whether other players also have ties or claims to the area.

### 18.1 Claim Restrictions

**18.11** A player may never have more than one claim to any given area.

**18.12** There is no restriction to the number of areas to which a player may have simultaneous claims or claims over time.

**18.13** There is no restriction to the number of players who may concurrently have claims to the same area.

**18.14** A player may never possess a claim to an area whose religion differs from that of his leader. Note this prohibition applies only if there is a difference of religion; if the player's leader is of one Christian church, while the area is of the other Christian church, the player may possess a claim to that area.

### 18.2 Resolving Claims Via Parley

Though a sovereign might personally claim the fealty of an area, his claim meant little if either the church or his peers didn't recognize it. In the game, when a player calls for a diplomatic parley to settle a claim, he is seeking public acknowledgment of his claim's legality. Like other parleys in the game, a claim resolution parley is performed through balloting, with each player having a number of votes equal to his leader's diplomatic stature (see 20.5). The question to be decided by a claim resolution parley is whether the player who called the parley should receive a claim to the area. Players don't cast their ballots on the basis of any merit of the claim, but purely out of self-interest.

## 19.0 EVENT CARDS

The deck of event cards actually includes two different types of cards: **event** cards and **holding** cards. Event cards cause certain occurrences over which the players have little or no control. Holding cards are tools that may be used to the advantage of the players possessing them. The effect of each card is described on the card itself and in the notes provided in this section.

The event card deck is shuffled at the beginning of play. At the beginning of each player's turn during each round, the player draws one card from the top of the deck. If the card drawn is an event card, it is immediately placed face up beside the event card deck, and any action described by it is immediately carried out. If the card is a holding card, the player may retain possession of it and reap the benefits derived from it as he sees fit. All event cards, and any discarded holding cards, are placed face up in a pile beside the event card deck. At the beginning of each game turn the discards are placed back in the deck, which is then shuffled. Holding cards still in the possession of the players are not returned to the deck at the start of the game turn.

### 19.1 Event Cards

An event card must always be played immediately when it's drawn from the deck. The card is turned face up and placed beside the deck of unplayed event cards. The effects of the event card must be applied immediately (that is, before the player undertakes any endeavor or taxation). Note event cards don't necessarily affect the

empire of the player who has drawn the card. The following is an annotated list of the various types of event cards.

**Year of Plenty.** There are nine "Year of Plenty" cards. On each of them there is a list of areas, the social states of which are increased one level when the card is played. (Remember, though, an area's social state may never rise to more than two levels above it's social state norm). Those cards represent the natural occurrences that boost an area's economy, such as good harvests and good fishing.

**Year of Famine.** There are nine "Year of Famine" cards, each of which corresponds to one of the "Year of Plenty" cards. The social states of the areas listed on a "Year of Famine" card are reduced one level when the card is played. Those cards represent the natural disasters that negatively affect an area's economy.

**Epidemics & Plague.** There are two "Epidemic" cards in the event cards deck. When a player draws an "Epidemic" card, the social states of all areas in that player's empire that have positive population values are immediately reduced one level. Under certain circumstances, the epidemic is assumed to be bubonic plague (the "Black Death"), the effects of which differ greatly from those of an ordinary epidemic.

The circumstances under which the Black Death spreads are:

1) an "Epidemic" card is drawn during the 1200, or any subsequent, round; and 2) one or more of the areas affected by it are connected to any one of the following sea areas: Aegean Sea, Ionian Sea, Adriatic Sea, Tyrrhenian Sea or Western Mediterranean. If those two conditions are met, the ordinary results of the card are ignored and the following rules come into effect instead.

1. The social state of Constantinople is reduced two levels. Players then determine the route by which the plague will spread.
2. The plague spreads only to those areas that have a plague susceptibility rating of one or higher. The plague susceptibility rating of an area is the sum of its current social state and its population value.
3. The plague spreads from Constantinople to each susceptible area to which it is directly connected overland. More, the plague spreads to each susceptible area connected to Constantinople through one sea area. Finally, the plague automatically spreads to Venice. The social state of each area to which the plague spreads is reduced by two.
4. The plague then spreads from each affected area in a similar fashion; that is, the plague spreads from an affected area to each susceptible area to which it is directly connected overland and to each susceptible area to which it is connected through one sea area. The social states of all affected areas are reduced two levels.
5. Note the plague never spreads to an area with a plague susceptibility rating less than one. More, the plague never spreads from an affected area to an area through two or more sea areas. The plague also never spreads overland through an area not susceptible to the plague.
6. An area may be affected by the plague only once. More, the Black Death may occur only once in the course of a game. Once the Black Death has spread across the map, it may not reappear, and any "Epidemic" card drawn after the Black Death has occurred is treated normally.

*Note: The major reason for the spread of the plague was the rebirth*

of trade in the late Middle Ages. The rodents who carried the infection undoubtedly made their way to Europe as stowaways on trading vessels in the (appropriately named) Black Sea. Once the disease had appeared in the trading centers in the east, it was only a matter of weeks before it spread to centers farther west. The rebirth of trade, as well as resulting in the arrival of the plague, had earlier brought about the tremendous growth of the cities, which served as the perfect breeding ground for pathological disaster. The two most important factors in the spread of the disease were, then, the presence of trade and a high population density: hence the plague susceptibility rating. The rules employed for the spread of the disease mimic the trade routes. Finally, while the effect on social state should need no explanation, one might wonder why there is no decrease in population values in the affected areas. The omission is intentional and based on the fact that, since so much of Europe was affected so intensely, population densities remained relatively similar in proportion across all its areas — at least sufficiently so as to enable us to avoid having to add more record keeping to the game.

**Outbreak of Heresy.** There is one “Outbreak of Heresy” card in the event card deck. The card has relevance only if drawn by a player whose leader is Christian and in whose empire has at least one Christian area in unrest. If a player who doesn’t fit that description draws the card, it’s simply discarded. The “Outbreak of Heresy” card affects play in the following manner.

1. The player drawing it determines which of his areas have become heretical by considering the Christian areas in his empire in unrest. Of those, the one with the highest social state and population value (their sum) is the heretical area. In case of ties, roll a die; the area with the higher roll becomes heretical. Note heresy can’t break out in the player’s court area.
2. The heretical area automatically becomes independent and has a “Heresy” marker placed on it. Note: a heretical Christian area is considered no longer to be of the Christian religion (7.2).
3. The player who drew the card must conquer the heretical area during his current player turn, or else the heresy spreads at the end of his player turn to all Christian areas (either church) directly connected overland to it that have the same language as the heretical area. Areas to which a heresy spreads become independent and have a “Heresy” marker placed in them. Heresy may never spread to a player’s court area, and a given outbreak of heresy spreads only once.
4. A heretical area remains heretical until it is reconverted to Christianity (see 22.2).

*Note: The reasoning behind the determination of which area becomes heretical can’t involve historical causes for, on a game of this scale, such intricacies must be lost. The rule does, however, follow historic precedent insofar as the major heresies in Europe all appeared in populous areas that were also prosperous and in a state of political upheaval. Examples of such heresies are the provincial Albigensians and Waldensians, the “Pauperes Lombardi,” the Bohemian Hussites, and the English Lollards. More often than not, heresies had to be corrected through military means.*

**Leader Dies Heirless.** There are five “Leader Dies Heirless” cards in the event card deck. Each of them causes the player who has drawn it to immediately perform a leader stature check. The player must also remove all his diplomatic tie markers from the map, and he must remove any claims he has to areas he doesn’t also possess (but only after all rebellion checks have been made). The “Leader Dies Heirless” cards also cause unrest and rebellion; however, each of the cards differ as to which areas they so affect. Three of the cards cause all those areas in the player’s empire that have a language different from that of his leader to enter a state of unrest. Two of the cards cause

all the areas in the player’s empire, including the court area, to enter a state of unrest. In both cases, the player must check each area in unrest in his empire for rebellion, including areas in unrest before the card was drawn. The player conducts the rebellion checks normally, but with one exception: when a “no effect” result is received for an area on the Unrest & Rebellion Table, the unrest marker is removed from that area. After the player has finished the rebellion checks, he may relocate his court to any area that has the same language and religion as his leader. (Note: a player would be forced to do so, were his court area to rebel.)

*Note. Though the death of an heirless king was not always a trigger for catastrophe, it was always at least a cause for apprehension of one. For though the king might not have had a son, he most probably did have at least one daughter, several ambitious brothers, a dozen jealous cousins, and countless unrelated rivals. Disputes over succession to the throne often led to internal strife and occasionally to civil war. Equally important, however, were the effects of such disputes on international affairs, as foreign monarchs would inevitably assert any claims they might have to the leaderless lands.*

## 19.2 Holding Cards

When a player draws a holding card from the event deck, he’s not compelled to play it immediately. Rather, he may retain the card without revealing its identity. A holding card may be played at any time during the game. A player plays a holding card by revealing its identity and announcing its use. Note that while some holding cards must be discarded immediately after they’re played, others may be played and retained until their loss is dictated by some occurrence. A player may never retain more than three holding cards; if a player with three draws a fourth from the event deck, he must immediately discard (that is, set it aside without playing it) one of the cards (his choice). A player may discard a holding card at any time.

**Recognition of Claim.** There are eight of these cards in the event deck. The “Recognition of Claim” cards are only useful as a means to obtain a claim to an area the player already possesses. “Recognition of Claim” cards may only be used to obtain a claim to one area. Once the card is played, it must be discarded.

**Dynastic Inheritance.** A “Dynastic Inheritance” card enables a player who has a diplomatic tie to an area to obtain a claim to that area. Immediately, whenever the card is played, the player receives the claim to the area. The card may also be used by a player who has a claim to an area to obtain possession of that area. Immediately, whenever the card is played, the player obtains the area and, unless an opponent currently owns it, he replaces its social state marker with one of his own. If an opponent currently owns the area, that opponent may contend the inheritance by calling for a parley (see 20.4). Through the parley, the players decide whether the opponent must relinquish possession. If the parley results in the decision the opponent must relinquish possession, but he refuses, he is excommunicated (see 22.1). Note, however, if the “Dynastic Inheritance” card is played against an opponent who has just drawn a “Leader Dies Heirless” card, before that opponent undertakes his first endeavor after drawing the card, that opponent may not contest the inheritance by calling for a parley. Once the card is played, it must be discarded.

Three of the “Dynastic Inheritance” cards enable a player to obtain a claim to, or possession of, one area. Two of the cards, however, enable the player to obtain claims to, or possession of, a group of areas. The player must have either a diplomatic tie or a claim to each area in the group. More, each area in the group must

be directly connected overland to at least one other area to which the player has a tie or claim. When he plays the card, he obtains claims to those connected areas to which he has ties, and possession of those areas to which he has claims.

**Influence in Church Hierarchy.** There are three of these cards in the event deck. They have use only when played during a parley. The player who plays an "Influence" card receives five votes in addition to those he receives for his leader's diplomatic stature. Once the card is played, it must be discarded.

**Diplomatic Coup.** There are seven of these cards in the event deck. By playing one of them, a player may remove any one diplomatic tie on an area in his empire. Once the card is played, it must be discarded.

**Enlargement of King's Personal Demesne.** There are four of these cards in the event deck. Once a player plays one of them (that is, announces its use), he automatically receives one additional point of gold over and above any area taxation, during taxation, each round. If, after a player has played one of these cards, his leader dies heirless, the card is immediately lost.

**Technological Weapons Advance & Tactical Systems Advance.** There is one of each of these cards in the event deck. Once either of them is played, the effectiveness rating of the owner's leader is increased by three each time he undertakes a conquest or pillage endeavor. More, when the owner undertakes a defense endeavor, the attacking player's effectiveness rating is reduced by three in addition to the reduction for the defender's combat stature. Note that if a player possessed both these cards simultaneously, his effectiveness rating would be increased by six. These cards represent those weapons and tactical innovations that had an extraordinary effect on warfare during the Middle Ages, such as crossbows, longbows, artillery and wagon and pike formations. They may be played repeatedly.

**Missionary Fervor.** There is one "Missionary Fervor" card in the event deck. It facilitates conversion by halving the conversion differential of each area the owner attempts to convert (see 22.2). This card may be kept indefinitely and played repeatedly.

## 20.0 GRAND DIPLOMACY

Whereas the rules for diplomatic ties, claims, unrest and rebellion deal primarily with the relationship between an emperor and his vassals, there are few mechanics per se that deal with the relationship between two emperors. Since the players are in effect emperors, international relations are left to them. That is not to say players have a free hand in conducting agreements between themselves; there are restrictions that may not be broken. Nevertheless, players should feel free to add their own house rules for diplomacy. Of course, such rules should be unanimously agreed to before the start of the game. More, players should be aware that, if they generate great change to the game systems with unreasonable adjustments, the game would not work as intended.

### 20.1 Exchangeable Items

There are three commodities in the game that may be freely exchanged: gold, claims and areas. There are no restrictions on the flow of gold between players; it may be traded, given, borrowed and loaned. Similarly, players may freely exchange existing claims to areas. The areas themselves may also be freely traded and sold. When an area changes hands in that manner, its social state marker is changed to indicate its new ownership. If the area is in unrest, it must remain so until the unrest is quelled through the play of a ruling

endeavor. The status of fortifications in the area is negotiable, as is the status of diplomatic ties; however, though fortifications may change ownership, diplomatic ties may not. A tie may be created only through play of a diplomacy endeavor, and it may be removed only by its owner or through another player's use of a "Diplomatic Coup" holding card.

There are certain items that may never be exchanged between players: leaders, year cards and holding cards. To exchange those items would be an act of excessive change to the game system.

### 20.2 Time Restrictions

The players must decide on their own time limits for the conduct of diplomatic affairs, lest they allow the game to become interminable. One restriction strongly recommended is to disallow players from conducting exchanges or agreements during their own player turns. In place of that approach, players might simply put a time limit to the length of each player turn (a limit of two or three minutes, with allowances for such catastrophes as heirless leader deaths, is reasonable).

### 20.3 Binding Agreements

Players may enter into binding agreements if they desire. A binding agreement is a diplomatic treaty players may make with the stipulation whoever breaks it will automatically be subject to excommunication (see 22.2). In order for an agreement to be binding, each participating player must consent that it is binding. Then the participants must either announce to all other players the terms of their agreement or, preferably, write down clearly its terms and sign that paper. If a player whose leader is Christian reneges on the agreement, the injured party may reveal the terms and call for a parley (see 20.4). The parley must decide whether to excommunicate the player who has broken the agreement. A binding agreement may be abrogated at the mutual consent of all participants. More, a player is automatically freed from an existing binding agreement if, after the agreement is made, one of the leaders party to the agreement dies heirless. Note an agreement need not be binding and, indeed, most agreements should not be.

### 20.4 Conditions Under Which a Diplomatic Parley May be Convened

Under certain circumstances, a player may call for a diplomatic parley in order to settle a dispute.

**20.41** A player may call for a parley in order to contest a conquest of one of his areas through a diplomacy endeavor. The parley decides who is the rightful owner of the area. If the rightful owner is determined to be the player who called the parley, he maintains possession of the area. If it's decided his opponent is the rightful owner, the player must either relinquish control of the area or else be automatically excommunicated. If the parley results in a tie, the player who has called the parley retains control of the area.

**20.42** A player may call for a parley in order to obtain a claim to an area he possesses and to which he has a diplomatic tie (see 18.2). A tie in the voting results in the player obtaining the claim.

**20.43** When an opponent attempts to obtain possession of a player's area or areas through play of a "Dynastic Inheritance" card, the player may contest the opponent's inheritance. The parley must decide who is the rightful owner of the area. If it's judged to be the player who called the parley, he retains possession of the area. If it's judged to be his opponent, the player must relinquish control of the area or else be automatically excommunicated (see 22.4). A tie results in the player who has called the parley maintaining control



over the area. Note that a player whose leader has just died heirless may not contest a "Dynastic Inheritance" card that has been played against him (see card notes, 19.2).

**20.44** If an opponent breaks a binding agreement he has made with a player, that player may call a parley. The parley must decide whether to excommunicate the player who has broken the agreement. If there is a tie, the parley results in the player's excommunication (see 22.4).

**20.45** A player who has been excommunicated may call for a parley, the purpose of which would be to decide whether the excommunicated player should be reinstated as a member of the church.

### **20.5 Diplomatic Parley Procedure**

A parley may be called only by a player whose leader is Christian. As soon as a parley is called, an open vote is taken on the issue at hand. Each player has a number of votes equal to his leader's diplomatic stature, which he may cast (as one unitary block of votes) as he pleases. Players cast their votes in the order of most votes to least votes. Only those players whose leaders are Christian may participate in the voting.

**20.51** A player who plays an "Influence in Church Hierarchy" holding card receives five votes in addition to those he receives for his leader's diplomatic stature. A player may play more than one influence card for a single parley.

**20.52** If a parley is called concerning a claim or the possession of an Eastern Orthodox area, the Byzantine player receives five votes in addition to any others to which he's entitled. If the parley concerns a group of areas, only some of which are Eastern Orthodox, the Byzantine player receives no additional votes.

**20.53** A player who is attempting to gain a claim to a given area may call for a parley concerning that area any number of times in the course of the game, but only once per round.

**20.54** If a player is contesting the conquest of one of his areas through a diplomacy endeavor, that player must call for the parley immediately after the area is conquered (that is, before any other endeavor is undertaken). More, a player must call for a parley concerning the breaking of a binding agreement at the moment the agreement is broken. A player who fails to call for a parley concerning a given issue at the appropriate time may not later call a parley concerning that issue.

**20.55** A player who has been excommunicated may call once per round for a parley in order to be readmitted to the Church.

## **21.0 EXILE**

A player who has lost possession of his court area, and who is unable to establish a new court area within the restrictions described in 7.52, is forced into exile. When a player goes into exile, he maintains possession of the gold in his treasury and any diplomatic ties and claims he has established. While in exile, a player continues to perform his player turns. He may not, however, tax any areas. He may perform only diplomacy endeavors, and those only if another player has granted him asylum. A player in exile may continue to make diplomatic agreements with other players without restriction. A player returns from exile when he acquires a suitable court area.

### **21.1 Conditions of Exile**

At the instant a player loses possession of his court area and is unable to establish a new court, he loses his ability to undertake endeavors and collect gold through taxation. Nevertheless, the

player in exile conducts his player turns, choosing a position during initiative determination, drawing an event card, and playing five year cards. Unless the exile has been granted asylum, and is therefore capable of undertaking diplomacy endeavors (see 21.2), he merely plays his year cards as he normally would unused cards. Any stature checks indicated by the year cards must be carried out. The exile is fully subject to the effects of event cards and may retain possession of any holding cards he draws.

### **21.2 Asylum**

A player who has been forced into exile may conduct only diplomacy endeavors, and those only if another player has granted him asylum. When a player grants an exile asylum, he allows the exile to use his court area as base for diplomacy endeavors. Thus, when an exile determines his effectiveness rating for a diplomacy endeavor, he uses the social status level of his host's court area. Note that religious and linguistic differences are determined between the leader and the target area involved, never the base area. Once an exile obtains a suitable court area, the conditions of asylum immediately cease. A player is never compelled to grant an exile asylum; nor is an exile compelled to seek asylum. A player who has granted an exile asylum may revoke the asylum status at any time.

### **21.3 Returning from Exile**

A player returns from exile the instant he reacquires a suitable court area. A suitable court area is any area of the same language and religion as the player's leader. The ways by which a player may acquire an area while in exile are as follows.

1. An exile may acquire an area by achieving a conquest result through play of a diplomacy endeavor (see 12.0).
2. An exile may acquire an area through play of a "Dynastic Inheritance" card (19.2).
3. An exile may acquire an area through diplomatic agreement or exchange (20.0).
4. An exile automatically acquires any area of the same language and religion as his leader if a magnate appears there (24.0).

## **22.0 EXCOMMUNICATION & RELIGIOUS CONVERSION**

A Christian leader may be excommunicated as a result of flouting a parley decision or breaking a binding agreement (20.0). To a great degree, the religious conversion of peoples during the Middle Ages depended as much on military might as on missionary zeal. The old faith had to be suppressed and, if its followers had strong convictions, the best way to do that was to beat them into submission. There was, however, one way to speed up the process and reduce the amount of bloodshed: convert a people's leaders first. Consequently, the process of converting an area in the game entails a number of conquest endeavors played against an area. The number of conquest endeavors required to convert an area depends on the religion's propensity to convert and to resist conversion.

### **22.1 Excommunication**

Throughout most of medieval history, it was usually bad policy for a king or emperor to come into direct confrontation with the political power of the Pope. To do that and to commit some unchristian deed was to give the Pope both reason and justification to take action. The most serious form of papal censure was excommunication. Two examples of that are the excommunication of England's King John I by Pope Innocent III, and of the Emperor Frederick II by Gregory IX.

**22.11** When a player is excommunicated, his leader is considered pagan for the determination of effectiveness ratings and rebellion values.

**22.12** An excommunicated player may not participate in any parleys, except those in which the players are considering his readmission to Christianity. An excommunicated player can't contest any diplomatic conquests or dynastic inheritances played against him. He may only call for parley, the subject of which is his readmission to Christianity.

**22.13** There are only two means by which an excommunicated player may be readmitted to Christianity. The player is automatically readmitted if his leader dies heirless, or if he receives a favorable decision from a parley.

## **22.2 Religious Conversion**

In order to convert an area's religion, a player must possess the area and announce his intention to convert the area. Then the player must determine the conversion differential for the conversion by subtracting the proselytic ability rating of the player's religion from the convictional strength rating of the religion of the area to be converted. Those ratings are listed on the Conversion Rating Chart. The conversion differential equals the number of times the player must achieve a "C" result through conquest endeavors against the area. Note that in this situation, the player will be attacking an area he already possesses. The conquest endeavors are undertaken and resolved normally in all ways; however, each time the social state of the area is decreased as a result of such a conquest endeavor, the area enters a state of unrest and a rebellion check must be made. If the area rebels, a conquest endeavor of the area to regain possession of it doesn't count toward conversion. The player should record each "C" result he achieves against the area on a sheet of paper. When the player has achieved a number of "C" results equal to the conversion differential the area is considered converted, and a marker bearing the appropriate religious symbol is placed in it.

**22.21** A player need not convert an area by placing all the conquest endeavors against it successively. That is, an area may remain partially converted for any length of time. If, however, an area partially converted is conquered by another player, all the first player's conquest results are negated, and any subsequent conversion effort must start from scratch. If an area changes hands other than by means of a conquest endeavor, the involved players may also agree to transfer that area's partially converted status.

**22.22** An area may be converted any number of times in the course of a game.

**22.23** If the player attempting to convert an area possesses a "Missionary Fervor" holding card, the conversion differential is automatically halved. Remainders are rounded down.

**22.24** The conversion differential is automatically halved if the player attempting to convert an area has a diplomatic tie to the area. Remainders are rounded down. Note that a conversion differential may be halved for the possession of a "Missionary Fervor" card, and then halved for the establishment of a tie.

**22.25** Upon conversion of one area of any of the following groups, all related areas within the group are automatically converted: Norse Pagan, West Slavonic Pagan, East Slavonic Pagan and South Slavonic Pagan. The exception to that automatic conversion of an entire group is an area which, at the moment of the conversion, is possessed by a player of another religion. Example: all the South Slavonic Areas are pagan. More, all are independent except Croa-

tia, which belongs to a Roman Catholic player, and Serbia, which belongs to an Eastern Orthodox player. If the Eastern Orthodox player converts Serbia, all the independent South Slavonic areas are automatically converted to Eastern Orthodoxy. Croatia, however, would remain pagan until it is itself converted.

**22.26** Areas of the following types must be converted individually: Roman Catholic, Eastern Orthodox, Baltic Pagan, Moslem and Christian heretic.

**22.27** The convictional strength rating of all Iberian Moslem areas is zero. In Spain and Portugal, the Islamic rulers were a minority living in the midst of the Roman Catholic masses. Consequently, at the instant an Iberian Moslem area is conquered by a player whose leader is Christian, the area's religion changes automatically to Roman Catholic. Note such a change of religion is not considered a conversion attempt for purposes of victory points (see 22.28).

**22.28** A player receives five victory points for the conversion of an area to his leader's religion. Once a player receives victory points for a conversion, he can't lose them, even if later in the game the area is reconverted to another religion.

**22.29** If the conversion differential is negative, the player must still obtain one "C" result to convert the area.

## **22.3 Conversion Rating Chart**

(See charts and tables)

## **23.0 THE SCHISM & THE CRUSADES (OPTIONAL RULES)**

The use of these optional rules will result in a more realistic game; however, the game will also be longer. Players should decide before the start of play whether to employ either or both rules.

One of the most important influences on medieval political history was the schism in the Christian faith. Though the theological differences of the two churches were the basis of the rift, it was the political rivalry between Rome and Constantinople, between the western powers and the Byzantine Empire, which made reunification a goal never attained. Note if this rule is not employed, the schism, or division of Christianity into Roman Catholic and Eastern Orthodox Churches, is assumed to always exist.

The circumstances under which a crusade may occur are the following:

1. It is a round during the 1001 game turn, or any game turn thereafter up to and including the 1276 game turn.
2. There is a schism in the Christian religion.
3. A magnate based in Syria controls both Syria and Jerusalem (see 24.7).
4. If conditions 1, 2 and 3 are met, a crusade is automatically caused if the Byzantine player calls for one. He does so simply by announcing he wants there to be a crusade. A crusade may also be caused if a player whose leader is Roman Catholic calls for a crusade parley and, during that parley, the players decide to undertake a crusade. All players whose leaders are Christian (Roman Catholic or Eastern Orthodox) may vote in a crusade parley; however, only players whose leaders are Roman Catholic participate in the crusade. A crusade is the conquest of both Syria and Jerusalem.

**The Schism.** At the beginning of each game turn, as in the sequence of play (6.0), the players must determine the status of the Christian churches. They do so by assessing the extent of Byzantine influence over the Rome area, rolling two dice, and

referring to the Schism Table. The players cross-reference the condition of Byzantine influence over Rome and the die roll result. The different conditions of Byzantine influence on the table are as follows.

1. The Byzantine player possesses Rome and is the only player with a diplomatic tie to that area.
2. The Byzantine player possesses Rome and a diplomatic tie to Rome, but one or more other players also have diplomatic ties to Rome.
3. The Byzantine player possesses a diplomatic tie to Rome, but no one possesses Rome.
4. No player possesses Rome, and no player has a diplomatic tie to Rome.
5. No player possesses Rome, but one or more players other than the Byzantine player have diplomatic ties to Rome.
6. A player other than the Byzantine player possesses Rome.

**The Crusades.** In a round in which a crusade is undertaken, the sequence of activities is changed by the addition of a crusader phase. Immediately after the players have determined there will be a crusade, and have carried out all raider and magnate activities for the current round, those players whose leaders are Roman Catholic undertake a crusader phase, the activities of which are as follows:

1. The crusaders determine who will lead the crusade. If the crusade was caused by a crusade parley, the player who called that parley is automatically the leader of the crusade. If the crusade was called by the Byzantine player, the leader is the crusader whose leader has the highest combat stature. If there is more than one player with highest combat stature, the leader is the player with the highest total stature (the sum of all three statures). If there is still no clear leader, make a die roll.
2. The crusaders determine the order by which they will undertake endeavors during the crusader phase. The crusader with the highest combat stature goes first. The crusader with the second highest combat stature goes second, and so on. (If there is a tie, the players should roll a die to see who goes first.) During the crusader phase, the players undertake one endeavor successively, according to the order determined. Each player must pay for the endeavors he undertakes. If a player doesn't have enough gold to pay for a conquest endeavor during a crusade, he may undertake a pillage endeavor, or he may borrow money from another player. If a player is unable to borrow, and his effectiveness for pillage is less than zero, he must pass.
3. The leader of the crusade determines the route the crusaders will follow to Syria and Jerusalem. During a crusade, all areas that belong to players participating in the crusade, and all independent Roman Catholic areas, are considered friendly to the crusaders. Thus the crusaders may trace a line of connected areas to their courts through all such areas. Any of those friendly areas may be used as bases for the crusaders' endeavors. Note that the leader of the crusade has two basic choices of route: he may launch the crusade from a suitable area connected to one of the Mediterranean Sea areas (for example, Sicily or Venice), or he may launch the crusade overland through an area such as Croatia or Hungary.
4. Once the crusaders' leader has chosen a suitable friendly area from which to launch the crusade, the crusaders begin their advance toward either Syria or Jerusalem. The crusaders must

advance through a chain of connected areas. Each time the crusaders come to a non-Roman Catholic, independent or magnate-controlled area enroute to Jerusalem or Syria, they must conquer it if they wish to pass through. Each time they come to a Byzantine-controlled area, the crusaders' leader must request from the Byzantine player passage through the area. If the Byzantine player grants it, the crusaders may pass through the area. If the Byzantine player refuses the crusaders passage through the area, the crusader leader may decide to either conquer the area or seek another route.

5. The object of the crusade is to conquer both Syria and Jerusalem. After gaining access to those areas, the crusaders each continue to undertake one conquest endeavor at a time, according to the order determined, until both Syria and Jerusalem have been conquered. Once both areas have been conquered, the crusade is automatically ended, unless, by mutual consent, the crusaders decide to fortify or rule Jerusalem.

On the completion of the crusader phase, all players participate in an initiative determination phase, and then conduct their player turns according to the order on which they've decided. Of course, the players who participated in the crusade may have fewer than five year cards, or no year cards, remaining for play during their player turns. The players must undertake their player turns regardless of how many cards they have remaining. If, for example, a player has no cards remaining, he would still have to draw a card from the event deck, and he could collect gold through taxation.

### 23.1 The Schism

**23.11** A die roll on the Schism Table can have any one of the following three results.

**U (Union of the Two Churches).** All Roman Catholic and Eastern Orthodox leaders and areas are considered to be of the same church for all purposes. More, the Byzantine player doesn't receive five extra votes in parleys concerning areas that bear the Eastern Orthodox cross.

**S (Schism).** Roman Catholic areas and leaders are considered to be of a different church from those of the Eastern Orthodox Church.

**- (No change in Status of Churches).** If the churches were united, they remain so. If there was a schism, it continues.

**23.12** In addition to the check on the Schism Table at the beginning of each game turn, another check on it must be made whenever the status of Byzantine influence on Rome changes. Example: if, during his player turn, the Byzantine player formed a diplomatic tie to Rome, he would immediately make a check on the Schism Table. More, if the Byzantine player conquered Rome in that same turn, he would again have to make a check on the Schism Table.

### 23.2 Schism Table

(See charts and tables)

### 23.3 The Crusades

The ostensible cause of the First Crusade was the capture of Syria and Jerusalem by the Seljuk Turks, and their subsequent refusal of passage to the Holy Land to Christian pilgrims. In calling for a crusade, the Pope expressed not only a desire to liberate and protect Christian shrines in Palestine from the infidels, but the desire to aid the Byzantines, collapsing under the pressure of Turkish expansion, and to attempt a reunification of all Christendom in one truly Catholic Church. Nevertheless, as inspiring as Pope Urban's call to arms was in 1095, not all the crusaders acted out of

religious fervor: political and economic gain was as much a cause for campaigning in the east as religious enthusiasm. The effects of the crusades were many and, in some ways, contradictory. For example, while the actual campaigns were economic drains on the western nations, the crusades ultimately proved to be an economic blessing due to the increase in trade they helped bring about. More, though the church benefited at first from the enthusiasm the crusades inspired, and from the growth of its bureaucracy, eventually the crusades helped decrease Papal prestige and fostered anti-clerical feelings in the west. Finally, while the crusades were originally intended to aid the Byzantines in their struggle with the Moslem Turks, they were in the end one of the major causes of the final collapse of that Greek empire.

**23.31** A crusade lasts until both Syria and Jerusalem have been conquered or until each crusader has played all five of his year cards. A crusade may last for only one round. If all crusader players play all their year cards and Syria and Jerusalem are not conquered, the crusade ends and is considered a failure. Since there may be only one crusade per game turn, the crusaders would have to wait until the appropriate conditions exist during a subsequent game turn to conduct another crusade.

**23.32** Any areas conquered by the crusaders are considered independent crusader states until a player or magnate conquers them. A crusader state social state marker is placed in such an Area. Players never control crusader states. They are treated as independent areas in all ways but one: during any crusader phase, crusaders may pass through crusader states without first having to conquer them.

**23.33** The social state of each area that is neither Roman Catholic nor Roman Catholic-controlled through which the crusaders pass is automatically reduced one level. Note this reduction is in addition to any suffered as a result of the play of an endeavor. More, Byzantine areas through which the crusaders are allowed passage are so affected.

**23.34** If the first crusade called during the game is successful—that is, both Syria and Jerusalem are conquered—the Byzantine player immediately receives a claim to both of those areas. For a successful crusade after the first, the Byzantine player receives a diplomatic tie to each area.

## **24.0 RAIDERS & MAGNATES**

### **(OPTIONAL RULES)**

Though it's possible and perhaps preferable to represent only the five or six largest empires in a game of this scale, it's nonetheless a simplification. For while the larger nations continuously made their mark on international affairs, many smaller nations momentarily rose up and had their moment of glory before fading once again into the background. On some occasions those smaller nations had little more going for them than an intelligent and aggressive leader. On other occasions their rise was attributable to a burst of national energy. The rules in this section are intended to deal with the activities of the nations not represented by players in the game. The activities of those nations are determined according to set patterns and must be carried out by the players. The employment of these rules will add to the realism of the game to a considerable degree; however, players should note it will also add to the length of the game.

The raiders are those peoples who, during the early Middle Ages, made the systematic pillaging of Europe their way of life. The raiders represented in the game are the Vikings, the Saracen

Pirates and the Magyars. The activities of the raiders occur in accordance with schedules listed in 24.14. During the raider phase of each round in which a particular raider is indicated to be active, the players carry out pillage endeavors on behalf of the raider against target areas determined by the rules for that raider.

Magnates represent leaders of small or unstable nations who, thanks to their above average abilities, were able to rise briefly to a position of international power. The appearances of magnates depends on chance. During the magnate phase of each round, the players determine where, if at all, a magnate has appeared. Then the players carry out his activities in accordance with the rules described in 24.5.

**Raiders.** During the raider phase of each round, the players determine which raiders are active during that round. They do so by consulting the schedule for each of the three different raider peoples. Note none of the raiders are active after the year 1100, and only the Saracen Pirates are active after the year 1000. On each of the raider schedules there is a leader stature listed for each game turn during which the raider is active. During the raider phase, five year cards are dealt out for each active raider. Each of the raiders' cards is used in the following manner: of the possible target areas the raider can attack, the players determine which has the highest combined social state and population value. Using the raider's stature and the characteristics of the raider's base area, the players conduct a pillage endeavor against the target area and apply results normally. Note, however, gold is never collected on behalf of a raider. A pillage endeavor can't be conducted if the raider's effectiveness rating for it is less than zero. If the raider's effectiveness rating for a pillage endeavor against the target with the highest combined social state and population is less than zero, the raider attacks the target with the next highest combined social state and population. If two or more areas have the same total combined social state and population, the players should choose the target by means of a die roll. Note if a raider attacks an area owned by a player, that player may play a defense endeavor. If a defense endeavor drops the raider's effectiveness rating below zero for the endeavor, the raider's year card for that endeavor must still be played. In effect, the raider was committed to the endeavor, just as a player would be.

**Optional.** To simplify or balance the game, players may, by mutual consent, conduct the raider phase once per game turn instead of once per round. The magnate phase is always conducted every round.

**Magnates.** During the magnate phase of each round, the players determine whether a new magnate will appear during the current round. That is accomplished in the following manner:

1. First a die is rolled and the Magnate Appearance Table (24.91) is consulted. Note that if, at the beginning of a round, there are already three magnates active, no die rolls are made for the appearance of a new magnate. There may never be more than three magnates on the map at any given time.
2. If the Magnate Appearance Table die roll result is one or two, the player must refer to the appropriate Magnate Matrix, which is used in the following way. First a die is rolled to determine which column to refer to, then a second die is rolled to determine which row to refer to. At the intersection of the column and row, the players will find the name of the area in which the magnate appears.

3. When a magnate's area of appearance is found on either of the Magnate Matrices, the area immediately becomes the court of the magnate if the area is currently independent, or if it's possessed by a player but is in a state of unrest. If the magnate is to appear in an area controlled by a player but is not in unrest, the magnate doesn't appear. In that case, no new magnate appears during the round in progress; however, Magnates in Syria and the Mongols appear regardless of the status of the areas in which they appear. If a new magnate is to appear in an area in which there already is a magnate, no new magnate appears that round.
4. Once the players have determined in which area a magnate has appeared, they replace the area's social state marker with a magnate social state marker. If the social state of the magnate's court is below its social state norm at the instant he appears, it is immediately raised to the norm level. The magnate receives five year cards. During the magnate phase, the players undertake endeavors on behalf of the magnate.

## **24.1 The Vikings**

### **24.11 Viking Bases**

The bases for the Viking raiders are Norway and Denmark. For each pillage endeavor undertaken by the Vikings, the players should use the base that has the higher social state. In case of a tie, roll a die.

### **24.12 Viking Targets**

The possible targets for Viking raids are all those areas (excluding Norway and Denmark) connected to the following sea areas: North Sea, North Atlantic, English Channel and the Bay of Biscay.

### **24.13 Viking Conquests**

If, at any time, there is no possible target area for a Viking raid that has a combined social state and population value greater than zero, the Vikings automatically undertake a conquest endeavor against whichever of the possible targets is adjacent to the area(s) with the highest combined social state and population value. Note that area will usually be Normandy, Flanders or Aquitaine. The Vikings continue to undertake such conquest endeavors until either the area is conquered or there is a possible target with a combined social state and population value greater than zero. Once such an area is conquered, any areas adjacent to it become possible targets.

### **24.14 Cessation of Viking Raids**

A Viking raid may not be launched from either Denmark or Norway if any player controls them. More, if any of the Norse Pagan areas is converted to Christianity, Viking raids cease for the remainder of the game. After the year 1000, Viking raids cease automatically.

## **24.2 The Magyars**

### **24.21 Magyar Base**

Hungary is always base for all Magyar raids.

### **24.22 Magyar Targets**

All areas bordering on Hungary, and all areas separated from Hungary by only one area are possible targets of Magyar raids. Note a Magyar raid may be carried out against an area not directly adjacent to Hungary. That is an exception to the rules for undertaking pillage endeavors.

### **24.23 Cessation of Magyar Raids**

If, at any time, any player controls Hungary, no Magyar raids are carried out until Hungary again becomes independent. Magyar

raids cease for the remainder of the game if Hungary is converted to Christianity. Magyar Raids automatically cease after the year 1000.

## **24.3 Saracen Pirates**

### **24.31 Saracen Raids**

The Saracens have no base area on the map. Their social state level is always zero. The Saracens are Moslem and speak a non-Indo-European language.

### **24.32 Saracen Targets**

The possible targets of Saracen raids are all those areas connected directly to the Western Mediterranean and Tyrrhenian Sea areas.

### **24.33 Cessation of Saracen Raids**

Saracen raids cease for the remainder of the game after the year 1100. More, each round the players must roll a die to determine if there will be Saracen raids during the current round. If the die roll result is five or six, there are no Saracen raids during the current round.

## **24.4 Raider Activity Schedules**

(See charts and tables)

## **24.5 Magnate Activities**

Whereas the primary activity of a raider is to pillage, a magnate's primary activity is conquest. The combat stature of a leader is always either five or nine. His religious and linguistic characteristics are always those of the area in which he first appears. That area is considered the magnate's court area. Note a magnate never expends or collects gold.

**24.51** A magnate automatically undertakes conquest endeavors against the area with the highest social state adjacent to his court. If there is more than one area with the same highest social state, the magnate attempts to conquer the area most similar to him in religion and language. If there are seemingly two or more areas of the same status, or arguably of the same status, a die roll should be made to determine which area is attacked. Each time a magnate conquers an area, the next area to be attacked is chosen from all the areas directly linked to any of the magnate controlled areas and to which the magnate can trace a chain of connected areas from his court area. If a magnate conquers, or is adjacent to, an area containing seafaring people, that magnate must check all areas bordering that sea to determine the next area against which a conquest endeavor will be performed. The social state marker of each area a magnate controls is replaced with the appropriate magnate-controlled marker.

**24.52** If a magnate's effectiveness rating to conquer an area is less than zero, but his effectiveness rating to pillage that area is greater than zero, the magnate pillages the area until either he is able to attempt to conquer it or there is another possible target area with a higher social state. If the provinces with the highest social state can't be conquered or pillaged (before any defense endeavor) the magnate's attention turns to the province with the next highest social state.

**24.53** A magnate may undertake only combat or pillage endeavors. More, a magnate must always undertake four conquest and/or pillage endeavors during the magnate phase. One of the magnate's cards is always reserved for defense. The card for defense is automatically played in response to the first conquest or pillage endeavors taken against an area belonging to the magnate.



**24.54** Any magnate, regardless of whether his stature is five or nine, immediately ceases to be active when a leader stature check is indicated for leaders with a stature of five on any year card he plays. No stature check is performed; rather all the magnate's controlled areas immediately return to normal independent status. The magnate-controlled social state markers are replaced with independent social state markers. A magnate's saved card counts for a leader check if unplayed.

#### **24.6 Normal Magnates**

When the players determine in which area a magnate may appear through the use of either Magnate Matrix, they must then adjudge whether a magnate appears in that area. If the area is independent, or if the area belongs to a player and is in a state of unrest, the magnate appears. If the area is controlled by a player and is not in unrest, no new magnate appears that round. A magnate who appears in an area from either matrix always has a combat stature of five.

#### **24.7 Syrian Magnates**

During each round during each game turn, starting with the 1001 game turn, a die roll result of three on the Magnate Appearance Table means there is the possibility of the appearance of a magnate in Syria. The players must then roll a die to determine whether there is a magnate in Syria and, if so, what is his stature. On a die roll of one, two or three, there is a Syrian magnate with a combat stature of five. On a die roll of four, there is a Syrian magnate with a combat stature of nine. A die roll of five or six means no magnate appears during that round. A magnate appears in Syria regardless of the status of the area. The procedure for undertaking the activities of a Syrian magnate differs from the normal procedure in one major respect: a Syrian magnate's effectiveness rating is never reduced because of religious or linguistic differences or similarities.

#### **24.8 The Mongols**

During each round during game turns 1201 through 1276, a die roll result of four on the Initial Magnate Appearance Check Table automatically means a Mongol horde has arrived in the steppes, regardless of the status of that area. The Mongol magnate's combat stature is nine. The procedure for undertaking the activities of a Mongol magnate differs from that employed for other magnates in several major respects. During each magnate phase, the Mongol magnate receives 10 year cards. All those cards must be used for conquest and/or pillage endeavors. No card is saved for a defense endeavor. More, the Mongol magnate's effectiveness rating is never reduced because of religious or linguistic differences or similarities. Mongols may appear only twice per game. If the Mongol receives a leader stature check of five, or if all his areas are conquered, that is the end of one incursion.

#### **24.9 Magnate Tables**

(See charts and tables)

##### **24.91 Magnate Appearance Table**

##### **24.92 Magnate Matrices**

##### **24.93 Syrian Magnate Appearance Table**

## **25.0 COLONIZATION (OPTIONAL RULES)**

By the year 771, the mass migrations of peoples in western Europe that had characterized the first five centuries after Christ, were over. The linguistic boundaries known to Charlemagne's contemporaries have changed little in the past thousand years. The changes that have occurred, however, have had great significance. The most important of them, the German settlement of Slavic and Baltic areas east of the Elbe, and the Turkish settlement of Greek areas in Asia Minor and Europe, have caused conflict time and again.

In the game a player may effect a change of the language of an area that lies within his empire. Such a change of language is the result of colonization. Colonization is performed passively over a number of rounds. At the end of each round, the player obtains a number of colonization points for each area he is colonizing. When the player has obtained the specific number of colonization points for the colonization of a particular area, the language of the area is changed. Since the colonization of an area requires the passage of many rounds, it's suggested this rule be used only in the Grand Scenario.

1. A player initiates an attempt to colonize an area by simply announcing his intention during his player turn. The player must announce which area will be colonized and which area or areas will be used as the base for that colonization. The player then places a colonization marker in the area being colonized.
2. At the end of each round, beginning with the round in which a colonization marker in the area, the player determines the number of colonization points he has accrued. The number of points received each round is determined in the following way.
3. The player determines the colonization value of the area or areas being used as the base for the colonization. The colonization value of an area is the sum of its population value and its social state level. If the player is using more than one area as the base for the colonization, the colonization values of all the base areas are added together to produce the total base colonization value. The colonization value of the area being colonized is also determined.
4. The colonization value of the area being colonized is subtracted from the colonization value of the base. Note that, as when determining effectiveness ratings, either figure may be negative. The result of that subtraction is the number of colonization points the player has accrued for that colonization attempt during the current round.
5. Each round the player records on a sheet of paper the number of colonization points he has obtained. When the player has achieved a sufficient number of points, the colonization marker is flipped over to indicate the change of the area's language.

#### **25.1 Colonization Restrictions**

**25.11** A player may only initiate a colonization attempt of an area that lies within his empire. When undertaking a colonization, the base area or areas for that colonization must also lie within the player's empire.

**25.12** When a player announces his intention to colonize an area, he must designate one or more base areas for that colonization attempt. Each base area must directly border on, via a shared land border, the area being colonized. More, the base area must be of the same language.

**25.13** During any colonization record phase, the player may designate additional areas as bases for colonization. Once an area has been designated a base for colonization, however, its colonization value must be employed each subsequent colonization record phase until the colonization is either completed or disbanded.

**25.141** An area may be used as a base for only one colonization attempt each round. That is, a base area's colonization value may affect only one colonization attempt per round.

**25.15** At any given time, a player may never currently be undertaking more than two colonization attempts.

## **25.2 Colonization Points**

Each round the player must record the number of colonization points he currently has. In addition to the points the player obtains normally through the determination of colonization values, the total of colonization points may be affected by certain occurrences.

**25.21** If, during the colonization record phase of any round, an area a player is attempting to colonize is not in his possession, the number of colonization points the player has obtained for that area is immediately halved. Remainders are rounded up.

**25.22** If, during the colonization record phase of any round, a base area for a particular colonization attempt is in unrest, that area can't function as a base for colonization. Thus, unless the player undertaking the colonization has another base for that colonization attempt, he would receive no points that round.

**25.23** If, during the colonization record phase of any round, an area a player is attempting to colonize is in unrest, no colonization points are awarded to that player that round.

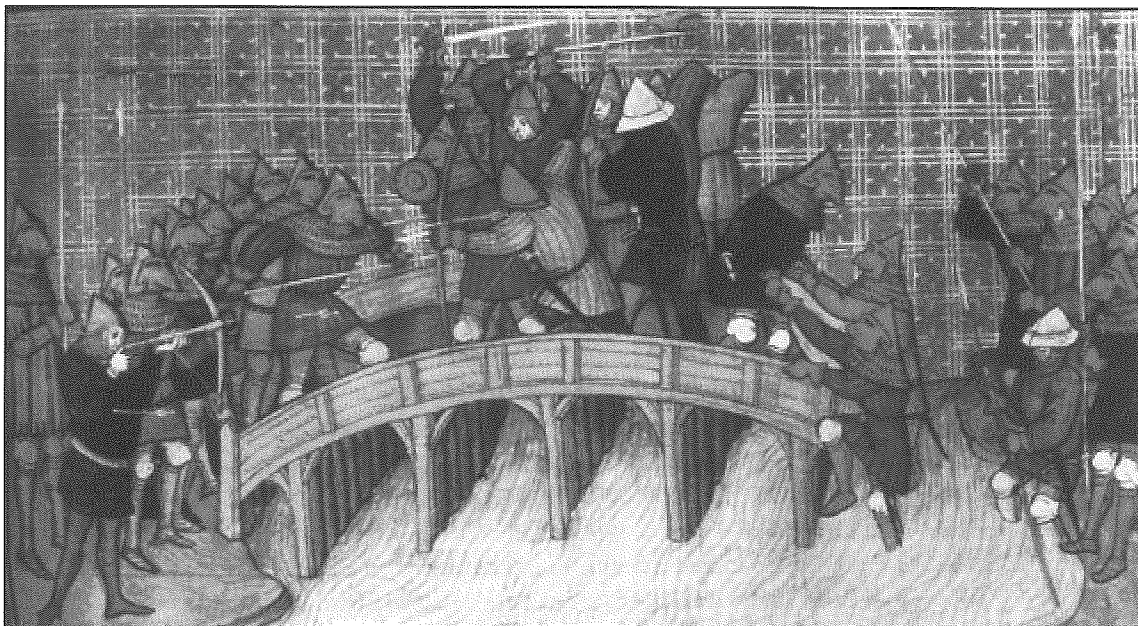
**25.24** An area is successfully colonized when the player undertaking the colonization has obtained a sufficient number of colonization points for that area. The number of points needed for the completion of a colonization attempt varies according to the population of the area being colonized. For areas that have a population value less than one, the number of colonization points needed is 100. For areas with population values of two, a total of 150 points must be obtained. For areas with population values of three and four, the total number of points required is 175 and 200, respectively.

## **25.3 Effects of Colonization**

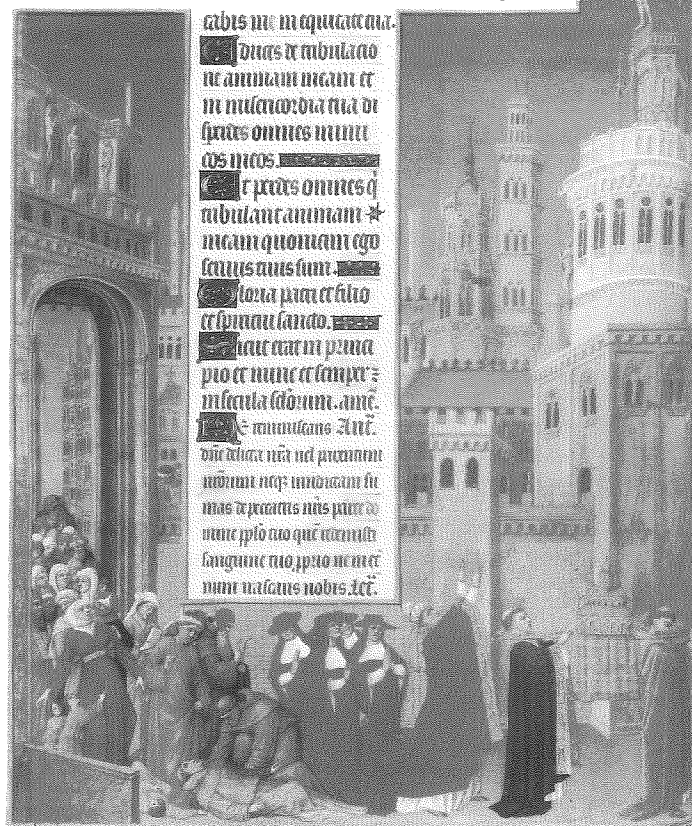
When a player has obtained the required number of colonization points for a particular area, the colonization marker in the area is flipped over to show its colonization complete side. From that time, until the area is recolonized, the language of the area is considered to be exactly the same as the language of the base areas used for that colonization. A player who successfully colonizes an area receives five victory points at the end of the game. The player receives these victory points regardless of whether another player later recolonizes the same area.

## **26.0 VICTORY CONDITIONS**

At the end of the game each player receives victory points according to the size and well being of his empire. Victory points are awarded in the following way: each player receives a number of victory points for each area in his empire at the end of the game in which he could currently undertake a ruling endeavor (disregarding his leader's stature). Thus players receive victory points only for those areas connected to their court area through a chain of friendly areas. The number of points awarded for each area is determined in the following way: the current social state level of the area is added to three. Thus, an area with a social state of "-2" would be worth only one victory point; and an area with a social state of "+3" would be worth six victory points. In addition to those points, a player also receives three points for each area he possesses at the end of the game to which he has a claim. Each player also receives five victory points for each successful conversion and colonization he carries out during the course of the game, regardless of the status of those areas' religions or languages at the end of the game.



# SCENARIOS



## 27.0: CHARLEMAGNE AND THE FRANKISH EMPIRE

This scenario is intended for solitaire play and is a good means by which to learn the basic mechanics of the game system. In the solitaire version of this scenario the player controls the Frankish Empire. The scenario may also be played by two players, in which case the second player controls the Byzantine Empire.

### 27.1 Initial Leader Statures

**Frankish Empire:** 9-9-9 (Charles the Great)

**Byzantine Empire:** 5-3-3 (Constantine V)

### 27.2 Imperial Possessions & Claims

#### 27.21 Possessions

**Frankish Empire:** Lorraine (court), Franconia, Swabia, Switzerland, Friesland, Flanders, Champagne, Ile de France, Normandy, Anjou, Aquitaine, Toulouse, Burgundy, Provence.

**Byzantine Empire:** Constantinople (court), Adrianople, Greece, Trebizond, Asia, Cilicia, Anatolia, Macedonia, Apulia, Sicily.

#### 27.22 Claims

**Frankish Empire:** The Frankish player has a claim to each area he possesses at the start of the game. More, he possesses claims to Lombardy, Tuscany and Rome.

**Byzantine Empire:** The Byzantine player has a claim to each area he possesses at the start of the game, with the single exception of Anatolia. More, he possesses claims to Naples, Rome, Tuscany and Venice.

## 27.3 Initial Social State Levels

All Areas begin the game at their social state norms except those indicated below. (The initial social state level is indicated in parentheses following the area's name.): Lorraine (+3), Friesland (+2), Wessex (+1), Northumbria (+2), Rome (+1), Constantinople (+3), Greece (+2).

## 27.4 Fortifications

The following areas begin the game with fortifications of the strength indicated in parentheses: Saxony (3), Friesland (2), Flanders (2), Lorraine (2), Venice (3), Constantinople (3).

## 27.5 Religion

At the start of the scenario, the religion or church to which certain areas belong are different from the religion or church indicated on the map, as indicated below.

**Pagan:** Denmark, Norway, Sweden, Saxony, Austria, Hungary, the Steppes, Khazar, all Slavonic Areas, all Baltic Areas.

**Moslem:** Leon, Castille, Aragon, Portugal, Valencia, Cordova, Granada.

**Eastern Orthodox:** Apulia, Sicily.

## 27.6 Language

At the beginning of this scenario, the language of certain areas differs from the language indicated on the map, as indicated below: Brandenburg (West Slavonic); Austria, Bulgaria, Wallachia (non-Indo-European).

## 27.7 Special Rules

**Charlemagne's Longevity:** During the first seven rounds, any leader stature checks the Frankish player would normally be required to make are not made. Note that includes stature checks caused either by year or event cards. In the case of the "Leader Dies Heirless" event card, all card effects are ignored. In effect, Charlemagne can neither die nor lose his wits before 806. Leader stature checks required during rounds eight and nine, however, are performed normally.

## 27.8 Game Length

The scenario begins with the year AD 771, and continues through the play of nine rounds to the year 815.

## 27.9 Victory Conditions

### 27.91 Solitaire Version

In the solitaire version of this scenario, the player compares his performance to the historic achievements of Charlemagne. At the end of the game, the player determines the number of victory points he has received as described in 26.0 and compares his point total with the performance levels listed below:

<u>Victory Point Total</u>	<u>Performance Level</u>
131 or more	Excellent
111-130	Very Good
91-110	Good
71-90	Mediocre
61-70	Poor
60 or less	Very Poor

### 27.92 Two-player Version

In the two-player version of the scenario, victory is based on which player has the highest victory point total. At the end of the game, each player receives victory points as described in 26.0, then the Frankish player subtracts 40 from his total. The players' totals are compared after the subtraction, and the player with the highest total is the winner.

## 28.0: MILLENNIUM, AD 976-1075

The scenario can be played with two to six participants. The optimum number of players is five. The players should consult the list of initial leader statures (28.1) and imperial possessions (28.2) to determine which empires they will play. When choosing empires, the players should choose first from the top of the initial leader stature list. Thus, if there are three players, the three empires should be the first three on that list. That, however, is only a suggestion and not an absolute necessity.

### 28.1 Initial Leader Statures

*German Empire:* 3-3-3 (Otto II)

*Kingdom of France:* 2-2-2 (Lothair)

*Kingdom of Burgundy:* 3-3-3 (Rudolf III)

*Kingdom of Denmark:* 5-5-5 (Harold Bluetooth)

*Kingdom of Poland:* 3-3-3 (Mieszko I)

*Byzantine Empire:* 5-5-5 (Basil II)

*Kievan Russian Empire:* 3-5-5 (Vladimir the Saint)

### 28.2 Imperial Possessions & Claims

#### 28.21 Possessions

*German Empire:* Lorraine (court), Franconia, Bavaria, Swabia, Austria, Friesland, Saxony, Verona (unrest), Lombardy (unrest), Tuscany (unrest), Rome (unrest).

*Kingdom of France:* Ile de France (court), Champagne, Normandy, Anjou, Brittany, Flanders, Aquitaine, Toulouse.

*Kingdom of Burgundy:* Burgundy (court), Provence, Switzerland.

*Kingdom of Denmark:* Denmark (court), Northumbria.

*Kingdom of Poland:* Poland (court), Silesia.

*Byzantine Empire:* Constantinople (court), Greece, Adrianople, Asia, Trebizond, Cilicia, Macedonia, Apulia, Anatolia, Armenia.

*Kievan Russian Empire:* Kiev (court), Ryazan (unrest), Muscovy (unrest), Smolensk (unrest), Novgorod, Volhynia.

#### 28.22 Claims

Each player has a claim to each area he possesses at the start of the game. No other claims are possessed at the beginning of play.

### 28.3 Initial Social State Levels

All areas begin the game at their social state norm except those indicated below. (The initial social state level is indicated in parentheses following the area's name.): Denmark (+2), Sweden (+1), Poland (+2), Novgorod (+1), Muscovy (+1), Kiev (+1), Syria (+2), Constantinople (+3), Tuscany (+2), Lombardy (+3), Sicily (+1), Provence (+1), Burgundy (+3).

### 28.4 Fortifications

The following areas begin the game with fortifications of the strength indicated in parentheses: Denmark (2), Constantinople (3), Venice (3).

### 28.5 Religion

At the start of this scenario, the religion to which certain areas belong is different from the religion shown on the map.

*Pagan:* Norway, Sweden, Hungary, the Steppes, Khazar, all Baltic Areas.

*Moslem:* Portugal, Castille, Valencia, Cordova, Granada.

### 28.6 Language

At the beginning of this scenario, the language of certain areas

differs from the language indicated on the map, as indicated here: Brandenburg (West Slavonic); Bulgaria, Wallachia (non-Indo-European).

### 28.7 Game Length

The scenario begins with the year AD 976, and continues through the play of 20 rounds, through the year 1075.

### 28.8 Victory Conditions

Victory is based on the accumulation of victory points as described in 26.0. At the end of the game each player's victory point total is determined. To each player's victory point total is added the appropriate number of points for his empire's handicap bonus. The handicap values are as follows:

<u>Empire</u>	<u>Handicap Points</u>
German Empire	0
Byzantine Empire	5
Kingdom of France	10
Kievan Russian Emp.	20
Kingdom of Burgundy	30
Kingdom of Denmark	30
Kingdom of Poland	30

At the end of the game the player with the highest final victory point total is the winner.

## 29.0: AGE OF THE CRUSADES, AD 1136-1200

This scenario can be played with two to six participants. The optimum number of players is six. When determining which empires will be played, the players should choose from the top of the list in 29.1.

### 29.1 Initial Leader Statures

*German Empire:* 3-3-3 (Lothair II)

*Kingdom of France:* 3-3-3 (Louis VI, "the Fat")

*Kingdom of England:* 3-3-3 (Stephen)

*Kingdom of Sicily:* 5-5-5 (Roger II)

*Byzantine Empire:* 5-3-5 (John Comnenus)

*Principality of Poland:* 5-5-5 (Boleslav III, "Wry-mouthed")

### 29.2 Imperial Possessions & Claims

#### 29.21 Possessions

*German Empire:* Swabia (court), Lorraine, Franconia, Bavaria, Austria, Switzerland, Friesland, Saxony, Brandenburg, Bohemia, Verona (unrest), Lombardy (unrest), Tuscany (unrest), Rome (unrest), Corsica, Sardinia, Burgundy.

*Kingdom of France:* Ile de France (court), Champagne, Anjou, Toulouse, Aquitaine, Flanders.

*Kingdom of England:* Wessex (court), Mercia, Northumbria, Brittany, Normandy.

*Kingdom of Sicily:* Sicily (court), Apulia, and Naples.

*Byzantine Empire:* Constantinople (court), Asia, Trebizond, Cilicia, Adrianople, Greece, Macedonia, Bulgaria.

*Principality of Poland:* Poland (court), Silesia, Pomerania.

#### 29.22 Claims

Each player has a claim to each area in his empire at the start of the game. More, the French player also has claims to Brittany

and Normandy. The English player has claims to Aquitaine and Anjou.

### 29.3 Initial Social State Levels

All areas begin the game at their social state norms except those indicated below. (The initial social state level is indicated in parentheses following the area's name.): Swabia (+1), Lorraine (+2), Saxony (+1), Provence (+1), Venice (+3), Lombardy (+3), Tuscany (+2), Sicily (+2), Greece (+2), Constantinople (+3), Syria (+2), Poland (+2), Hungary (+2).

### 29.4 Fortifications & Seafaring Areas

#### 29.41 Fortifications

The following areas begin the game with fortifications of the strength indicated: Venice (3), Constantinople (3).

#### 29.42 Seafaring Areas

In addition to those areas cited in 9.53, Sicily is considered a seafaring area in this scenario.

### 29.5 Religion

At the start of the scenario, the religion to which certain areas belong is different from the religion indicated on the map, as indicated below.

**Pagan:** The Steppes, Khazar, all Baltic Areas.

**Moslem:** Granada, Cordova, Valencia, Portugal.

### 29.6 Game Length

The scenario begins with the year AD 1136, and continues through the play of 13 rounds to the year 1200.

### 29.7 Victory Conditions

Victory is based on the accumulation of victory points as described in section 26.0. At the end of the game each player's victory point total is determined and to that total is added the player's handicap points. The handicap values are as follows:

<u>Empire</u>	<u>Handicap Points</u>
German Empire	0
Byzantine Empire	5
Kingdom of France	15
Kingdom of England	15
Kingdom of Sicily	20
Principality of Poland	20

At the end of the game, the player with the highest final victory point total is the winner.

## 30.0: DEFEAT IN THE EAST, AD 1201-1300

This scenario can be played with two to six participants. The optimum number of players is five. When determining which empires will be played, the players should choose from the top of the list in 30.1.

### 30.1 Initial Leader Statures

**German Empire:** 2-2-2 (Frederick II regency)

**Kingdom of France:** 5-5-5 (Philip II)

**Kingdom of England:** 2-2-2 (John, "Lackland")

**Principality of Poland:** 2-2-2 (Leszek I)

**Byzantine Empire:** 3-3-3 (Alexius III)

**Kingdom of Aragon:** 3-3-3 (Peter II)

## 30.2 Imperial Possessions & Claims

### 30.21 Possessions

**German Empire:** Swabia (court), Lorraine, Franconia, Bavaria, Austria, Switzerland, Saxony (unrest), Brandenburg, Friesland, Verona, Lombardy, Tuscany, Rome (unrest), Burgundy, Bohemia.

**Kingdom of France:** Ile de France (court), Champagne, Normandy, Anjou, Toulouse, Brittany, Flanders.

**Kingdom of England:** Wessex (court), Mercia, Northumbria, Wales, Ireland, Aquitaine.

**Principality of Poland:** Poland (court), Silesia, Pomerania.

**Byzantine Empire:** Constantinople (court), Adrianople, Asia, Greece, Macedonia.

**Kingdom of Aragon:** Aragon (court), Provence, Valencia.

### 30.22 Claims

Each player has a claim to each area he possesses at the start of the game. In addition, the following players have claims to the following areas:

**France:** Aquitaine

**England:** Normandy, Brittany, Anjou

**German Empire:** Sicily, Apulia, Naples

### 30.3 Initial Social State Levels

All areas begin the game at their social state norm except those indicated below. (The initial social state level is indicated in parentheses following the area's name.): Wessex (+3), lie de France (+3), Flanders (+3), Lorraine (+2), Bavaria (+2), Saxony (+1), Lombardy (+3), Verona (+3), Venice (+3), Naples (+1), Sicily (+2), Greece (+2), Constantinople (+3), Trebizond (+1), Novgorod (+1), Poland (+2), Silesia (0), Aragon (+2), Valencia (+1).

### 30.4 Fortifications

The following areas begin the game with fortifications of the strength indicated in parentheses: Constantinople (3), Venice (3).

### 30.5 Religion

At the start of this scenario, the religion to which certain areas belong is different from the religion indicated on the map, as indicated below.

**Pagan:** all Baltic Areas, the Steppes, Khazar.

**Moslem:** Cordova, Granada.

### 30.6 Game Length

The scenario begins with the year AD 1201, and continues through the play of 20 rounds, through the year 1300.

### 30.7 Victory Conditions

Victory is based on the accumulation of victory points as described in 26.0. At the end of the game each player's victory point total is determined and to that is added the player's handicap points. The handicap values are as follows:

<u>Empire</u>	<u>Handicap Points</u>
German Empire	0
Byzantine Empire	10
Kingdom of France	15
Kingdom of England	15
Kingdom of Aragon	25
Principality of Poland	25

At the end of the game the player with the highest final victory point total is the winner.

## 31.0: TWILIGHT OF THE MIDDLE AGES, AD 1386-1465

This scenario can be played with two to six participants. The optimum number of players is six. When determining which empires will be played, players should choose from the top of the list in 31.1.

### 31.1 Initial Leader Statures

*German Empire:* 2-2-2 (Wenzel)

*Kingdom of Poland and Lithuania:* 3-3-3 (Jagiello, titled Viadislav V)

*Turkish States:* 5-5-5 (Murad I)

*Kingdom of France:* 1-1-1 (Charles VI)

*Kingdom of England:* 2-2-2 (Richard II)

*Kingdom of Aragon:* 3-3-3 (Peter IV)

### 31.2 Imperial Possessions & Claims

#### 31.21 Possessions

*German Empire:* Lorraine (court), Swabia, Franconia, Bavaria, Austria, Switzerland, Friesland, Saxony, Brandenburg, Bohemia, Verona, Lombardy, Tuscany.

*Kingdom of Poland and Lithuania:* Poland (court), Silesia, Voivynia, Lithuania, Kiev.

*Turkish States:* Adrianople (court), Asia, Cilicia (unrest), Anatolia (unrest), Armenia (unrest).

*Kingdom of France:* lie de France (court), Champagne, Normandy, Anjou, Toulouse, Brittany, Flanders (unrest).

*Kingdom of England:* Wessex (court), Mercia, Northumbria, Wales, Ireland, Aquitaine.

*Kingdom of Aragon:* Aragon (court), Valencia, Sardinia.

#### 31.22 Claims

Each player has a claim to each area in his empire at the start of the game, except the Turkish player, who has no claims (see 31.7). In addition, the players who control the following empires also have claims to the areas indicated below.

*German Empire:* Burgundy, Provence.

*Kingdom of Aragon:* Sicily.

*Kingdom of England:* Brittany, Normandy, Anjou

*Kingdom of France:* Aquitaine

### 31.3 Initial Social State Levels

All areas begin the game at their social state norm except those indicated below. (The initial social state level is indicated in parentheses after the area's name.): Wessex (+3), Flanders (+3), Friesland (+1), Saxony (+2), Lorraine (+2), Bohemia (+3), Poland (+2), Silesia (0), Lithuania (+1), Kiev (0), Constantinople (+3), Trebizond (+1), Asia (+2), Adrianople (+2), Venice (+3), Aragon (+2), Sicily(+ 1), Valencia(+ I).

### 31.4 Fortifications

The following areas begin the game with fortifications of the strength indicated in parentheses: Venice (3), Constantinople (3), Trebizond (2), Hungary (2).

### 31.5 Religion

At the start of the game Granada is Moslem. The Steppes and Khazar are Pagan. All other areas' religions are as indicated on the map.

### 31.6 Language

The language of each area is as indicated on the map with the following exceptions: Adrianople, Asia, Cilicia, Anatolia, Armenia are all of the Turkish language. The Turkish language is unrelated to all other languages represented in the game (see 31.7).

### 31.7 Special Rules

**Zeal of the Turks.** As conquerors, the Turks didn't much resemble western adversaries. Fueled by a volatile mixture of religious fervor, political desire and economic need, the Turks didn't conquer lands only with the intention of changing the ruling classes in them. Rather, they conquered with the intention of converting, colonizing and completely dominating territories. The fear and hatred they inspired in Europeans doesn't seem to have been sufficient to help them defeat the Turks. Consequently, when undertaking conquest endeavors, the Turkish player is given the following advantage: differences of religion and language between the Turkish leader and the target of a conquest endeavor don't alter the effectiveness rating of the Turkish leader.

**Turkish Military Superiority:** The Turkish player has in his possession at the beginning of the game the "Tactical Systems" holding card. The Turkish player may lose that card normally, as described in the rules for its use.

**Diplomatic Isolation of the Turks:** Because they were infidels, the Turks were abhorred by Christendom, and for the most part any kind of dealings with them were considered anathema. Of course, hatred has never been a one-way street, and the Turks undoubtedly found Christians as loathsome as Christians found them. Consequently, a player whose leader is Christian may never form a diplomatic tie to any area belonging to the Turkish player. Similarly, the Turkish player may never form a diplomatic tie to any area belonging to a player whose leader is Christian. More, if at any time any player whose leader is Christian makes a diplomatic agreement with the Turkish player, the other Christian players may call a parley with the intention of excommunicating their errant brother. Such a parley should be called immediately when the players learn of the agreement with the Turk. Such a parley may be called once per round as long as the agreement between the Christian and the Turk remains in effect.

### 31.8 Game Length

The scenario begins with the year AD 1386, and continues through the play of 16 rounds to the year 1465.

### 31.9 Victory Conditions

Victory is based on the accumulation of victory points as described in section 26.0. At the end of the game each player's victory point total is determined and to that total is added the player's handicap points. The handicap values are as follows:

<u>Empire</u>	<u>Handicap Points</u>
German Empire	0
Kingdom of Poland/Lithuania	15
Kingdom of France	15
Kingdom of England	15
Turkish States	15
Kingdom of Aragon	20

More, if at the end of the game, the Turkish player has possession of Constantinople, he is awarded 25 points in addition to those he receives for the area itself. At the end of the game the player with the highest final victory point total is the winner.





## 32.0 THE GRAND SCENARIO

The Grand Scenario deals much less with the specific historical alignment of nations than do the shorter scenarios. Indeed, the intention of the Grand Scenario is to simulate the historic trends of the Middle Ages rather than the actual history of the period. This scenario should be played by no fewer than four participants, and optimally should be played by four. The scenario begins with the play of the two-player version of the Charlemagne Scenario, using the setup described in 27.0. The players may either select two players to conduct the Charlemagne Scenario, or they may control both empires by committee. The play of the scenario continues normally until the end of the round during which the Frankish player conducts his second stature check. At that time play ceases and the players undertake the following procedure for determination of which empire each will play for the duration of the game.

1. The player (or players) who controlled the Frankish Empire during the Charlemagne Scenario divides his empire into three kingdoms. Each area in each kingdom must border directly overland to another area in that same kingdom. If an area can only be joined to a kingdom through sea connections, it is joined to the nearest kingdom. More, within each kingdom there must be a group of at least three areas that are all either Roman Catholic or Eastern Orthodox, and that are all of the same language, each of which borders on another of the group. If there are not at least three possible groups of three such connected areas, groups of two areas may be substituted. If there are more than three such groups, the player may align the kingdoms as he sees fit.
2. One of the three areas of the same language in each kingdom is designated the court area of the kingdom. The court of each kingdom must be of a language different from those of the other two kingdoms' courts.
3. Social state markers of different colors are placed to demarcate the three kingdoms. Existing claims and fortifications in the areas are transferred to the control of the kingdoms in which

they are included. All diplomatic ties formed by the Frankish Empire player are removed. The Frankish treasury is emptied and each of the three kingdoms receives 10 gold points.

4. Leader statures for the three kingdoms are determined. That's done by rolling the dice three times and comparing the roll results with the results printed under the Current Stature 3 column. In effect, the player is conducting stature checks for leaders of statures 3-3-3.
5. The players now determine which player receives which kingdom or empire. First, each of the three kingdoms formed from the Frankish Empire is assigned a number from one to three. The Byzantine Empire is assigned the number four. The numbers five and six represent kingdoms that will probably enter play later in the game (see step 6 below). Each player rolls a die, and the result indicates the kingdom he will receive. If a player rolls a number that's already been rolled, he rolls the die again until he receives a result that hasn't yet been rolled.
6. The players who receive die-roll results of five or six obtain kingdoms in the following way. If, at the time the players determine the ownership of the kingdoms and empires, there are two or more mutually bordering land areas that are either Roman Catholic or Eastern Orthodox, independent, and of the same language, the player who rolled five in step 5 must take those areas as his kingdom. He may designate any one of the areas as his Court. He receives 10 gold points and determines his leader's statures as described in step 3. If there is no such group of areas, the player who rolled five takes the first such group of areas to appear on the map as his kingdom. The player who rolled six takes the second such group of areas to appear as his kingdom. If, when the players are determining who receives which kingdom, there are two or more such groups of areas, the player who rolled five has first choice of which group he will make his kingdom.

### 32.1 Game Length

The Grand Scenario begins with the year AD 771, and continues through the play of 140 rounds to the year 1470. Needless to say, the play of 140 rounds will require a considerable amount of time. Players who do not wish to play the entire 140 round game should feel free to agree on a shorter length; however, the game should last at least 40 or 50 rounds.

### 32.2 Victory Conditions

Victory in the Grand Scenario is based on the accumulation of victory points as described in section 26.0. There are no handicap points in this scenario. The player who has achieved the highest total of victory points at the end of the game is the winner.

## 33.0 SECOND EDITION EXPANSION RULES

### COUNTERS REQUIRED:

Each player:

1. Army counters:

4 x "1" strength (front) / "2" strength (back)

2 x "3" strength (front) / "4" strength (back)

2. Fleet counters:

3 x "1" strength (front) / "2" strength (back)

1 x "3" strength (front) / "4" strength (back)

3. Cathedral (front) / University (back): 10

4. Palace (front) / Commerce (back): 10

**EXTRA CARDS:** 114 total

**NOTE:** The fortification endeavor is renamed "mobilization," as it now includes building armies and fleets as well as fortifications.

### ARMIES

Armies represent major concentrations of professional troops. Armies increase the strength of conquest and pillage endeavors.

#### 1.0 Building and Maintaining armies.

**1.1** Armies are built as a mobilization endeavor. The player simply announces that he is building an army, expends two gold points, and then designates the target area for the endeavor. If the endeavor succeeds, place an army counter of the player's color in that area. If the endeavor fails, the gold points are lost anyway. Unlike fortification endeavors, players are not allowed to spend more in order to make sure an army mobilization endeavor works.

**1.2** Armies must be maintained. At the end of his turn, the player must expend one gold point per army he controls. Any army he does not maintain (or chooses not to maintain) is eliminated.

#### 2.0 Utilization of Armies

**2.1** Armies are treated as "change," and may be exchanged for a number equal to the total army strength in an area at any time. For example, a "3" strength army may be exchanged for one "1" and one "2" armies.

**2.2** Armies must always be placed in areas a player controls. If a player loses control of an area for any reason, the army in it is eliminated.

**2.3** If an attacking player takes a -1 loss in a conquest or pillage endeavor he may, instead of reducing the social level of the area in which the army is based, choose to eliminate one army point. If a defending player takes a -1 loss in a conquest or pillage endeavor he may, instead of reducing the social level of the area in which the army is based, choose to eliminate one army point.

### 3.0 Movement of Armies

A player may move armies as follows: armies are moved at the start of a player's turn, before any year cards are played or an event card drawn. A player may move a number of army points equal to his leader's combat effectiveness that number of spaces. Armies may only move into areas a player controls. For example, a "5" combat value leader would allow a player to move one army five spaces, or one army two spaces and another three spaces, or five one space, etc.

**3.1** Armies may move from contiguous area to contiguous area via land routes.

**3.2** Armies may move across sea spaces if they begin or end in the home of a seafaring people (which must be controlled by the player). That may be through up to three sea areas. It costs one gold point per sea area moved through. For example, an army could move from Venice to Constantinople.

#### 4.0 Conquest & Pillage Endeavors

Each army point in an area that's being used as the base for conquest and/or pillage endeavors adds +1 to the attacker's strength. Each army point in an area that's the target for conquest and/or pillage endeavors adds +1 to the defender's strength. An army may be used in that manner more than once per turn as long as additional conquest and/or pillage endeavors are played.

• **Player's Note:** *armies will generally be more cost effective if used in multiple operations in a turn, rather than expending gold points to make the increase.*

Certain Events will give players Armies at no cost; however, those units must be maintained normally thereafter.

### FLEETS

Fleets represent major concentrations of naval power. Fleets allow for extension of endeavors across sea areas.

#### 1.0 Building & Maintaining Fleets

**1.1** Fleets are built as a mobilization endeavor. The player simply announces he is building a fleet, expends four gold points, and designates the target area for the endeavor (which must be adjacent to a sea area). If the endeavor succeeds, place a fleet counter of the player's color in the area. If the endeavor fails, the gold points are lost anyway. Unlike fortification endeavors, players are not allowed to spend more in order to make sure a fleet mobilization endeavor works.

**1.2** Fleets must be maintained. At the end of his turn, the player must expend one gold point per fleet he controls. Any fleet he does not maintain (or chooses not to maintain) is eliminated.

#### 2.0 Utilization of Fleets

**2.1** Fleets are treated as "change," and may be exchanged for a number equal to the total strength in an area at any time. For example, a "3" strength fleet may be exchanged for one "1" and one "2" fleets.

**2.2** Fleets must always be placed in areas a player controls that are adjacent to a sea area. If a player loses control of an area for any reason, any fleet in it is eliminated. Fleets are otherwise not affected by endeavors.

• **Why?** *The area of placement represents the base for naval endeavors, not the shipping per se.*

#### 3.0 Movement of Fleets

Fleets may never be moved.

## 4.0 Endeavors

**4.1** A fleet in an area not the home of a seafaring people makes that area the home of a seafaring people for as long as the marker is in play.

**4.2** Each fleet point in an area that is the home of a seafaring people extends the range of that area by one, as per rule [9.53]. For purposes of this rule, a fleet used to create a home for a seafaring people counts only as the home, not to extend the range. For example, if the player has two fleets in Venice, he could conduct endeavors through five intervening sea areas. Another example: the player has a fleet in Normandy, which is not normally the home of a seafaring people. He could in that case conduct endeavors through three sea areas.

**4.3** A player may not conduct conquest or pillage endeavors against an area across a sea area that has defending fleets in it, unless the number of fleet points he has in his base area equal or exceed the number of fleets in the target area. Fleets have no effect on endeavors conducted across land routes.

Certain events will give players fleets at no cost; however, those units must be maintained normally thereafter.

## CIVILIZATION MARKERS

Civilization markers enhance player capabilities. They include:

**Cathedrals/Mosques:** centers for religion.

**Commerce:** center of commerce, industry and/or banking.

**Palace:** centers of government.

**Universities:** centers for learning.

## 1.0 Building & Maintaining Civilization Markers

**1.1** Civilization markers are built as a ruling endeavor. The player simply announces he is building a civilization marker, expends four gold points, and designates the target area for the endeavor. If the endeavor succeeds, place one type of civilization marker of the player's color in the area. If the endeavor fails, the gold points are still lost. Unlike fortification endeavors, players are not allowed to spend more in order to make sure an civilization marker endeavor works.

**1.2** Civilization markers need no maintenance costs.

## 2.0 Utilization of Civilization Markers

**2.1** A player may have only one of each type of civilization marker in a given area (that is, a maximum of one cathedral, one commerce, one palace and one university).

**2.2** Civilization markers are initially placed in areas a player controls. If a player gains control of an area for any reason, then: 1) he also gains control of any commerce or university markers in that area; 2) he gains control of any cathedral/mosque if his base area was the same religion as the area being taken over; and 3) palaces are eliminated.

**2.3** If a region becomes independent for any reason, any cathedral/mosque, commerce and university markers in it are kept on the map. Palaces are eliminated.

**2.4** If an area is the target of a pillage endeavor and obtains a -1 result against the defender, the attacker may choose to eliminate one civilization marker in it instead of having the social level of the area reduced. Elimination of a civilization marker provides a gold point to the attacker in that case.

## 3.0 Movement of Civilization Markers

Civilization markers may never move.

## 4.0 Effects of Civilization Markers

**4.1 Cathedral/Mosque:** if an area with a cathedral/mosque is a target for a ruling endeavor, add +1 to the endeavor effectiveness. Also add +1 to the leader's proselytic ability for religious conversion [22.2]. That's true even if the cathedral/mosque was originally built by a player of a different religion.

**4.2 Commerce:** if a player successfully taxes an area with a commerce marker, the number of gold points he receives is increased by 1; however, the area uses its normal social state for determining its rebellion Value [17.22]. For example, an area with a social state of two, if successfully taxed, would produce three gold. When making a rebellion check, however, it would count as only two points.

**4.3 Palace:** when conducting a ruling endeavor, the player may choose to target any number of areas he controls (from one to all) as part of a single endeavor, as long as they all have palaces in them. Determine modifiers for each region individually, but use the same card to execute all of them. Apply any results to each target area individually. Any gold expended must be done per individual target area.

**4.4 University:** if a university is in an area, any action or event that would cause the area's social state to increase by +1 becomes a +2 increase instead.

## PROVISIONAL EVENT & LEADER EVENT CARDS

Provisional event and leader event cards are treated in the same manner as other event cards, except they may be used only during certain times, as indicated on the cards.

- **Provisional Event Cards** are indicated by a "P" and the years in which they apply.

- **Leader Event Cards** are indicated by a "L" and the years in which they apply.

**1.0** Each provisional event and leader card has a period of years indicated on it.

**1.1** If the scenario begins and ends in a period of time exclusive of the era on the card, it is not used in the game.

**1.2** If the scenario includes a period inclusive of the era on the card, it is shuffled into the deck at the start of play; however, if it is picked in a year after the period on the card, the card is discarded unplayed (and never reshuffled) and a substitute is picked.

**1.3** If the scenario starts in a period prior to the start of the era on the card, it is not shuffled into the deck at the start of play; however, as soon as a year occurs inclusive of the card's period, the card is shuffled into the deck. That occurs at the start of the turn. For example, a card states 1101-1300. It would not be used in a scenario that ran from 801-900. It would be shuffled into the deck at the start of play if the scenario started in 1201 and ended in 1400; however, if it is picked in 1350 it would be discarded.

## 2.0 Leader Event Cards

**2.1** Leader event cards provide a bonus to the player's leader status: military, administrative or diplomatic, as listed on the card. One of those modifiers may be used, then the card is discarded at the completion of the endeavor. The bonuses may not be used by themselves.

**2.2** Leader event cards have one or more language groups. They may be used only if the base for an endeavor is of the listed group.

**2.3** When playing with this rule, players may now retain up to four holding cards in their hand instead of three; see 19.2.

### SCENARIO MODIFICATIONS

Add the following markers to each scenario. If the area is not initially controlled by any player, no army or fleet markers are placed in it. Civilization markers are always placed.

#### [27.0] CHARLEMAGNE & THE FRANKISH EMPIRE

**Armies:** 2 in Constantinople.

**Fleets:** 1 in Constantinople.

**Cathedrals/Mosques:** 1 in Constantinople, 1 in Ireland, 1 in Rome.

**Commerce:** 1 in Constantinople, 1 in Venice, 1 in Sweden, 1 in Syria.

**Palaces:** 1 in Constantinople, 1 in Adrianople, 1 in Greece, 1 in Asia, 1 in Trebizond, 1 in Cilicia, 1 in Anatolia.

**Universities:** none.

#### [28.0] MILLENNIUM 976-1075 A.D.

**Armies:** 3 in Constantinople, 1 in Lorraine.

**Fleets:** 1 in Constantinople, 1 in Denmark.

**Cathedrals/Mosques:** 1 in Constantinople, 1 in Ile De France, 1 in Wessex, 1 in Ile de France, 1 in Franconia, 1 in Rome.

**Commerce:** 1 in Constantinople, 1 in Venice, 1 in Bohemia, 1 in Sweden, 1 in Syria, 1 in Mercia, 1 in Flanders, 1 in Champagne, 1 in Ile de France, 1 in Provence, 1 in Tuscany, 1 in Saxony, 1 in Prussia, 1 in Franconia, 1 in Novgorod, 1 in Kiev, 1 in Khazars.

**Palaces:** 1 in Constantinople, 1 in Adrianople, 1 in Greece, 1 in Asia, 1 in Trebizond, 1 in Cilicia, 1 in Anatolia, 1 in Lorraine, 1 in Franconia.

**Universities:** none

#### [29.0] AGE OF THE CRUSADES 1136-1200 A.D.

**Armies:** 1 in Constantinople.

**Fleets:** 1 in Constantinople, 1 in Sicily.

**Cathedrals/Mosques:** 1 in Constantinople, 1 in Ile De France, 1 in Champagne, 1 in Lorraine, 1 in Franconia, 1 in Austria, 1 in Leon.

**Commerce:** 1 in Constantinople, 1 in Venice, 1 in Bohemia, 1 in Sweden, 1 in Syria, 1 in Mercia, 1 in Flanders, 1 in Champagne, 1 in Ile de France, 1 in Provence, 1 in Lombardy, 1 in Tuscany, 1 in Sicily, 1 in Saxony, 1 in Prussia, 1 in Franconia, 1 in Novgorod, 1 in Kiev, 1 in Khazars.

**Palaces:** 1 in Constantinople, 1 in Wessex, 1 in Mercia, 1 in Northumbria.

**Universities:** 1 in Wessex, 1 in Ile de France, 1 in Lombardy.

#### [30.0] DEFEAT IN THE EAST 1201-1300 A.D.

**Armies:** none.

**Fleets:** none.

**Cathedrals/Mosques:** 1 in Constantinople, 1 in Ile De France, 1 in Champagne, 1 in Lorraine, 1 in Franconia, 1 in Austria, 1 in Leon.

**Commerce:** 1 in Constantinople, 1 in Venice, 1 in Bohemia, 1 in Sweden, 1 in Syria, 1 in Mercia, 1 in Flanders, 1 in Champagne, 1 in Ile de France, 1 in Provence, 1 in Lombardy, 1 in Verona, 1 in Tuscany, 1 in Sicily, 1 in Saxony, 1 in Prussia, 1 in Franconia, 1 in Novgorod, 1 in Kiev, 1 in Khazars.

**Palaces:** 1 in Constantinople, 1 in Wessex, 1 in Mercia, 1 in Northumbria.

**Universities:** 1 in Wessex, 1 in Ile de France, 1 in Lombardy.

#### [30.0] TWILIGHT OF THE MIDDLE AGES 1386-1465 A.D.

**Armies:** 1 in Wessex, 1 in Adrianople.

**Fleets:** none.

**Cathedrals/Mosques:** 1 in Constantinople, 1 in Ile De France, 1 in Champagne, 1 in Lorraine, 1 in Franconia, 1 in Austria, 1 in Leon.

**Commerce:** 1 in Constantinople, 1 in Bohemia, 1 in Sweden, 1 in Syria, 1 in Wessex, 1 in Mercia, 1 in Flanders, 1 in Champagne, 1 in Ile de France, 1 in Provence, 1 in Lombardy, 1 in Verona, 1 in Tuscany, 1 in Naples, 1 in Sicily, 1 in Saxony, 1 in Prussia, 1 in Franconia, 1 in Poland, 1 in Novgorod, 1 in Kiev, 1 in Khazars.

**Palaces:** 1 in Wessex, 1 in Mercia, 1 in Northumbria, 1 in Ile de France, in Castille.

**Universities:** 1 in Wessex, 1 in Ile de France, 1 in Lombardy, 1 in Bavaria.



# Great Medieval Battles: 1001-1500 A.D.

by Ralph Vickers



The dawn of the second millennium was a moment of relative peace and stability for Europe. The Viking bands that had plundered the seacoasts of western Europe for 200 years were finally settling down. The English were buying security from the Danes with tributes of *danegeld*. In France, shielded from the marauding longboats by Norman forts, the anarchy and violence of the feudal barons was held in check by a rickety “Peace of God” proclaimed a decade earlier by the synods of Aquitaine and Burgundy—anathema on oppressors of the weak and poor and ravagers of the Church.

There were some tensions, of course. In Spain, Sancho the Great was organizing Castile, Navarre and Leon into a Christian kingdom to challenge the Moors. In Rome, the German Roman Emperor Otto III and the pope he had placed on the Vatican throne, Sylvester II—one of the most learned men of the day (mathematics, science, Arabic)—plotted together to rid the Church of simony and establish a benevolent joint hegemony over their world. Italy was beginning to prosper under the rule of the Lombards, Constantinople, and independent city states. Boleslav the Brave of Poland had just concluded the reconquest of Silesia, Moravia, and Cracow, so his domains were temporarily quiescent. Russia was benignly governed by Vladimir the Saint.

The Byzantine Empire had reached a peak of military, cultural and economic glory. Emperor Basil II had recently confiscated many large estates and distributed them among the peasants to prevent

the landed classes from accumulating too much power. He had also just reconquered Greece from the Bulgarians, and now there was a lull while he planned the liberation of Macedonia. Though one Church synod had proclaimed the 10th century would be the last, there was no recorded end-of-the-world panic. One of the few discordant notes was Saint Stephen’s relentless campaigns to convert the tribal chiefs of Hungary, but they were “only” pagans. The Muslim world was enjoying a period of brilliance, dominated by the able Fatimid Dynasty of Egypt, whose influence stretched from the Middle East to Spain. It was a moment of stability, but the tumultuous affairs of men were soon to renew the endless march in quest of lasting equilibrium.

In 1001 AD Europeans were unaware they were emerging from the so-called Dark Ages. The next 500 years would be a pageant of social reorganization, economic growth, discovery, development of law, a resurrection of faith, a renaissance of culture, reason and knowledge, and a complete upheaval of military structure and tactics.

## Battle at Hastings

In the realm of war the first significant event of the period was the Battle of Hastings in 1066, the Norman invasion of Britain. The Normans were soon to dominate much of western Europe as far south as Sicily—and even a few areas of North Africa. Their ancestors were domesticated Vikings. In 911 King Charles III of France ceded lands at the mouth of the Seine to the Northmen who



had seized them. Charles had reasoned astutely he was not strong enough to expel the intruders, and the best defense against enemy Vikings was friendly Vikings. For that concession the leader of the Scandinavians, Rollo, did him homage, and within a century the settlers, while retaining some customs and traits of character, became indistinguishable from the French in law and language.

The battle that decided the fate of England was typical of the times. The principle motive was highly typical—a struggle for personal power. Both William of Normandy and Harold of England had good claims to the English throne. More, the armies involved were small—both sides fielded about 9,000 men. William waded ashore at the head of perhaps 6,000 archers, swordsmen and spear-men, and between 2,000 and 3,000 armored and mounted knights. Transporting horses safely by boat was a complicated undertaking. The Normans learned this art in southern Italy from the Byzantines, who often used specially constructed landing craft.

Harold's army was composed of some 2,000 *housecarls*—his personal professional army composed of perhaps the best infantry in Europe—and anywhere up to 8,000 *fyrd* militia. The *fyrd* was recruited from the fiefdoms on the basis of one man per every 600 acres and was generally required to serve the king for 60 days a year. They were poorly equipped and badly trained. The English wore little armor beyond helmets. Their weapons included the lance, javelin and double-edged sword, while the *housecarls* had two-handed axes. By that time the use of mercenaries was well established in England and Normandy. More than half of William's army were mercenaries, not feudal levies. Later in the century the Normans even employed large numbers of Muslim mercenaries to conquer Sicily—much to the horror of Christian Europe.

Typically, both leaders at Hastings had difficulty organizing the war and maintaining discipline. Harold positioned his men atop a steep ridge astride the road to London in a solid line 600 meters long and 10-12 files deep. He told the troops if they stood fast behind their solid wall of shields they would be in no danger. It was sound military advice, but twice during the battle each *fyrd* flank broke ranks to charge. It was reckless for infantry to pursue cavalry. The second time they paid heavily in dead when they were lured to folly by a feigned retreat of the Norman knights. (There is some modern skepticism about the "feigned" Norman retreat; some

military historians believe that was a Norman story to cover up actual retreats they exploited by turning on their pursuers.) Those attacks fatally fractured the cohesion of the English line.

During the nine hour battle at Hastings, William's archers and infantry had little effect on the English line. Even the Norman knights made little impression for hours, and by then all respected the English axemen. William had to constantly rally his men and urge them to continue the fight.

In those days it was not normal practice for cavalry to charge *en masse*. Groups of horsemen—sometimes even individuals—rode up to the enemy line and hurled their lances, then engaged in an exchange of hacks with sword, axe or mace. Knights did not begin to "couch" their lances until the late 1100s. William himself took part in many of these skirmishes and had several horses killed under him, but he himself never suffered a scratch.

Typically, too, personal leadership was a vital factor at Hastings. At least three times William had to remove his helmet and ride the length of the French line to assure his wavering army that the rumors of his death were untrue. The English line might have held, even though its flanks were truncated, if Harold had not been wounded. At dusk William ordered a last assault. That time his archers were ordered to shoot into the sky so their arrows would fall on the English like hail, thus negating the shield wall. One of those arrows wounded Harold in the eye and he fell blinded, to the consternation of his troops. At that moment of confusion the Norman knights charged. The English left flank buckled; many of the *fyrd* began to flee. The *housecarls* began to retreat in good order, but eventually the knights broke and pursued them.

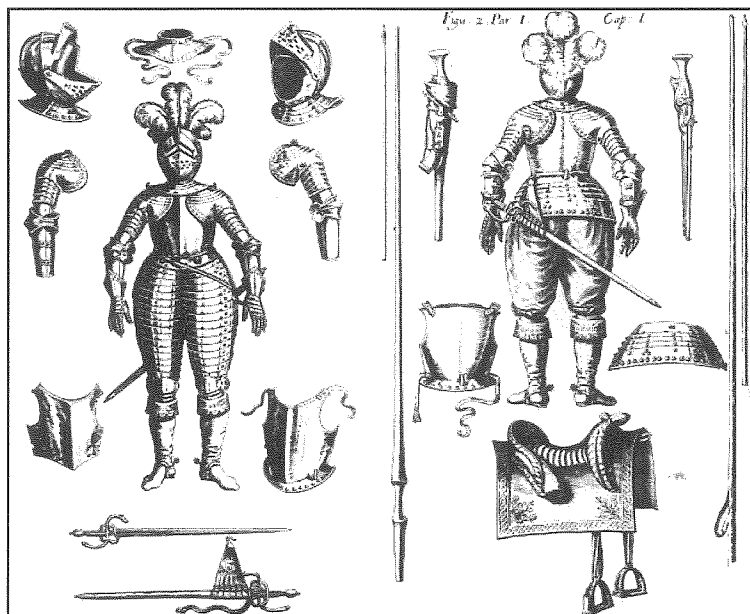
In the darkness after the pursuit, William returned to the scene of the battle where monks had found a body that might possibly be Harold's. It was so badly mutilated that it was virtually unrecognizable. The head and one leg had been hacked off, and the entrails had been spread over the field. It is said Harold's mistress had to be brought to the scene to give positive identification.

## Push of Pike

One of the greatest dramas of the age was the long struggle for supremacy on the battlefield between the often despised infantry and the lordly knights. As late as 1250, no military leader in western Europe saw the potential of infantry, even though the evidence was already written large in history. In 1176, when the Holy Roman Emperor Frederick I (Barbarossa) led his fifth expedition into northern Italy to unite Germany and Italy, his mainly cavalry army was defeated at Legnano by the citizens' infantry militia of Milan.

Legnano was the first blow against the long reign of heavy cavalry. It could also be said the victory produced the first crack in the rigid fetters of social caste and initiated the slow evolution of a new relationship between common men, the bourgeoisie and their noble rulers. But the military lesson was obscured at the time because the final mopping up of Frederick's army was performed by Lombard cavalry.

At Courtrai (Kortrijk) in 1302, an army of some 12,000 Flemish rebels, mainly armed with pikes, under the joint command of Guy of Namur and William of Juliers, found itself in a difficult position. Though the commanders had deployed the army behind a stream with muddy banks on either side, at their backs was the French-held town of Courtrai and its garrison, which the French had come to relieve. Confronting the Flemings across the stream was an army of some 15,000 men commanded by the Count of Artois.



Medieval armor commonly worn into battle.



The battle began with the usual exchange of crossbow fire. Then the count, calling out the old medieval cliché that “100 cavalry is worth a 1,000 men” ordered one of his three divisions to attack. The French infantry advanced followed by knights. But the lines of horsemen were thrown into disorder by the pike hedge, and the mud flats caused even more trouble. Before the French could reform orderly ranks, the Flemish phalanxes advanced with pikes leveled and threw them back.

The second French division attacked and managed to cross the stream, but was stopped by the pikes. It was a fierce battle in which 63 French nobles and 700 knights fell—incredible casualties against mere infantry. Flemish losses are uncertain but were light. Witnessing the unprecedented carnage of the flower of chivalry, in which the Count of Artois himself perished, the third French division refused to join the fray and the battle ended.

Courtrai was a major victory of infantry over cavalry, but in the postmortems the French decided their defeat had been caused by the mud. A repeat performance came in 1315 at Mortgarten when Swiss pikemen defeated the Austrian chivalry. But that battle was fought in mountainous terrain, which put cavalry at a clear disadvantage. More, the Austrian commanders had been mediocre, critics said.

The Battle of Laupen (1346) was a fight the sturdy Swiss pikemen should have lost if cavalry had really still been queen of the battlefield. The Swiss leader, Rudolph of Erlach, saw he was greatly outnumbered and decided on a defensive strategy, positioning his army on a smooth hill. On his right, where the grade was steepest, he placed his few cavalry. On the left, where he expected the main attack, he deployed his pikemen. He planned to allow the Austrian knights to come up so far, then charge his infantry down on them.

The first attack fell on the Swiss cavalry, which defended itself well. But when the pikemen charged down the hill, the Austrian cavalry held firm. Gradually the knights encircled the Swiss infantry until they were pressed shoulder to shoulder. They fought stubbornly. The knights were unable to finish them off, and finally the Swiss cavalry arrived, attacked the Austrians in the rear and routed them.

At Laupen the Swiss still used a heavy pike only eight feet long that ended with a point and a blade [*halberds. ed.*]. Soon after they adopted a steel-tipped pike of a length of some 18 feet. They held those weapons at shoulder height and thrust slightly downward. In that manner the first four ranks of their phalanxes presented a bristling facade of four depths. The Germans later developed a technique of holding the pike low and thrusting upward. Armies did not lack valiant knights willing to hurl themselves against these glinting porcupines, but their horses often felt otherwise.

It was not just the pike that won the Swiss their superiority. Light armor allowed them easy mobility, and they perfected maneuvering in formation. Their discipline was superb. The standard method of attack was to advance in echelon of three parallel columns, each one slightly behind the other. That formation gave the attacking column (the foremost) both a rearguard and a reserve. Their methods were so simple and efficient they did not need to vary them for 200 years. Those elite men—the first modern soldiers to march in step to music—were never a significant political factor in Europe because of the rivalries of the Swiss cantons, but they quickly became the continent’s foremost mercenaries.

Even after Laupen there were skeptics who could not believe

there had been a momentous change on the battlefield. They continued to conduct their wars in traditional ways, until the carnage of Crecy in 1346. Then the truth began to dawn that cavalry had been dethroned (but it still took another 150 years to convince everybody).

Still there were generals who did not understand the “why” of the Swiss success. At Sempach (1386) the Austrian commander reasoned the way to defeat Swiss peasants was to pit them against noble infantry. He dismounted his knights, but they were so overburdened by their armor some of them were exhausted even before they joined the battle—another significant victory for Swiss pikes.

Before Crecy another dark cloud loomed in the knights’ blue sky—the black belch and thunder of the first cannon fired in anger in Europe, probably at Metz in 1324. (There are reports the Berbers used cannon at Sidgilmessa in 1247, and the Mongols in Turkestan in 1218.) The first known cannon in England was built by Walter of Milemete in 1326. A picture of it in a manuscript of the same year shows a jar-shaped object lying on its side and mounted on a wooden base with legs like a table. It had a thick base tapering down to a narrow neck, which at the end opened out like a funnel. It was fired by inserting a red hot poker in a hole at the base, and shot a steel arrow with metal fins. The same year similar cannon were cast in Florence.

Possibly Edward III used a few cannon against the Scots at Berwick in 1327. It is known the French used about 20 guns—captured earlier from the English—at Sluys in 1340, and six years later Edward used artillery at the siege of Calais. By 1350 cannon were becoming common, but it would be more than a century before warfare felt their full impact.

A similar weapon was the *ribauldequin*, a sort of battery made of a number of metal tubes transported on a cart. They could all be fired simultaneously. In 1345 Edward ordered a hundred of them, but apparently they were an experiment that failed.

The advent of artillery was the medieval equivalent of the atomic age. The technology was difficult, the expense hideous; only the greatest lords could afford them. Gradually they contorted all the familiar political configurations. No longer was a recalcitrant baron immune behind his castle’s high, thin walls. The blasting cannon became the forge of the modern states.

## The 100 Years’ War

By 1300, England’s population had grown to 3,000,000 (from 2,500,000 in 1066); France’s was more than double that. The two main sources of England’s wealth were the mining of coal and metals, and the production of raw wool. Sheep farming grew rapidly in that century as landowners enclosed more and more land for their flocks, often lands hitherto used freely by the peasants and serfs, causing much social tension. But the merchants were uneasy about their commerce because the wool went to the busy looms of Flanders, which was dominated by France.

In 1331, Edward III lured some Flemish weavers to England to establish the basis of a national textile industry. That highly-organized activity of fulling, carding, weaving, dyeing and finishing was already bringing to an end the “golden age” of labor in Flanders and Florence. The once powerful craft guilds, despite protests and strikes, were unable to fight the change. For some years in England textiles remained on a small scale; however, by the end of the century it would be the dominant source of the nation’s economic power.

Tensions mounted until 1336, when on the suggestion of King Philip VI of France, as a precaution against possible plots, the Count of Flanders ordered all Englishmen in his domain to be jailed. Edward retaliated by arresting all Flemings, and halted exports of wool. Within weeks the looms of Flanders became idle and workers filled the streets demanding jobs.

The next year artisans and manufacturers met in Ghent, denounced the Count of Flanders, formed their own city government, and appealed to England to renew the wool trade. Edward agreed, and the count fled to Paris. All Flanders then rose in rebellion and proclaimed itself ally of England. In the same year Edward formally renewed his claim to the French throne, which was rejected. In November, Edward sent Philip a message in accordance to chivalrous custom: within three days England and France would be at war.

The Hundred Years War opened with a series of sea raids on both sides of the Channel. The first important engagement took place at Sluys in 1340, a naval battle that won England domination of the Channel for a generation.

Then came the definitive defeat of cavalry. In July 1346, Edward landed in France near Cherbourg with an army of some 10,000. What he planned to do is unclear, but soon he lost control of the situation. His sailors mutinied, sailed their ships home, and Edward was stranded on the enemy's shore. He decided to march across northern France to join his allies in Flanders. With skill, and some minor fighting, he led his army across two major obstacles, the Seine and Somme Rivers, with the French in hot pursuit—once only two hours behind his rearguard. Finally at Crecy on August 26th, he turned to fight.

### Crecy

That morning Edward deployed his men defensively along a rise of ground that stretched 3,000 yards (some accounts say 2,000 meters) from the villages of Crecy to Wadicourt. Whatever the length, it made a thin line of his small army. The right flank was a high, strong position protected from outflanking maneuvers by the Mave River. There Edward placed one division low on the hill under the nominal command of the 16-year-old Black Prince. The left flank, on even lower ground, was more vulnerable. The division there took a position near the hill's crest. The natural strength of the English line was augmented near the center by three cultivated terraces some 300 yards in length, like huge steps, that were virtually impossible for horses to scale. There Edward was able to economize with his men. He kept a reserve division, mainly of cavalry, under his personal command.

Near the center at the top of the hill was a windmill Edward occupied as his command post. From there he had a fine view of the whole scene. The army's deployment resembled a wide "W" with a flat base. The four angled lines were formed by 5,500 longbow archers, the two flat lines at the base were a mixture of 1,000 Welsh pikemen and 2,500 dismounted men-at-arms. During the morning, as they waited,

the English dug hundreds of potholes before their line that were to cause many charging enemy horses to stumble.

Meanwhile the French, nine miles away at Abbeville, had lost contact with Edward and set out in search of him in the wrong direction. It was a powerful army that some estimates number at 100,000—the truth probably lay between 30,000 and 40,000. There were some 10,000 men-at-arms, large numbers of feudal militia, and a vanguard of 6,000 stout Genoese crossbowmen. Accompanying King Philip was a galaxy of prominent barons and knights, some of whom were sporting the new-style suits of plate armor.

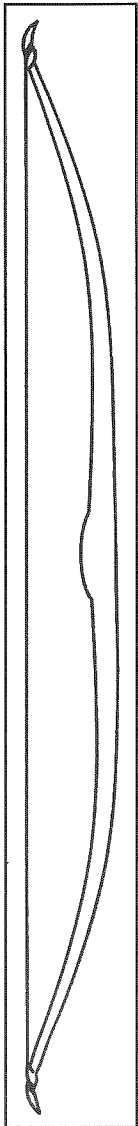
Notable was the doughty old John of Luxembourg, King of Bohemia. He had fought and won battles in nearly every realm of Europe, and become so famed as a warrior his name alone was enough to strike awe in his enemies. When Verona, besieging Brescia, heard he had merely promised to come to the aid of the town, the Veronese abandoned the siege. Brescia, Bergamo, Cremona, Parma, Modena, even Milan, all voluntarily acknowledged him their feudal sovereign in exchange for his protection. It was a common saying that "Nothing can be done without the help of God and the King of Bohemia." He had come galloping to aid Philip with 500 knights, though stricken by disease 10 years earlier while crusading in Lithuania, he was now blind.

Probably caused by their early fruitless search and later change of direction, the French army arrived at Crecy about 6:00 p.m. in disorder. When Philip saw the English deployed and the sun, now lowering in the sky, shining directly into his eyes, he wisely decided to postpone the battle until the next day. In the confusion, some accounts say, the Genoese vanguard obeyed Philip's order to halt, but the rest of the army, coming up behind pushed them onto the field; or the Genoese ignored Philip and began to deploy, and the army followed their example.

Shouting war cries, the French marched onto the field. The English stood silent. The Genoese crossbowmen approached the English line for the preliminary exchange of fire. But before they reached firing range the air around them was suddenly filled with the hiss of longbow arrows, the thud of hits and cries of alarm and pain. The Genoese soon broke and ran back.

Cursing them as cowards, a company of French cavalry surged forward. The two groups collided in near-melee; some of the crossbowmen were actually ridden down and trampled. In that packed mass of milling men and horses few English arrows failed to hit a mark. About that time some small English cannon fired their first volley and the thunderous roar terrorized the horses, though it was soon found the difficulty of loading and aiming the guns was more trouble than they were worth. The attack fizzled out.

Then a second company of knights unleashed an attack in earnest. As they rumbled across the field toward the English men-at-arms, they were engulfed in a swarm of arrows. Casualties were terrible, but the knights pressed on. The longbows raked their flanks. The few survivors who reached the English line found themselves outnumbered, and many were easily slaughtered. Wave after wave of French attacks met the same fate. They were courageous charges, but sporadic and ill-organized. At times a retiring group would meet a fresh wave and break its momentum. Valor was no longer enough. Every attack was aimed at the English men-at-arms, perhaps because it was only seemly gentlemen should fight gentlemen, or because the French still believed the center of English power was the dismounted knights, or perhaps—as some historians sug-



*The longbow used with effect at the Battle of Crecy.*

## Chivalry vs. Reality: Knights vs. Mercenaries

The Norman cavalry at Hastings wore helmets and a coats of chainmail armor, which covered the torso and upper arms and legs. By the mid-1100s, western European knightly armor covered the entire body, including leg and arm pieces. During the 1200s, cavalry continued to evolve. The knights began to wear over armor a *gambeson*, a coat of leather or quilted cloth. Chainmail became finer and more flexible, and small steel plates began to appear, especially at the knees, elbows and shins. A new experiment was tried at the Battle of Benevento (1266), the *cuirass*. That two piece armor plating was worn on the chests and backs of 1,200 German knights, and it made their charges irresistible—until the French rediscovered the old Roman technique of stabbing the knights in their armpits.

Armed horsemen were divided into two grades: knights and their followers, called *sergeants*, whose horses and armor were lighter and who were of humble social origin. Sometimes the lesser knights wore only the gambeson. In the next century, however, armor became fairly standardized and the distinction between knights and sergeants became purely social. Tactics were improving—some leaders were experimenting with synchronization and charges *en masse*. One of the great innovative commanders of the time was Simon de Montfort.

But the feudal system of recruitment—never a real success—was breaking down. More and more, armies were depending on a hard core of professionals. Levied knights were more insistent on a maximum service of 40 days, and would obey only their immediate superiors. The English were among the first to realize a small professional army was more efficient than a larger mass of semi-trained, part time warriors. They gladly began to accept *scutage*—payment of a tax in lieu of service. That money would be used to hire professionals.

Europe began to team with knights-for-rent (*soldritter*). There was plenty of employment. Aside from the Crusades and private baronial feuds there was the reconquest of Normandy by France (1204), civil wars in Germany, the expeditions of France and the emperor versus the papal coalition in Italy, then the pope and France versus the emperor, the campaigns of religious conversions by the Teutonic Knights in Prussia, the dynastic struggles in Christian Spain and the wars with the Moors, battles against the Mongols in Poland and Hungary, Swiss wars of independence, the first conflict between Venice and Genoa, the aggressions of Charles of Anjou in southern Italy, etc., etc...a busy time, no doubt.



gest—they feared to charge directly into the withering hail of the longbow archers.

Before nightfall the French charged 15 times, without the least effect. When the King of Bohemia heard how badly the battle was going, he commanded two knights to tie their horses on either side of his and guide him onto the field. They survived the longbow fire and managed to reach the English line of shields. The King hacked blindly at the enemy. Fifty Bohemian knights were slain around him, and he fell wounded. He was carried to Edward's tent where soon he died. Edward later sent the corpse to Philip with a courtly message: "This day has fallen the crown of chivalry." Probably French losses were 1,500 knights and 10,000 men. English losses, all ranks: about 100.

In that era, only a small minority of people lived beyond 40, but in 1329 even Europe's young and hardy were struck down by an outbreak of bubonic plague—the Black Death. Plague was nothing new. In the 14th century it swept Europe 32 times, in the 15th century 41 times, and 30 times in the 16th. But this was the worst of all—perhaps a third of the population of Europe died. Even war languished while it raged for more than two years. The Black Death scourged worst the towns stinking of tanneries, pigsties and latrines, but it also devastated the countryside. It ravaged families, officials, churches, industry, caused such social disorder that the economy,

custom, law and order, all broke down. The appalling tragedy caused outbreaks of communal madness such as the Flagellants, and the massacre of Jews (who were blamed for the plague). Religion fell into disrepute, and superstition and sorcery fed like maggots on the social putrescence.

So many serfs died or fled their tenancies that labor found it had increased bargaining power and wages soared. Governments struggled to contain the situation by imposing wage and price controls, and by effecting a few moderate improvements in public sanitation.

## On and On

The 100 Years War continued with little enthusiasm until 1396, when a 20-year truce was signed. (Some French knights took the opportunity to ride off to a crusade in Hungary against the rising power of the Ottoman Turks.) Conflicts also continued unabated elsewhere during this period. There was another war between Venice and Genoa. The Church was divided by the Great Schism between the popes of Avignon and Rome. In 1389 the Great Serb Empire was destroyed at the Battle of Kossovo by the Turks. In 1400 the Holy Roman Emperor, Wenceslaus, was deposed for drunkenness. The Swiss began their campaigns of expansion; Russia still struggled against the Mongols, and Spain against the Moors. In 1410 the Poles and Lithuanians defeated the Teutonic Knights at the Battle of Tannenberg.

The year 1415 was a milestone in military history. The transition to plate armor had been completed and the overburdened knights, no longer an efficient fighting machine on foot, remounted their steeds, confident they were immune to longbow arrows—a fatal mistake as they learned that year at Agincourt. The success at Agincourt of sharpened stakes and longbow volleys encouraged the English to continue those tactics, which were to have disastrous consequences in the next years as infantry itself began to be imperiled by a new battlefield champion—the cannon. In August of that year, King Henry V of England sailed to France with 1,300 boats and ships and 11,000 men to renew the war. He landed at Harfleur at the mouth of the Seine and laid siege to the town. The inhabitants fought stoutly, but Henry had 10 cannon, three of which could fire stone balls weighing 200 pounds each. In 27 days those guns pounded a hole through the wall, and the town surrendered. On that day the long era of traditional fortifications ended. Military architecture would make no response to the new conditions until the 1500s.

Henry then marched for Calais and was intercepted by the French at Agincourt. He returned to France two years later and besieged Rouen (50,000 Frenchmen starved to death), then marched on Paris itself in 1419. The French king surrendered, gave his daughter to Henry as wife and disowned his son to clear Henry's title to the succession. Henry was proclaimed Regent of France in 1420. English rule was to last 17 years. Henry himself died of dysentery in 1422.

Cannon had meanwhile evolved from jar-shaped to cylindrical barrels. They were still cumbersome objects to move, but in 1420 they were given mobility by a brilliant Bohemian leader, John Ziska. That Hussite general scored a number of victories over the crusaders of the pope with a score of cannon mounted on 12 farm carts. In battle, his carefully trained gunners formed their carts into a defensive circle. With such revolutionary tactics, Ziska soon gained control of most of Bohemia. By exploiting the new technology, the French were soon to recover their lost lands.

The first serious English reverse occurred at Orleans in 1429, when the English siege was broken by Joan of Arc. The "siege" was really a number of English forts dotted around the city. Joan had no great difficulty passing between those forts to enter Orleans. There she inspired a number of successful attacks against the besiegers. The 17-year-old girl restored to France what it most needed—faith and morale.

France began to rearm. In 1436 the people of Paris themselves drove out the English king. Three years later the French king, Charles VII, laid the foundations of western Europe's first full-time army. The same year the greatest artilleryman of the era, Jean Bureau, directed the French siege of Meaux. In 1444 a truce was signed, but five years later—to the shock and surprise of the English—Charles renewed the war. In the first year Bureau and his brother are said

to have directed 70 successful sieges in Normandy.

The English fought back bravely, but their longbows were helpless against the French artillery tactic of enfilade fire. Swiftly the English possessions in France were reduced to Calais. By 1453 the French army counted 250 cannon. That same year the weary combatants signed another truce—and this time the Hundred Years War was really over. Also in 1453 the Ottoman Turks demonstrated the power of artillery by battering down the mighty walls of Constantinople.

## Into the Renaissance

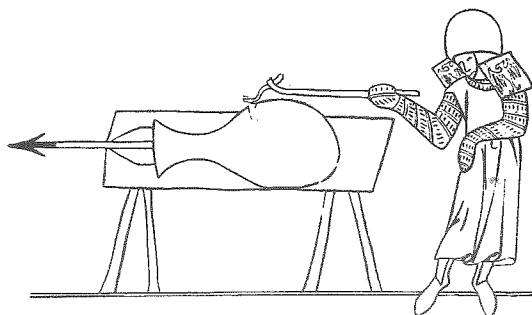
With hardly a pause, England began the War of the Roses (1455–85), a period of dreary civil war between the houses of Lancaster and York that the general populace ignored as much as possible. The veterans of France joined either side indiscriminately. From the point of view of military historical development, the main item of interest of the war was the fact Edward's victory at Stamford in 1470 was partly due to artillery.

Meanwhile the pikemen of the Swiss Confederation maintained their reputation with decisive victories in the Burgundian War of 1473–77. At Granson, a swift attack by the echelons caught the Burgundian and Italian forces unprepared for battle. Later at Murten (Morat), the Swiss demonstrated tactical flexibility by attacking in line instead of echelon to facilitate encirclement. That maneuver succeeded despite stiff artillery fire. It was the period when "military entrepreneurship"—mercenary professionals organized into companies for hire—reached its maturity, especially among the Swiss and Germans.

And the age of artillery was arriving. When Charles VIII of France invaded Italy in 1494, the Italians were astonished to see entirely new cannon constructed by Jacques de Grenouillac. They were cast of bronze, could be shot at rapid intervals, and were light enough that they could be drawn by horses keeping pace with a marching army. Chief innovations were the introduction of the gun carriage and a pivot that enabled easy elevation of the barrel. Instead of stones, the new guns shot metal balls.

In one of Charles' battles, at Seminara in southern Italy in 1495, the French defeated a Spaniard named Gonzalo de Cordoba. Cordoba's army of archers, men-at-arms, and light cavalry armed with javelins had really been designed for fighting the Moors in southern Spain. (The reconquest of Spain ended in 1492.) His defeat made Gonzalo think about modern war, and he became the first commander to recognize the potential of the arquebus.

A few of those firearms had been used as early as the Hundred Years War, but they were difficult to handle (some models required two men) and were sporadic in performance. But by now the arquebus had been considerably lightened, to around 17 pounds, and shortened. Most important, they could now be more easily fired by a matchlock trigger mechanism. Gonzalo rapidly reorganized his army into *arquebusiers* supported by pikemen. That was the beginning of the Spanish infantry supremacy of the next century. In 500 years men had made great advances in the art of war, but as to their greatest challenge—keeping the peace—they were not the least wiser. The Middle Ages had ended and the renaissance in warfare was beginning.



*Drawing of an early cannon.*