A dynamic illustration of a medieval battle scene. In the foreground, a knight in full plate armor, including a helmet with a visor, is mounted on a white horse. The knight's surcoat is white with a prominent red cross. The horse is also white with a red cross on its side. The knight is holding a long spear. In the background, another knight is visible, and a large stone structure, possibly a castle tower, is being attacked with fire and smoke. The overall color palette is dominated by blues and greys, with red accents from the crosses and fire. The scene is filled with motion lines and sparks, suggesting a chaotic battle.

**giochix.it**

# Medioevo

Universalis

Alpha Rulebook

Dear reader, this is a first rulebook in its alpha version. We hope it might be useful to give you an idea of the game Medioevo Universalis, even if it lacks the final graphics and the advanced rules. We apologize for any eventual mistake or typo. Good reading!

# INTRODUCTION

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

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

*It is a time of fights and conflicts that transcend the human finiteness, of Sacred empires, religious schisms, Holy Lands to reconquer, wars to declare, Popes and Antipopes, where absolute power is needed to subjugate others and raise to the role of undisputed ruler.*

*How is the winner determined?*

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

## DURATION OF THE GAME

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

**Time Limit:** a maximum time limit for the game is set. When the time runs out, the present turn is completed and the game ends: the player with the highest number of HP wins the game.

**Turn Limit:** a maximum number of turns to play is set, and at the end of the last turn the player with the highest number of HP wins the game.

**Honor Point (HP) limit:** a number of HP needed to reach the end of game is decided. This can happen in two ways:

1. When a player reaches or surpasses this limit, consid-

ering the points he already has and the ones he will obtain at the end of the turn, he can declare his victory and the game ends at the end of the present turn.

**Note:** if it turns out to be an incorrect declaration, the game continues normally.

2. When a player at the end of the turn reaches this limit considering only the points he already has.

It is possible to play with all of these rules altogether, or choosing only one or two.

The HP collected during the game are registered on the board.

**Example:** players decide to play with a Limit of 30 HP. During the game, the Blue has already collected 28 Points. After a successful attack, he realizes he accomplished his Objective card worth 3 more HP. He immediately declares his victory to end the game at the end of the present turn.

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



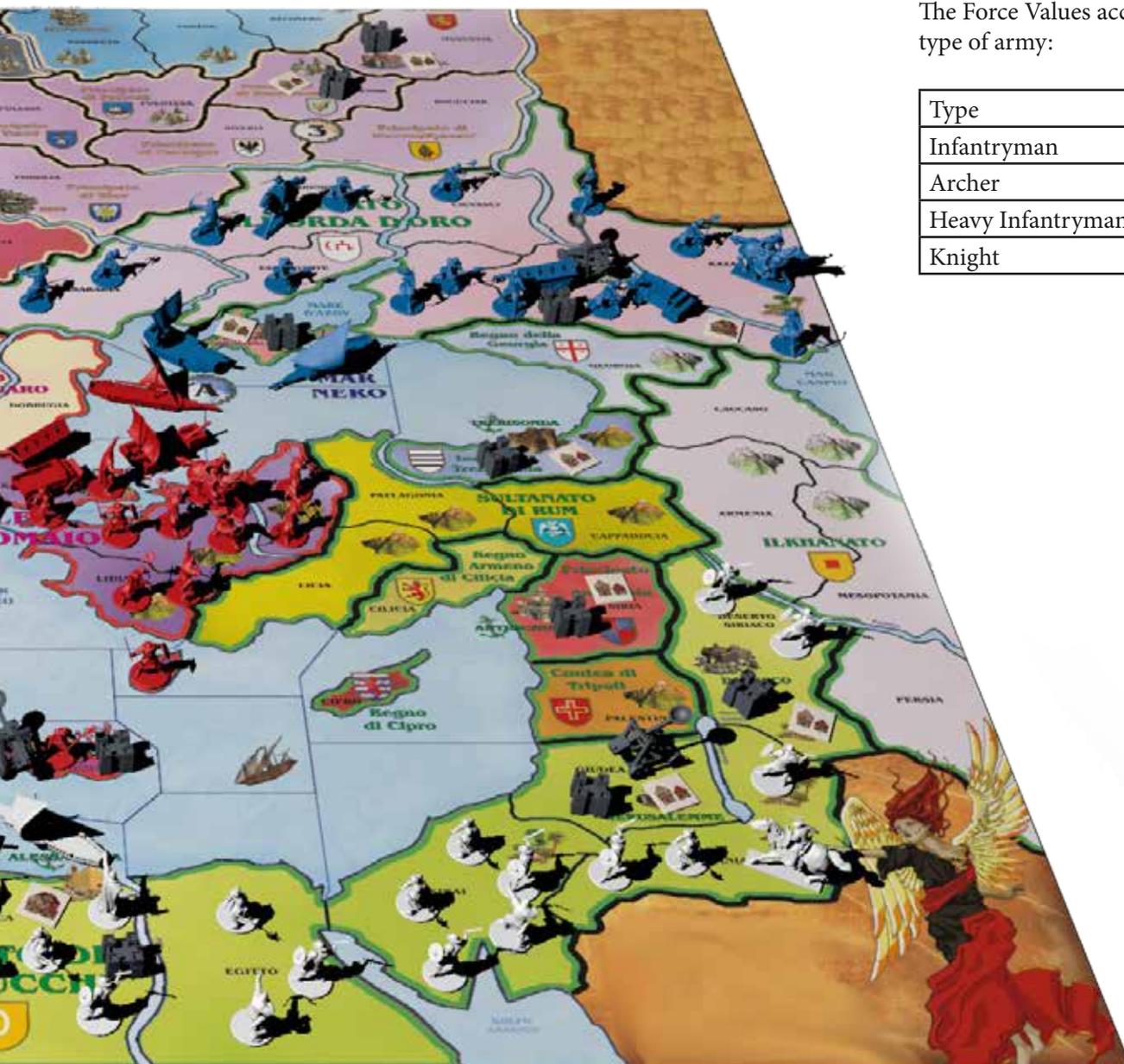
**Infantryman** on the Papal States since he owns them.  
**Note:** the Papal States are the yellow territories around the city of Rome.

5. Players then place the **Caravan**, the **War Wagon**, the **Captain** and the **Catapult** in the **Villages/Cities** of their kingdom of their choice. The **Galleys** and **Merchant Ships** are placed in the Villages with a Harbor (X icon). **Note:** players who start the game without Villages that have a Harbor (X icon) may place their Merchant Ships and/or Galleys in any territory with a Harbor in a Kingdom adjacent to their own.
6. Each player in turn then places his Armies as he wants, for a total of 35 points (40 points for the Pope player) of Force Value (FV): keep in mind that the Infantryman is worth 1 FV, the Archer 3 FV, the Heavy Infantryman 5 FV, the Knight 10 FV. He can place them in his territories with Villages (maximum 10 FV of armies) or where the Capital City is (maximum 40 FV of armies). The territory with the Cathedral has its maximum limit increase by 10 FV. It is also possible to place Armies in one's own Galley and/or War Wagon (maximum 20 FV per vehicle).

*For example, the blue player adds 3 Heavy Archers (5+5+5= 15 FV) in the territory where his Capital is. Here there already was a Heavy Infantryman (5 FV), so the total amount is 20 FV and is lower than the Capital limit, which is 40. He then adds 2 Archers and 4 Infantrymen (3+3+1+1+1+1=10 FV) in the territory where he has the Cathedral and 1 Knight (10 FV) on his War Wagon. See the chapter "Overpopulation" for placement limits.*

7. Each player takes the **Objective Cards** relative to his own Kingdom, he shuffles them and draws one randomly. The cards of his Kingdom are easily recognizable from their back. The remaining cards are removed from the game.
8. Finally each player places his own **5 Technology tokens** on the level 0 of the corresponding tables on the board and his score tracker on the 0 on the HP table.

The set up is now completed, and the game may begin.



The Force Values according to the type of army:

Type	VF
Infantryman	1
Archer	3
Heavy Infantryman	5
Knight	10

# GAME PHASES

The **side columns** of this rulebook serve to explain the concepts illustrated in the central columns. When you see a red word, this will be clarified here in these columns.

These are the 10 game **Phases**:

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

**Florins**: money used to trade goods, collect taxes, construct buildings, buying mercenary armies and technologies, bargain diplomatic pacts and betrayals. They come in 4 sizes: 1, 5, 10 and 100.

**Example**: in a game of 4 players the blue player, the last in the previous turn, bids as first in the auction offering 10 florins; the yellow players, second last in the previous turn, follows him and bids 15 florins, and then the green one 20 florins. The red player passes, so he takes the tile for last player (4th player in this case). The blue player continues the bidding and offers 25 florins, the yellow one passes (becoming 3rd player), while the green one bids 40 florins. The blue player passes and becomes the 2nd player, so the first player is the green one: he places his 40 florins in the game reserve.

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

**Technological Level (LT)** influences many aspects of the game and depends on the number of technologies acquired by each player: less than 8 equals a TL 1, 8-15 is a TL 2, more than 16 technologies is a TL 3. Acquiring a technology means the progress and development in a certain field and has many consequences: for example it can increase some character's skills or reduce the effects of some calamities.

There are 6 technological trees: Military, Science-Commerce, Religion, Agriculture-Craft, Politics, University-Medicine. A specific token on the board marks the progress in every branch for each player.

In this rulebook, every time a technology is mentioned it will be written in **CAPITAL LETTERS**.

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

## 1. TURN ORDER PHASE

The turn order is decided. An auction is held to decide who will be the first player. The first to bid is the last player of the previous turn, and the order is **opposite** to the previous turn order.

Players can bid any number of **Florins**, but the number must be at least 5 Florins more than the bidding of the previous player, otherwise he must pass. The player who passes takes the tile with the highest number still available. If no one bids, the turn order remains the same as the previous turn. During the first game turn the auction starts from the youngest player and continues clockwise (if no one wagers the order remains clockwise starting from the youngest player). **Note**: only who wins the auction (the first player) pays effectively the Florins offered in the auction, placing them in the reserve. If he made a mistake and doesn't have enough money he loses 1 HP and becomes the last in turn as if he had been the first to pass.

## 2. EMPIRE CARD PHASE

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

## 3. DIPLOMACY PHASE

Following the turn order each player carries out a maximum number of diplomatic actions equal to his Technological Level. Diplomatic actions can be:

- **Declaration of war**. Declaring war to a player of a different religion costs 1 HP; to a player of the same religion 2 HP. **Note**: carrying out a surprise attack in the Combat Phase without a prior declaration of war in the Diplomatic Phase costs instantly 4 HP.
- **Ratify peace** canceling a previous state of belligerence. If peace is arranged nothing happens. If one player asks for peace to another, the first loses 2 HP and the second earns 1 HP.
- Play the **Diplomatic Card** that imposes a truce to another player.
- Draw up a **Diplomatic Pact**. A diplomatic pact is

any agreement between two or more players. The agreement may be commercial, military, of defense or attack; anything is fine. The agreement must be put into writing and can be secret. The duration of the agreement must always be specified (it can also be indefinite). The rupture of a pact happens when one of the factions breaks or doesn't respect the agreement. Breaking or not respecting diplomatic pacts unilaterally costs 1 HP, regardless of the player's religion. If there are any doubts whether a pact has been respected or not, the pact will be made public and all of the players will publicly vote stating "respect" or "rupture". With a tie vote nothing happens.

## 4. PURCHASE PHASE

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

Technology can be purchased paying the given amount in Florins, according to the chosen technology, as indicated on the player board. To purchase a technology on a certain branch you must own all of the previous technologies. You then move your token on the technology table to indicate the progress obtained. It is possible to purchase a maximum of 3 technologies per turn.

**Buildings** are purchased paying the given amount indicated on the **player screen**; you then can take the correspondent tile or miniature from the game reserve.

Type	Cost	Prerequisite
Village	50 florins	<b>Inhabited Area</b>
->Hamlet	100 florins	ARCHITECTURE, Inhabited Area, LT II
->City	150 florins	ARCHITECTURE, Inhabited Area, LT III
Tower	100 florins	---
->Fort	300 florins	ENGINEERING and LT II
->Castle	700 florins	ENGINEERING and LT III
Cathedral	1000 florins	ARCHITECTURE (no small Kingdoms)
Farm	300 florins	Settlement
Mine	300 florins	Settlement
Market	300 florins	Settlement

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

Here are some examples of Diplomatic Pact:

*"I am allowed to pass through your territories by any means of transportation. This pact lasts for 1 game turn."*

*"I can commerce with your cities. I will give you 50 florins for every goods loading. This pact lasts for 3 game turns."*

*"You lend me 500 Florins, at the end of the Pact I will return you 600. This pact lasts for 2 turns."*

*"In case I am attacked, you commit to intervene in my help with at least 30 armies. These armies will follow my orders during your turn. This pact lasts 4 turns."*

**Buildings** are divided into settlements (Village, Hamlet, City) commerce buildings (Mine, Farm, Market), military buildings (Tower, Fort, Castle) and religious (Cathedral). Settlements can be built only on Inhabited Areas ("X" icon on the map), commercial buildings only on settlements. All other buildings, military and religious, can be built anywhere.

**Means of transportation** are by land and by sea. They can be specialized in commerce (Merchant Ship and Caravan) or they can transport armies and siege engines (War Wagon and Galley); they can evolve increasing their capacity of cargo, movement and combat.

The **Player Screen** resumes important information for the game and must be placed on the table in front of the player.

The **Inhabited Area** is represented by an icon on the map – the "X" icon. It indicates the possibility to build a settlement that will make commerce and reinforces placement possible.

**Example:** you can convert a Village into a City paying 100 florins (150-50=100) or a Tower into a Fort paying 200 florins (300-100=200).

**Example:** to purchase a Galley of 2nd level (Galley 2) the player must have a TL 2.

A player with a TL 2 cannot have more than 2 Galleys and more than 2 War wagons regardless of their level, but he can have 2 Galleys, 1 War wagon and 1 Merchant Ship.

**Example:** a TL 2 player cannot have more than 2 captains.

**Example:** a player that has 10 territories and 500 Florins, the technology BANKS, 1 Cathedral collects:  $50 (5 \times 10) + 50 (10\% \text{ of } 500) + 50 (50 \times 1) = 150$  Florins.

One player with 12 territories, the Tax Collector card and MATHEMATICS collects  $12 \times 5 \times 2 = 120$  Florins from his territories. If he has also 4 Inhabited Areas and VASSALAGE he collects  $10 \times 4 = 40$  Florins. If he has also 2 Cities and SIGNORIA he collects  $2 \times 50 = 100$  Florins. Total:  $120 + 40 + 100 = 260$  Florins.

The **Player Sheet** is to take notes on important game information and help to calculate some elements like taxes or the reinforcements.

**Means of transportation:** you can purchase a means of transportation paying the sum indicated in the table (and in the player screen), according to the type of means and its level. All means have as prerequisite a minimum player TL, equal to the level of the purchased means. It is not possible to have a number of means of the same type surpassing one's own TL.

means	cost	means	cost
Merchant Ship I	200	Galley I	250
Merchant Ship II	250	Galley II	300
Merchant Ship III	300	Galley III	350
Caravan I	100	War wagon I	50
Caravan II	150	War wagon II	100
Caravan III	200	War wagon III	150

**Captains.** Captains cost 100, 200 or 300 florins according to the level you want to purchase. The MILITARY SCHOOL technology bypasses this prerequisite. It is not possible to have more captains than one's own TL.

## 5. TAX PHASE

- +5 Florins from each possessed territory.
- + 50 Florins for each **Cathedral**.
- The player who owns the territory of the Khanate of the Golden Horde receives also +5 Florins from each Russian principality (Kiev, Turov, Cernignov, Polotsk, Smelensk, Murom/Ryazan', Vladimir) until they are occupied by armies of other players.

There are then the following modifiers for the Empire Cards and for technologies:

- **Tax Collector** card: if you have MATHEMATICS, double the florins obtained from the territories. Does not stack.
- **Merchant** card: if you have at least MATHEMATICS, you collect florins according to the technologies you possess (MATHEMATICS, COINAGE, BANKS, GUILDS). Does stack.
- If you possess BANKS, you receive a 10% interests on all Florins that you had before the Tax Phase.
- **MILL:** if you have MATHEMATICS you gain 5 Florins for each Valley you possess, 10 Florins if you have the Tax Collector card.
- **VASSALAGE:** you gain 10 Florins for each Inhabited Area you possess.
- **SIGNORIA:** you gain 50 Florins for every City you possess.

The present table present on the **Player Sheet** help to monitor and calculate taxes.

## 6. REINFORCEMENTS PHASE

Possessed Kingdoms, Empire Cards and Technologies grant reinforcement **Armies**. In this phase you can exchange prisoners with other players or agree upon a ransom to free them.

**Kingdoms:** you receive armies for a total of 1 FV for each territory of your starting Kingdom, plus 1 FV for each Small Kingdom that you possess wholly, plus 2 FV for each Minor Kingdom, plus 3 FV for each Great Kingdom and plus 4 FV for each Major Kingdom excluding your starting Kingdom. The following modifiers also apply:

- **Mercenary** card: show it to other players and purchase 5 armies, paying them 10, 20 or 30 Florins according to your TL (1, 2 or 3). You can purchase +5 armies if you have COINAGE, plus 5 more if you have FORGE and +5 if you have BANKS (they stack).
- **ZEALOTRY:** you gain 1 bonus Army, which become 5 if you take part in a Crusade.
- **INVESTITURE:** you can gain 1 extra Army paying 10, 20 or 30 Florins according to your TL (1, 2 or 3).
- **FEUDALISM:** you gain 1 bonus Army for each Fortress you possess.
- The player who owns the territory of the Khanate of the Golden Horde receives also 1 Army out of each 3 Russian principalities (Kiev, Turov, Cernignov, Polotsk, Smelensk, Murom/Ryazan', Vladimir) until they are occupied by armies of other players.

In this phase you can exchange an equal number of **Prisoners** in your possess with your prisoners possessed by other players, or agree upon a sum of Florins to free them and have them back in your own game reserve.

## 7. EVENT PHASE

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

**Events.** The first player in the turn draws 1 Event card from the bottom of the deck. First, he checks the back of the card that shows the possible effect areas: he rolls 1d6 and controls where the Event takes place. He then reads the effects of the card to the other players and starts applying them.

**Calamities.** Starting from the 2nd game turn, the first player rolls 2d6; a double 1 triggers the calamity, which must be drawn from the bottom of the deck and applies to everyone. If the result is not a double 1, from the following turn the results that will trigger the calamity will be a double 1 and a double 2. For each turn where a calamity is not triggered the valid results will progressively increase (all of the doubles up to 3, then all of the doubles up to 4, then all of the doubles up to 5, then all of the doubles up

**Armies** are represented by the miniatures of the Infantrymen (1 FV), the Archers (3 FV), the Heavy Infantrymen (5 FV) and the Knights (10 FV). When armies value or simply armies is mentioned, we refer to their total Force Value (FV).

**Example:** "You receive 10 armies" means that you receive a number of armies equal to a FV of 10: it's up to the player which and how many.

**Example:** a player that controls all of his starting Kingdom, 2 Small Kingdoms and has ZEALOTRY receives 10 reinforcement armies.

**Prisoners** represent the 10% of the losses suffered in battle and can be ransomed with Florins or with an exchange at par. See the "Combat" section,

**Example:** the first player in turn draws an Event card, determines that it applies on the Black Sea and then reads it: "A storm unleashes. All players with ships in the area lose half of their cargo (be them Armies or goods). If by the end of the turn they do not leave the area (or seek shelter in a friendly or neutral harbor) the involved ships will be destroyed and removed".

**Example:** during the second turn a double 1 is rolled. The first player draws a Calamity card, determines that it applies to the Hungarian King and reads: "Heresy. Remove 1 Religious Building from the victim's properties and 1 Religious Building of every player present in the Kingdom and in the Kingdoms adjacent to his properties. Where you removed the Cathedrals, 1d6 of the players' armies become heretics: replace

them with Barbarian Armies.”

**Example:** the blue player has a territory with 3 Armies and another with 2. At the dice roll with a result of 2, the second territory rebels, while the first doesn't.

**Example:** one territory contains 1 Barbarian Archer and 1 Barbarian Captain of 2nd level. This territory belongs to a Kingdom occupied by the blue player. In the Event phase 3 more Barbarian Armies must be added to the territory.

**Example:** it is possible to load Armies, move, Attack, move and Attack again.

to 6); once you reach all of the doubles up to 6 the combinations do not increase anymore.

After the resolution of the Calamity the combinations reset. The following turn you do not roll for calamities, but from the next one you start over again with the valid result of a double 1, and so on.

If you get a valid result you proceed like for the Events: draw a card from the bottom of the Calamity deck and check the back of the card to determine the area (or target) of the Calamity.

**Rebellions.** If there are territories with less than 5 Armies, they are at risk of Rebellion. Roll a d4: the result +1 is the number of Armies necessary for the territories to avoid the rebellion.

The technology LAW gives a +1 to this dice roll. On the contrary, SIGNORIA and FEUDALISM give a -1 to the dice roll.

If a rebellion occurs in the territory, the player's armies must be removed and replaced by 1d6 of Barbarian Armies plus 1 Barbarian Warlord of 1st level, if still available from the game reserve.

**Barbarians.** The Barbarian Captains enlist respectively, according to their level, 1, 2 or 3 armies in their territories; moreover, the Kingdoms partially occupied by Barbarian Armies enlist 1 Army in each territory occupied by another player's armies.

All of the combats involving Barbarians follow their engagement rules (see the "Barbarians" section).

## 8. PLACEMENT PHASE

The player places all of the miniatures purchased and/or obtained during the previous phases in the territories on the game map. He can place them in the territories or on the military means of transportation.

If he has LOGISTICS he can place the 10% rounded down of his Armies behind his own Screen. During the Combat Phase he may place them in any territory that has a settlement, but only a maximum of 5, 10 or 15 Armies according to his TL (1, 2 or 3).

If he has ROUTES he may place them on any territory he possesses which is near to one with a settlement (no islands).

## 9. COMBAT PHASE

The current player can load and unload his Armies on his **war transports**, move them and/or attack. He can carry out these actions in the preferred order, and it is possible to repeat them more than once.

## LOAD, UNLOAD

Loading and unloading Armies and means of transportation costs 0 MP if there is settlement (Village/Hamlet/City) in the territory, or a Captain; in all other cases it costs 1 **Movement Point (MP)**.

The War wagon must be in the same territory as the Armies to load/unload. The Galley must be in a sea area adjacent to the land territory where it has to load/unload Armies.

## MOVEMENT

Moving from 1 territory (or sea area) to another normally costs 1 MP.

There are different modifiers of the land movement: crossing a river costs 1 more MP, a hill or woods 2 MP, a mountain territory 3 MP. Crossing a channel overland costs 3 MP. Finally, crossing a desert area costs 2 MP for War wagons (while the cost remain of 1 MP for Caravans).

For the movement oversea: to enter or leave a harbor costs 1 MP; moving in open sea costs 2 MP (for areas not adjacent to territories). These modifiers are summarized on the Player Screen.

Only war transports can move, not Armies. War transports need to load at least 1 Army of its own color to be able to move.

There is the possibility that a means of transportation remains without Armies, in which case it won't be able to move. If it won't be occupied by the end of the next turn by the Armies of its color or by enemy Armies, it will be removed and will return to the player's reserve. If it is occupied by an enemy the miniature must be replaced by the one of the new player.

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

War transport	Carrying capacity	MP
I livello	20	7
II livello	40	8
III livello	60	9

Note: a miniature without a banner is a 1st level, with the small banner is a 2nd level, with the great banner is a 3rd level.

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

**War transports** (Galley and War Wagon) have their own movement scores and specific carrying capacity, which allows them to load a certain number of Armies and siege engines. Only the war transports can load siege engines and Captains.

Each Army occupies 1 point of the carrying capacity of the means of transportation; Captains do not occupy space; siege engines and transports occupy each 5 points of the carrying capacity of the means of transportation.

**Movement Points** represent the movement, loading and unloading capacity of the means of transportation (civilian and military). For example, a means that has 6 MP can move for 3 territories, unload, and then move another 2 territories.

The means of transportation **Level** represents its evolution in terms of movement and loading capacity, and for Galleys also combat capacity.

*For example, a 2nd-level War wagon can load 8 Heavy Infantrymen Armies (5 FV) and make 8 movements*

**Siege engines** are medieval siege machines to weaken or destroy the enemy fortifications. They are the Catapult, Trebuchet and Bombard. The last one gives a bonus also in pitched battle.

The **dice** available in the game are 1d4, 1d6 and 1d8. They are employed during battles and other particular game phases, such as Events and Calamities.

***Example:** 3 Infantrymen, 2 Archers and 3 Heavy Infantrymen (24 FV) attack an adjacent territory. They are with a 1st-level War wagon which can carry 20 Armies and has 2 left movements. The attacking player can choose to use only 20 Armies during the attack, renouncing to 1 Archer and 1 Infantryman, since they cannot be carried by the War wagon.*

***Example:** the blue player attacks the yellow player. Having a TL 3, he can play up to 3 Empire cards. His adversary has a TL 2 and therefore can respond with a maximum of 2 Empire cards.*

*For example, the Hired Assassin card allows the player to see the other player's Empire cards and discard one of his choice.*

*For example, the Heroine card improves the dice to roll in battle: if you rolled 1d6 you now roll 1d8.*

## ATTACK

There are different types of battles: the **pitched battle**, the **siege** (carried out with the designated **siege engines**), the **assault** and the **naval battle**. Here we will illustrate the pitched battle.

The pitched battle can be fought to conquer one territory and/or to conquer a means of transportation. If the territory is defended and you want to conquer it, the attacking Armies must be in an adjacent territory. If the territory has already been conquered and only the means of transportation has to be conquered, the attacking Armies need to be in the same territory as the transport.

An attack is one or more battle fought with **Dice**. The procedure is the following:

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

Important notes:

- The attacking Army needs a **Captain** to lead them to attack. In case of a Captain absence, the Army can only defend itself.
- A Captain can lead any number of battles against the same or multiple enemies, but a **maximum number of conquests per turn equal to its level**.
- Armies that want to conquer an adjacent territory need one or more transports able to move them and with enough Movement Points (MP) to occupy the territory in case of victory, otherwise the attack cannot be carried out.
- The defender is obliged to **use all of the Armies present on his territory in defense**, both in the territory or loaded on transports.

## USE OF EMPIRE CARDS

Before rolling the dice, first the attacker and then the defender reveal the Empire cards they intend to play for that battle; **the maximum number of Empire cards playable by each player and for each roll is equal to his TL**.

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

## USE OF TECHNOLOGIES

**STRATEGY:** gives a +1 bonus if the forces ratio is equal or superior to 3:1 or cancel the other player's effect.

**LOGISTICS:** once per pitched battle (in attack or defense) you can add the reserves gathered around your Screen

Player to the Armies in battle. **Note:** the reserves can be of a maximum of 5, 10 or 15 FV according to your TL. This action can be repeated once per pitched battle in attack or in defense. This technology can be used only if the territory of the battle is adjacent with one of the player's settlements; the population limits cannot be overcome. There are many other technologies that influence directly the combat, such as MYSTICISM AND MONOTHEISM, TACTICS, ATTRITION, MEDICINE, SURGERY, HOSPITAL, SCIENCE: ENGINEERING, ALCHEMY, which are explained more in detail in the designated section.

## DICE ROLL

Both players roll 1d6 (unless there are special modifiers, that we shall see further on). Eventual bonuses given by the Empire cards are added to the result, which becomes the **combat total**.

## RESULT

The **difference between the two combat totals** (dice + bonuses) determines the losses for the player who had the lowest result, expressed in FV. Loser suffers as many casualties than the difference between modified rolls is, and attacker loses half as many (rounded down). Each player assigns the losses to his forces as he prefers.

The winner cannot inflict more losses to the number of Armies engaged in the battle, even when the difference in the combat totals could allow this. If one of the contenders doesn't have enough Armies to assign the damages to, the losses on both sides need to be recalculated basing on the real number of Armies.

In case of a tie, no one wins and nothing happens

## RESULT FOR CARDS AND MINIATURES

After the combat each player discard all the Empire cards he used except for one, which he keeps in his hand.

90% of destroyed Armies are removed from the map and placed in the game reserve. The remaining 10% (rounded down, minimum 1 Army) goes in the adversary player's reserve (Prisoners).

## RESULT FOR CAPTAINS

When a Captain wins a battle, he gains 1 level. Add the banner of the correspondent level to the miniature. You can gain no more than 1 experience level per turn and 3 levels for a single Captain.

When a Captain leads one or more attacks against a target but does not conquer it he loses a level; if he only had 1 level he is removed from the game and returns to the player's reserve. If more Captains attack the same target at the

***Example:** the attacker plays a Warlord card with TACTICS obtaining a +2 to his dice roll; he then plays the GENIUS card with ENGINEERING gaining a +4 on the dice roll.*

***Example 1:** attacker and defender do not have bonuses; they both roll 1d6, the attacker rolls a 2 and the defender a 3. The attacker loses 1 Army, the defender none.*

***Example 2:** the attacker plays the Arbalist card (+1 in attack or in defense), the defender has no bonuses. The attacker rolls a 6, the defender rolls a 2. The difference is 5 (7-2=5): the defender loses 5 Armies, the attacker loses 2 Armies.*

***Example 3:** the attacker plays the Arbalist card (+1 in attack or in defense), the defender plays the GENIUS card and the ENGINEERING technology (which combine giving a +2 in attack or in defense). The attacker rolls a 3 (3+1=4) and the defender a 2 (2+2=4): the result is a tie, there are no losses and nothing happens.*

***Example 4:** the attacker plays the Arbalist card (+1 in attack or in defense), the Heroine card (which increases the die step by 1), the STRATEGY technology (+1 in attack or defense if the ratio of the forces is at least 3:1) and uses 1 Bombard (+1 in attack or defense); the defender has no bonuses. The attacker rolls 1d8 and has a 5 (5+3=8), the defender rolls 1: the defender loses 7 Armies, the attacker loses 3. If the defender only has 6 Armies, he will lose all of them and the attacker will only lose 3 (the half).*

*Example: a 1st-level Captain who leads a battle and conquers one territory becomes a 2nd level.*

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

*Example: if the winner has a TL 2 and already has 2 Caravans he will be obliged to destroy or sack them.*

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

## MULTIPLE ATTACKS

In case there are more than one player in defense (or more than one player attacking in case of a Crusade), players attack and defend alternately rolling the dice one by one and using only their own Empire cards. The order of attack or defense is decided with the faction with more players, or in case of parity by the attacking faction.

## CONQUEST OF A TERRITORY

When the attacker destroys the enemy Armies on a territory or on a transport, he has to occupy it with at least the Armies he used during the attack.

In the conquered territory there might be Captains, transports, siege engines, settlements or buildings (military, religious and commercial) that belonged to the defeated: the winner has to decide what to do with them. He can:

- **Destroy them:** the miniatures and tiles have to be removed and return to the player's or to the game reserve. Some elements like the Captain, the Cathedral, Tower, Fort and Castle, give HP if destroyed (see the HP table in the End of Game chapter), but only if they belonged to another player.
- **Sack them:** for each of the aforementioned elements the winner gains Florins for half of their value. The sacked elements return to the defeated player's or to the game reserve.
- **Conquer them:** settlements, siege engines and commercial/religious buildings, if not destroyed or sacked, go to the player who conquered the territory they are in. The same is for transports, but in this case the original miniatures go to the defeated player's reserve and have to be replaced by the winner's. You cannot conquer Captains. Players have to consider the normal game restrictions (like the limit given by one's own TL) regarding transports and siege engines.

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

## CONQUEST OF A MEANS OF TRANSPORTATION

When the last Army on a transport is defeated, the process is the same as for the conquest of a territory. Note: you cannot have more transports than those allowed by your TL. Those in excess must be destroyed.

## ASSAULT TO A FORTIFICATION

This kind of attack can happen when the defender has a fortification in his territory (Tower, Fort or Castle). First you must check if some of the defender's Armies are considered to be out of the fortification, due to the fact that the fortification has a capacity limit: it can contain a maximum of 10 FV if it's a Tower, 20 FV if it's a Fort, 30 FV if it's a Castle. If some Armies do not fit in the given space they are considered to be outside: a pitched battle must be held against these forces on the outside first. If all of the defender's Armies can fit inside the fortification, the Assault may take place. There are some differences from the pitched field:

- The attacker starts using 1d4.
- The defender uses 1d6+1 for the Tower, 1d6+2 for the Fort, 1d6+3 for the Castle.
- When the defender wins, he does not lose any Armies.
- If the assault is carried from the sea, the defender can use LOGISTICS, but only if the territory has one defender's settlement.

## SIEGE

This kind of attack can happen when the defender has a fortification in his territory (Tower, Fort or Castle). First, just like the Assault, you must check if some of the defender's Armies are considered to be out of the fortification, due to the fact that, as said, the fortification has a capacity limit (it can contain a maximum of 10 FV if it's a Tower, 20 FV if it's a Fort, 30 FV if it's a Castle). If some Armies do not fit in the given space, a pitched battle must be held against these forces first. Once they have been eliminated (or in their absence) the attacker may declare a siege, provided that he has **at least one siege engine** and a **number of Armies superior to the besieged**.

Siege engines have an increasing capacity to demolish fortifications: Catapult 1, Trebuchet 2, Bombard 3. Military buildings have an increasing resistance value: Tower 1, Fort 2, Castle 3.

When a fortification is damaged it must be replaced by one of the lesser fortifications: when a Castle suffers 1 damage it becomes a Fort, when it suffers 2 damages it becomes a Tower. If the Tower suffers 1 or more damages it must be removed, just like a Castle that suffers 3 damages or a Fort with 2 or more damages.

- If besieged Armies end up out of the fortification because of its destruction, the attacker has to lead a pitched battle against them before he can continue the Siege.
- The attacker can interrupt the Siege when he wants, passing to an Assault or moving.

*Example: the green player assaults the red player's Fort. Both choose to not play Empire cards. The blue player rolls 1d4 and scores a 3, while the red player rolls 1d6 and scores a 4, to which he adds a +2 bonus of his own fortification. The blue player removes 3 Armies as his loss, while the red player does not remove any Army.*

*Example: the blue player attacks a yellow player's territory where there are 12 Armies and 1 Tower. 10 Armies are considered to be inside the Tower and 2 outside. The blue player resolves the pitched battle against the 2 outside Armies and can then siege the Tower.*

*Example: the attacker has a Catapult; he can siege a Castle for 2 rounds and then assault the remaining Tower. In this case the defender will only have 1 intact level of the military building, therefore only 10 Armies*

will be considered inside.

**Example:** if Tunis is under siege from the sea, a Caravan may leave overland while a Merchant Ship would be forced to stay.

**Example:** at the end of the second turn of the siege the yellow player is leading the siege with 15 Armies and 1 Catapult the green player's Fort, defended by 10 Armies. Both put 1 Army back in their reserve because of attrition.

**Example:** the green player uses one of his 3rd level Galleys loaded with 40 Armies to attack the blue player's Merchant Ship protected by a 1st level Galley with 25 Armies. They ram into each other and both roll 1d4: the green player scores 2, the blue 3. The green player inflicts 5 losses to his adversary (2 from the die + 3 from the Galley level), while the green inflicts 3.

**Example:** the red player occupies both Thrace and Mysia (Dardanelles) and imposes a naval block so that no other player can pass from the Black Sea to the Mediterranean Sea and vice versa.

- If led on land, the Siege impedes to the transports (both civilians and military) to exit/enter in the territory by land, but they can pass by sea. If the Siege is from both land and sea, transports cannot move in any way.

At the end of each turn after the first turn of a Siege, Armies from both sides suffer an **attrition**: 10% of the FV of the Armies (rounded down) go to the player's reserve. LOGISTICS cancels this effect.

## NAVAL BATTLES

In a naval battle, the first thing that happens is that the involved Galleys ram an adversary: roll 1d4 adding the Galley level as a bonus. The result is the losses suffered from the other part. The Armies' owner chooses their losses and removes them from the board.

After this first clash, if there are still Armies on both sides, the combat continues on a **normal pitched battle**.

- the player who has ALCHEMY has a stable +1 for each Galley in the first battle, and a stable +1 during the dice rolling in the following pitched battles.
- All of the bonuses of the pitched battle are valid, included STRATEGY or the +1 bonus for each 3rd level siege engine boarded.
- Galleys do not take part to land battles, neither when Armies disembark from a fleet to a coastal territory.
- Naval battles only happen at open sea. If the attack is led toward a harbor, the initial ramming and relative losses do not occur; the battle continues with the normal combat.
- You are obliged to attack a harbor and the relative settlement to be able to attack the ships docked there, even when the City belongs to Barbarians. If the docked ships DO NOT belong to the player who owns the settlement, and there is a pact that allows this (Crossing Territories), it is possible to attack the player's ships.
- If the settlement is fortified it is possible to decide if leading a siege from the sea, disembarking to lead a siege from the land or directly assault the fortification.

## NAVAL BLOCKS

You can use your own Armies to block the adversary ships, taking advantage of the coastal shape. Naval blocks can be of 2 types: **passive** and **active**.

**Passive:** one player that controls both territories overlooking a channel he automatically generates a naval block against the other players. If they want to pass they must draw up a Crossing Territories pact, or need to conquer at least 1 of the 2 coastal territories thus breaking the block.

**Active:** a fleet with at least 1 Galley declares a naval block

against another player for the sea area where the fleet is: the adversary fleet can bypass the block only if it has a superior number of Galleys; otherwise it can pass only if it engages battle and ends in numerical advantage. Who created the block can engage battle even when outnumbered.

### **PLAYER ELIMINATION**

When one player loses his last territory/means of transportation he is eliminated from the game. The winner takes all of his Empire cards, TECHNOLOGIES (double Technologies do not count) and all of his Florins. For the “Return in game” variation, which allows one defeated player to return in game, see the Advanced Rules.



## 10. COMMERCE PHASE

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

The player can move his commercial transports as he prefers. Civilian transports move with 6/7/8 MP according to their level, as indicated in the following table; terrain modifiers described in the Combat section apply (they are also shown in the Player Screen).

Transport	Goods carrying capacity	PM
I livello	10	6
II livello	30	7
III livello	50	8

- Loading and unloading costs 1 MP if this action takes place on a settlement, 2 MP on all other territories and on sea areas.
- It is permitted to unload goods on a territory and load them with another commercial transport.

When buying or selling, the player pays an amount of Florins as reported on the commercial table, depending on the goods and where the trading takes place. He then takes the goods cubes from his transport and places them in the game reserve (selling) or on reverse, he takes them from the reserve and places them on the transport (buying).

- Buying and selling do not cost MP for the involved transport.
- You can sell all of the goods on the transport or only part of them.
- You can buy and sell only in territories with settlements (Village, Hamlet, City).
- One cannot buy and sell in 2 settlements controlled by the same player, unless he has the technology MARKET.

*Example: one Caravan purchases goods, then moves. Right now it cannot purchase again, nor selling.*

*Example: the Mamluk buys 10 Spices in Damascus and pays 300 Florins for them. He transports them on a 1st level Caravan (movement capacity: 6 MP) to Alexandria. He spends 5 MP and 1 MP to unload the Spices in the City of Alexandria..*

*Example: with a 1st level Merchant Ship (movement capacity: 7 MP because he has WEAVING), one player loads the Spices in Alexandria spending 1 MP, and then reaches the harbor of Palermo because he has ASTRONOMY and sells the 10 Spices in the same turn (510 Florins).*

# OTHER ELEMENTS

## THE POPE

At the beginning of the game, among the Christian players it is randomly chosen who will become the Pope. The Pope has one extra territory in addition to his Kingdom territories: the Papal States (the yellow territory which includes Rome).

If the Pope is present, consider the following rules:

- if the Papal States are attacked and then conquered, the Pope dies. The winning player, if Christian (Hungarian Kingdom or Sacred Roman Empire) becomes the new Pope.
- If the player who conquered the Papal States is not a Christian, the role of Pope is suspended until the Papal States are conquered again by a Christian player.
- If the Pope dies for other causes (for an Event card for example) and there is at least one Christian player in the game, the election for a new Pope among all the Christian players takes place immediately: each Christian player votes openly, and he who gains the majority of votes is the new Pope. In case of a tie, he who offers more Florins in a secret auction becomes Pope.

During the game the Pope plays normally, but he has two more options than the other players: proclaim a Crusade and excommunicate the Christian players.

**Crusade:** when the Crusade Event card is drawn, the Pope player must proclaim a Crusade. It is possible to do so only if Jerusalem belongs to the Barbarians or to a non-Christian player.

The Crusade will be successful if during the next 4 game turns at least X FV Armies of Christian players will be in Jerusalem at the same time and attack. X is any multiplier of 15, decided by the Pope. If this happens, all of the participants gain 1 HP for each X multiplier (maximum 5), otherwise they lose a half (rounded down).

**Excommunication:** the Pope can decide to excommunicate Christian players under certain circumstances. To be excommunicated, a Christian player must have attacked the Papal States without achieving to conquer it, or refused to take part in a Crusade. An excommunicated player loses HP, cannot take part in a Crusade nor becoming Pope by election or vote during this election. The Pope player may remove the excommunication (lost HP are reinstated and other restrictions are canceled).

*Example: the blue player is the Pope. The yellow player (Mamluk) attacks and conquers the Papal States. The Pope dies. On the next turn the green player reconquers the Papal States and becomes the new Pope.*

*Example: the Crusade card is drawn and the Pope player proclaims a Crusade in Jerusalem for 45 FV of Armies. If in 4 turns the Christian players manage to have this number of Armies in the territory of Jerusalem they will gain 3 HP, otherwise they will lose 1 HP.*

## OVERPOPULATION

Each type of terrain has a maximum FV. Players cannot overcome these limits at will, but it may happen that these limits are overcome because of Events or Calamities. In this case an Overpopulation happened: all items in excess must be removed by the end of the turn and placed in the player's reserve.

Important note: everything that is loaded on a War wagon does not count for the overpopulation of the territory.

Terrain	FV limit
Plain	5
Wood	5
Hill	5
Desert	5
Mountain	5

Some technologies give bonuses: the plain capacity can be improved by AGRICULTURE (+5) and CROP ROTATION (+5), wood's capacity by HUNTING (+5), hill's capacity by FARMING (+5).

Settlement and buildings give a bonus to terrains:

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

## CONTESTED TERRITORIES

A territory where there are Armies of different players in combat against each other is contested. It is therefore not assigned to any player.

A territory where there are Armies of different players at peace with each other belongs to the player who owned it before the arrival of the other player's Armies. If this situation continues, you can place a player's tile for the owning player on the board as a memorandum.

When multiple players attack the same territory together, the territory is assigned by mutual agreement. If an agreement is not reached at the conquering, the territory becomes contested.

*Example: in a wooden territory (5) there is a Hamlet (+20) and a Tower (+5). There are 35 Armies in the territory, therefore there is an overpopulation of 5 FV of Armies, which will be eliminated at the end of the turn. The player who owns them chooses how.*

# VICTORY

Once the conditions established at the beginning of the game are reached, HP are calculated. Add to the owned HP (positive and negative) the following indicated in the table:

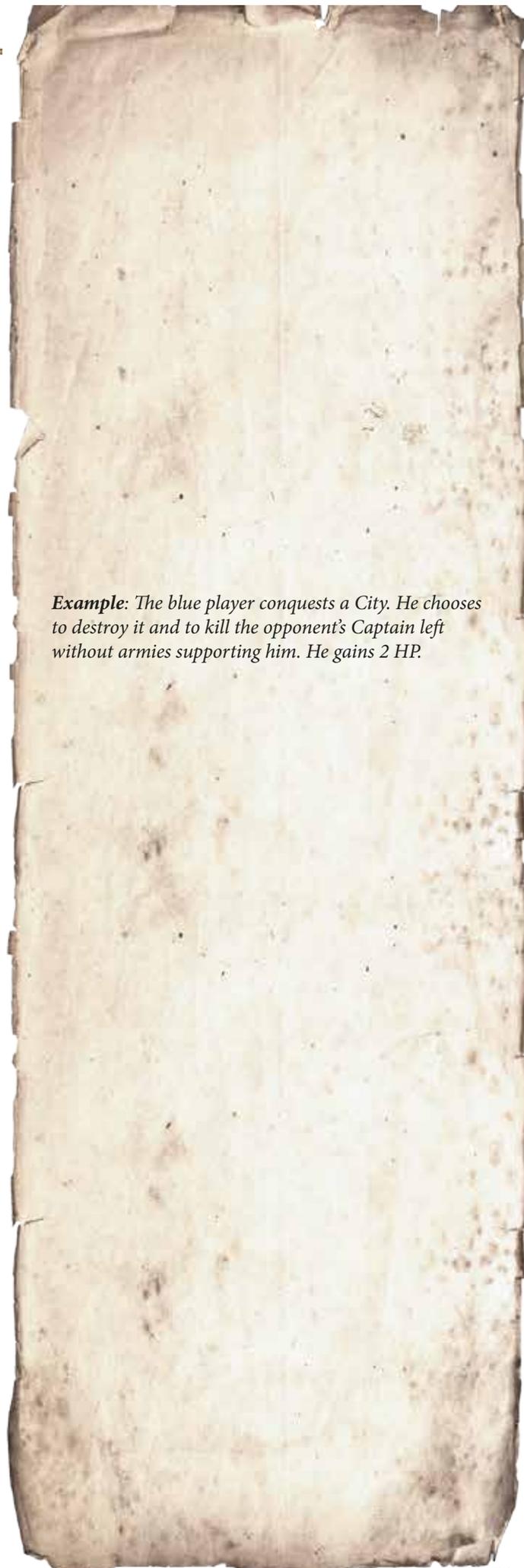
During the game you gain HP for:

Condition	HP
Destroying a Captain	1 x Captain level
Destroying a settlement	1
Destroying a Tower	1
Destroying a Fort	2
Destroying a Castle	3
Destroying a Cathedral of another religion/your own religion	2/-2
Reaching TL 2	1
Reaching TL 3	2
Diplomatic Actions	variable
Becoming Pope	1
Conquering Rome (non-Christian)	3
Reconquering Rome (occupied by a non-Christian)	3
Being excommunicated	-2
Taking part in a Crusade (Christian)	variable

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

Own a Small Kingdom	1
Own a Minor Kingdom	2
Own a Great Kingdom	3
Objective fulfilled	3
Every 1000 Florins	1
Owned Cathedral	1
Owned religious capital	2
Being the Pope	2
Owning Jerusalem	3

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



*Example: The blue player conquers a City. He chooses to destroy it and to kill the opponent's Captain left without armies supporting him. He gains 2 HP.*