

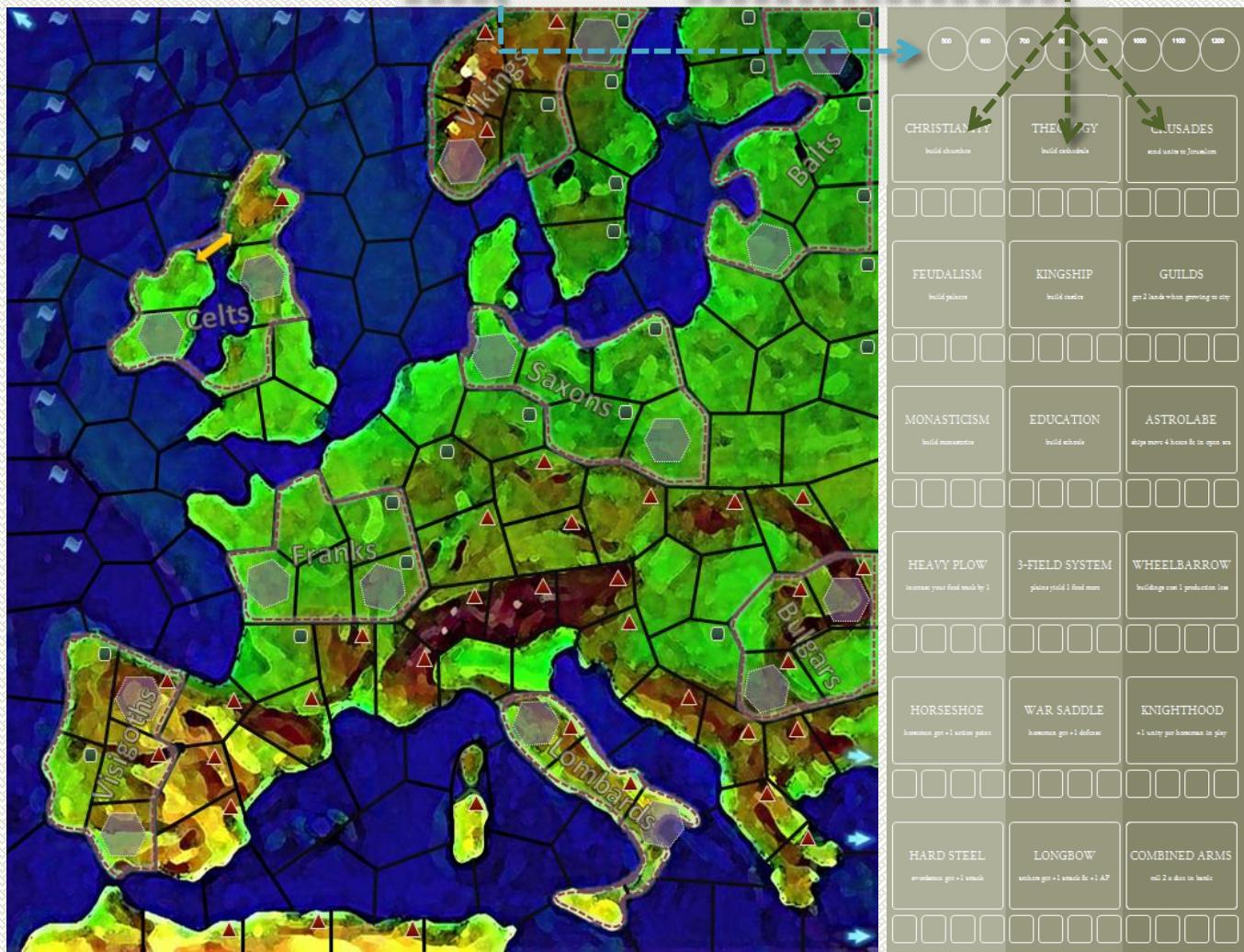
RISE OF THE KINGDOMS

RULES OF PLAY



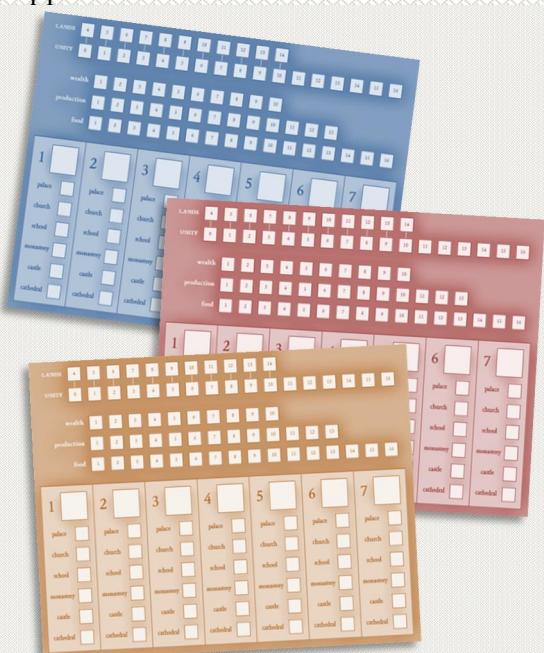
COMPONENTS

1 Game board of Europe with a timeline (8 rounds) and 18 inventions subdivided in 3 eras.

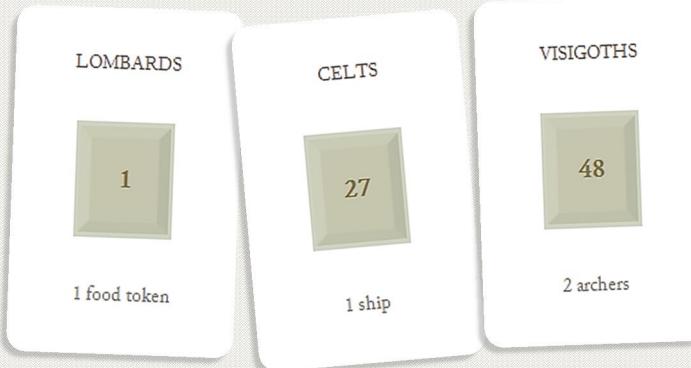


4 Kingdom boards (in 4 colors) with markings for lands, unity, supplies and the settlement sections.

LANDS	4	5	6	7	8	9	10	11	12	13	14
UNITY	0	1	2	3	4	5	6	7	8	9	10
wealth	1	2	3	4	5	6	7	8	9	10	
production	1	2	3	4	5	6	7	8	9	10	11
food	1	2	3	4	5	6	7	8	9	10	11
	1	2	3	4	5	6	7	8	9	10	11
palace											
church											
school											
monastery											
castle											
cathedral											



48 influence cards : with a nation, a number between 1 and 48 and an item on it at the bottom.



THE PLAGUE

A very contagious disease spreads over Europe.

Roll a die for every hex: the roll should be equal or higher than the number of units in this hex or remove a unit for each point the roll is lower than the amount of units.

PAPAL ELECTION

*The pope is dead!
Long live the pope!*

Designate a new pope.

15 fate cards: for global events

50 wooden cylinders: representing *production*

40 yellow octahedrons: representing *food*

27 cardboard coins: 16 silver coins (value=1), 10 gold coins (value=3) and 1 green coin as time marker

100 black cubes: for marking buildings, resources, unity and supplies on the kingdom boards

48 stacking cones (12 x 4 colors): to mark the size of the settlements on the kingdom boards

128 units token (32 x 4 colors): 48 swordsmen, 32 archers, 32 horsemen & 16 ships

100 resource cubes (25 x 4 colors): for marking inventions and lands

28 hexagonal settlement chits (7 x 4 colors): to locate the settlements

6 six-sided dice

1 pope piece/pawn

4 cheat sheets and 1 score sheet



HISTORICAL SETTING



The game is set at the dawn of what is called the 'Early' or 'Dark Middle Ages' right after the fall of the Roman Empire in 476 A.D. At that time Europe mainly consists of small nations and the 'pagan' beliefs are repulsed by Christianity.

This era ends right before the time for what is known as the 'Middle Ages': the rise of the city states, the crusades, gothic churches, chivalry from the 11th century on.

PURPOSE OF THE GAME

The purpose of the game is acquiring the most culture points for your kingdom after 8 rounds (centuries), from 500 A.D. to 1200 A.D.

There are a number of realizations for getting these culture points as seen on this table:

realization	points
influence card	1
building	1
land	2
faith level	x 3
ground unit	1
ground unit to Jerusalem	2
ship to America	4

As you can see in this table it's important to hold influence (cards), to be productive by erecting buildings, to explore for new lands, to be faithful and dedicated to God, to defend, conquer and expand your nation by sending troops to the borders of the map in order to be most advanced and glorious nation of them all! Read more about cultural points on page 17.

STARTING THE GAME

Choose a nation

Each player receives 10 influence cards and those cards are placed face up in front of the players so everyone can see them. Those cards are best grouped per nation. The player holding the card with the lowest value tells if he/she wants to play with the nation depicted on that card. If that player doesn't wish to play as the nation, he/she discards all cards of that nation in his/her set of cards. Then the player holding the second lowest of all cards visible (this can be the same player) chooses if this nation is the one he/she wishes to play with. It is in the interest of the players to choose a nation of which he/she holds many (or at least high) cards of a nation. If a player chooses a desired nation, all other cards of that same nation lying in front of the other players are removed. This way of selecting nations continues until every player has chosen a nation.

Receive bonuses

Each player then receives all the supplies (*wealth, production* and *food* tokens), units and/or inventions mentioned on the bottom of the influence cards of their nation. After this step, all the influence cards are put face down on a shuffled stack next to the game board. If one of the influence cards tells a player to draw influence cards (this is the case with the Franks and the Visigoths), that player may now draw as many cards as stated on that card and put it on the bottom of the stack.

Place tokens, units and cubes

Each player takes 2 hexagonal settlement chits (with numbers '1' and '2' on) and places them on the hexagonal spaces in the starting zone of their specific nation (outlined by red dashed line) on the game board.



Example of placement of settlements: '1' and '2' can be interchanged as one chooses.

Any received units from the influence cards are then placed along with 2 extra swordsmen on a hex inside their starting zone, either in an open field or onto a settlement but not more than 2 units on each settlement. The units are placed with their dark side face up.

The player then takes a kingdom board of his/her choice (orange, red, blue or green), takes 2 stacking cones of the same color and places them on the appropriate places (as shown on the picture). This means that both settlements are just villages for now (2 stacked cones represent a town and 3 stacked cones is a city). In the beginning of the game the settlement don't contain buildings yet.

LANDS	1	2	3	4	5	6	7
UNITY	1	2	3	4	5	6	7
wealth	1	2	3	4	5	6	7
production	1	2	3	4	5	6	7
food	1	2	3	4	5	6	7
1	2	3	4	5	6	7	8
palace	●	●	●	●	●	●	●
church	●	●	●	●	●	●	●
school	●	●	●	●	●	●	●
monastery	●	●	●	●	●	●	●
castle	●	●	●	●	●	●	●
cathedral	●	●	●	●	●	●	●

Now each player takes 4 resource cubes of his/her color and places them in the hexes surrounding the settlements, and depending on the chosen hexes (hills, plains, forests and seas) different supplies are yielded (see following table):

land	医疗卫生	生产	食物
hills	1		1
plains		2 (3)	
forests		1	1
seas	1	1	

hills (lands with a red triangle▲) yield 1 wealth token and 1 production token.

plains (lands with no specific icon) yield 2 food tokens or 3 with the invention of **3-field system**.

forests (lands with a green square■) yield 1 food token and 1 production token.

seas yield 1 wealth token and 1 food token.

To easily memorize the sum of all the supplies throughout the game, 3 black cubes are placed on the *production*, *wealth* and *food* tracks on the kingdom board indicating these sums. The total sum of the three tracks (*production*, *wealth* and *food*) is always 8 in the beginning of the game as 4 lands are to be chosen and each land yields 2 supplies (certainly in the beginning of the game).

To end, a black cube is placed on the first number on the LANDS track (=3) and a black cube is placed on '0' on the UNITY track.

LANDS	3	4	7	8	9	10	11	12	13	14					
UNITY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
wealth	1	2	3	4	5	6	7	8	9	10					
production	1	2	3	4	5	6	7	8	9	10	11	12	13		
food	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	2	3	4	5	6	7									
palace															
church															
school															
monastery															
castle															
cathedral															

Example of the start set up on a kingdom board

Receive one starting invention

Each player then receives one of the 6 inventions from the 1st era being the first column of the invention track (spanning 2 rounds: 500 and 600 A.D.) by rolling one of the 6-sided dies and putting a colored resource cube one of the four squares (one square for each of the colors/players) of the rolled invention, with '1' being **Christianity** and '6' being **hard steel**.

Example of an invention set up for 4 players.

	600	700	800	900	1000	1100	1200
CHRISTIANITY build churches							
							
THEOLOGY build cathedrals							
CRUSADES send units to Jerusalem							
FEUDALISM build palaces				KINGSHIP build castles			
GUILDS get 2 lands when growing to city							
MONASTICISM build monasteries				EDUCATION build schools			
ASTROLABE ships move 4 hexes & in open sea							
HEAVY PLOW increase your food track by 1				3-FIELD SYSTEM plains yield 1 food more			
							
WHEELBARROW buildings cost 1 production less							
HORSESHOE horsemen get +1 action point				WAR SADDLE horsemen get +1 defense			
							
KNIGHTHOOD +1 unity per horseman in play							
HARD STEEL swordsmen get +1 attack				LONGBOW archers get +1 attack & +1 AP			
COMBINED ARMS roll 2 x dice in battle							

TURN SEQUENCE

phase	actions
yield	choose inventions
	draw influence cards
	take supplies (- treachery)
expand	found & grow settlements
	build ships and buildings
	recruit ground units
clash	determine maneuver sequence
	move & battle
	draw fate card

The game is played in 8 rounds and every round is played in 3 phases with 3 actions each.

The first 2 phases are played simultaneously. In the 3rd phase, the maneuver sequence is determined so everyone plays in turns.

The green coin is used as the round marker (see previous page). After having drawn and executed the fate card, move the marker to the next round/century.

Phase 1: YIELD

This is the income phase where players receive inventions, influence cards, items from influence cards and supplies according to the lands they possess.

Choose inventions

Players may now take a resource token and freely choose an invention of the first era, other than the one they received during the start of the game.

For every following round players can choose then another invention from the current era or a previous one. An invention from the 2nd (700, 800 and 900 A.D.) or 3rd era (1000, 1100 and 1200 A.D.) can only be chosen if a player possesses the invention left from it.

For each 3 schools a player has built, he/she gets to choose an additional invention during this phase. Schools can be built if a player has the invention of education.

Inventions can also be acquired via influence cards. This is explained in the next section.

Draw influence cards

During this action every player draws 2 influence cards from the deck of influence cards from the influence card stack. For every **palace** on a player's kingdom board, he/she draws an additional influence card. Palaces can be built as soon as a player has the invention of **feudalism**.

Note that players can only hold up to 6 influence cards at the start of the game. The total amount of influence cards that a player can hold is increased by 1 for every **cathedral** in that player's kingdom and is increased by 2 for the player who's playing with the **pope** (more about the pope on page 14).

The supply/unit/invention written at the bottom of an influence card can be earned if the player's nation is mentioned on it. Players take this 'gift' immediately and if it's a unit, place it directly onto a settlement (not on an open space). Influence cards with different nations than a player's nation can also be used:

- ✓ if a player holds 3 cards of a participating nation, that player can copy an invention of that nation/player.
- ✓ if a player holds 3 cards of a non-participating nation, the player takes the 'gift' mentioned on the card with the lowest number.

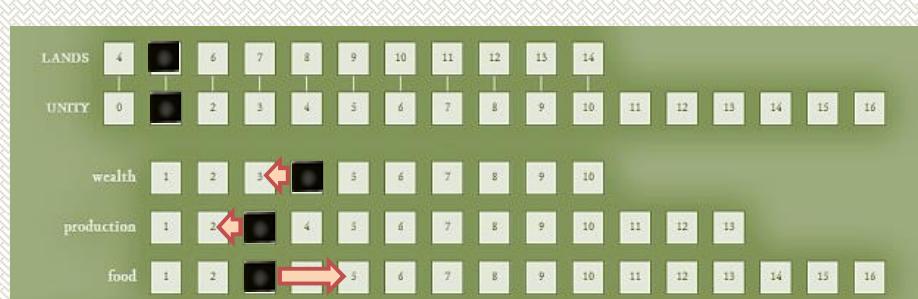
After having received their gifts, players put the used influence cards on a discard pile next to the game board.

use	effect of influence cards	which cards
receive	receive item	1 card of own nation
	copy invention of nation	3 cards of other player's nation
	receive item of lowest card	3 cards of non-player's nation
other	change surrounding land	any 1 card

On page 16 more usages of the influence cards are explained.

Influence cards can optionally be used at any time throughout the game to move resource cubes to another land.

This is useful to manage resources even better. *For example: a player may want to move a resource cube from a 'hill' adjacent to a certain settlement to a 'plain' surrounding that same settlement, by discarding any influence card from his/her hand. By doing this, this player shifts the black cubes of the production and wealth track one space to the left and moves the black cube on the food track 2 spaces to the right side.*



Take supplies (- treachery)

At this stage all players receive the amounts of wooden pieces (brown cylinders and yellow octagons) and coins according to where the black cubes are placed on the supplies tracks.

After having taken the yellow octagon food tokens, players then feed their people. So an amount of food tokens is then paid equal to the amount of stacking cones. In this example the player earned 6 food tokens and paid then 4 tokens to feed the citizens (= amount of stacking cones), thus the net amount is 2 food tokens.

Then the amount of treachery is defined: this is the amount of spaces between the black cube on the LANDS track and the one on the UNITY track. For that players have to give in an amount of coins (wealth) equal to this treachery value. If they cannot hand in more coins, food tokens need to be handed.

In this example the player has a treachery value of 2, meaning that he/she takes 2 coins (or optionally also food tokens) and removes it from his/her stock.



Phase 2: EXPAND

Found & grow settlements

To found a settlement (= a village) a ground unit needs to be on any land not adjacent to any other settlement. This unit is then sacrificed and a hexagonal chit is placed in the hex replacing that sacrificed unit. A stacking cone is placed on the kingdom board representing that settlement. As a result of that a resource cubes is placed on a land surrounding the newly found village. After having placed the resource cube, the black cubes on the supplies tracks need to be increased accordingly depending on the chosen land!!

settlement	requirements	land	units
found village	sacrifice 1 unit	+1	3
grow to town	4 food tokens	+1	4
grow to city	3 food tokens	+1*	5

To enlarge (or grow) a settlement, a player needs to hand over food tokens to upgrade to a town or a city. As a result of this upgrade, that player receives a new resource

cube ('+1' in the land column), which is placed around the upgraded settlement. A stacking cone is then stacked onto the other cone(s), to visualize the upgrade. With the invention of **guilds**, 2 resource cubes are earned for growing to a city instead of 1. A direct upgrade from a village to a city is not possible!

Another advantage of an upgrade is that larger settlements can hold more ground units. Players need to realize then that in the next TAKE SUPPLIES action phase they need to feed more citizens (i.e. total amount of stacking cones).

Build buildings

All players can now simultaneously give in as many of their production tokens (brown cylinders) in stock to build the buildings and ships (see next page). For each constructed building, players place a black cube on the appropriate space of their kingdom boards. Players are free to build any building in any settlement of their choice but with these conditions:

- ✓ no more than 1 building per settlement per round can be built.
- ✓ players can only build specific buildings if they have the right invention.
- ✓ villages can hold only 2 buildings, towns can hold 4 buildings and in cities all 6 buildings can be built.

settlement	buildings
found village	2
grow to town	4
grow to city	6

The features that the buildings have are explained in this table. The cost of the building (= amount of production tokens) is marked in the column with the tools-icon. The feature applies as soon as the building is built, except for the palace and school, where their features take effect in the YIELD phase.

building	🛠	feature
palace	3	draw one extra influence card [yield phase]
church	3	increase unity by 1
school	3	choose one extra invention per 3 schools [yield phase]
monastery	4	increase one supply by 1 +1 on plague die roll
castle	4	land units get +1 defense in settlement no pillaging
cathedral	4	increase unity by 1 hold one influence card more

The effect of most of the buildings is clear, except for the **monastery** and the **castle**.

monastery: * choose any black cube on one of the supply tracks and move it one space to the right
 * get +1 on the die roll, when the calamity fate card ‘the plague’ is drawn during the DRAW FATE CARD action phase for that specific settlement in which the monastery is built.

castle: * ground units get +1 on their defense value in the settlement in which the castle is present
 * lands surrounding the settlement with the castle, are protected from pillaging. Pillaging means that as soon as a foreign unit enters a land where there’s a resource cube, this cube must immediately be moved to another (free) land and the owner of the cube must discard an influence card, as if he/she would’ve deliberately moved his/her own resource cube (see MOVE RESOURCE CUBES action phase on p. 8).

SUPPORT

There’s still one more important rule about erecting buildings! Buildings cost 1 production token less as soon as if there’s at least one unit in your settlement. For example: building a palace, church or school in a settlement without units (i.e. no support) require 3 production tokens, while these buildings in a settlement with at least 1 unit present, require only 2 production tokens to get built. So, if there are more units in this settlement, the cost doesn’t decrease any further.

Recruit units

To recruit ground units, coins need to be paid. The value is marked top right corner of the dark side of the ground units: 1 coin for swordsmen and archers, and 2 coins for horsemen.

Ships are constructed by means of production tokens.

When placing new units on the board, bear 3 things in mind:

- ✓ Ground units are always recruited and placed in settlements; ships on a sea space adjacent to the settlement.
- ✓ Beware of the amount of units that a settlement or sea space can hold. Villages can hold up to 3, towns up to 4 and cities up to 5 ground units. Every sea hex can only contain 1 ship.
- ✓ Ground units are placed on the board with their dark side face up.

Phase 3: CLASH

Determine sequence

Before playing the MOVE & BATTLE action phase, the playing needs to be determined.

Therefore players choose at least one influence card and keep them hidden in their hands. As soon everyone has chosen, the cards are revealed. The card(s) are placed in front of the players and the player with the highest value or sum (in case of multiple cards) goes first. The second in row is the one with second highest value or sum and so on... In case of a draw, the player with the highest card goes as first.

In some cases a player can have no influence cards in his/her hands then this player is the last in the row. In the very rare case that 2 players have both no influence cards, they can roll dice to determine who goes first.

Action points

All 3 ground units have action points, determining how much they can move or battle in one turn.

Moving to a space requires 3 action points and attacking requires 4 action points. Defending doesn't require any action points. This AP-value is marked next to the 'flag' in the bottom right corner of the ground unit.

A swordsman (= 6 action points) can move 2 spaces or can attack once an adjacent space; it can never perform both actions during each round.

An archer (= 7 action points) can attack and move in the same round (and of course it can also move 2 spaces).

From the invention of **longbow** on, archers have then 8 action points instead of 7 and are then able to attack twice in the same round.

A horseman (= 9 action points) can move 3 spaces, attack twice or move once and attack afterwards. From the invention of **horseshoe** on, horsemen have 10 action points, meaning they can now move two spaces before attacking.

Number of units per space

Up to 5 ground units can be stacked on non-settlement lands (*plains, forests, hills*). This can be lower in settlements depending on the size of the settlement (see section RECRUIT UNITS).

On a sea space only 1 ship can be placed. And on a ship only 2 ground units can be stacked.

Travelling with ships

A ship can move over 3 sea hexes, but with the invention of **astrolabe** ships can move up to 4 spaces and sail into the oceans (= sea spaces marked by the wave icon ). In this way travelling to America is possible for scoring extra cultural points (see page 4: PURPOSE OF THE GAME).

More important rules about ships:

- ✓ Ships can cross other ships, but their movement should not end in the same space as another ship.
- ✓ Ships can't attack each other, nor can units hop/attack from one ship to another.
- ✓ The only way to destroy ships is by archers shooting at them.
- ✓ Ground units cannot board and leave a ship in the same turn.
- ✓ When ground units attack from a ship to land, they lose one attacking point per unit.

Close combat – please, relax and take your time to read through

The word ‘attacking’ in this game can mean 2 things: a ‘close combat’ or ‘shooting arrows’ (archers only). This section explains how to deal with ‘close combat’. In the next section ‘shooting arrows’ will be explained.

As soon as a unit moves to a space with an enemy unit, it is called a ‘close combat’. So, it requires 4 action points instead of 3. Moving to a non-enemy space is called a movement and takes up only 3 action points.

The attacking player can choose to perform an attack from one land only or with different units from different lands at the same time. The number of units attacking determines the number of dice to roll, but this number is restricted to 6. So if the attacker enters a land for close combat with more than 6 units, he/she rolls only 6 dice.

From these rolled dice the attacker takes the highest roll and adds to that the attack-values (figure next to ) of each of the attacking units. If the total of the attack is equal to the sum of the defense-values (figure next to ) of all the defending units, one unit gets wounded. Per difference of 6 more between the sum of attack (+ highest die) minus the total of defense an additional wound is inflicted. So, a difference of 6 means that 2 wounds are given and with a difference of 12, 3 wounds are inflicted. On the other hand, if the attack total is not higher than the defense total, no defending unit is wounded. The attacker choose which unit(s) get wounded. If the unit is on its dark side, it is flipped over to its weaker light side (= lower figures). If a unit on its light side is wounded, it gets killed.

If after this attack, there are still defending units alive, the roles of attacker and defender are interchanged. This means that the player, controlling the defending units, rolls the dice and makes the total with his/her attack values. The former attacker now becomes the defender, and adds up his/her defense values.

RETREATING

The fact that the attacker and defender role can be interchanged, allows the initial defender to retreat from combat, so only if it's his/her turn to act as the attacker. In other words, as soon as a player takes over the role as attacker, then only can he choose to retreat from combat.

But,... if the initial attacker retreats, the units are placed back in the land where the attack started from. On the other hand, if the defender retreats, he/she can choose any adjacent land to retreat to.

Units that retreated, lose all their action points This means that they cannot move or attack again during the same round, so remember well which units retreated.

If no player retreats, the roles are interchanged until one of both armies defeated the other.

After the close combat, the surviving units stay in the same land, unless they have remaining action points.

So, if for example a player attacked with 8 units in a city and wins the battle (with no casualties), those 8 winning units stay in the city. If none of those have enough action points to do an additional move, 3 of these units need to be removed from the board as a city can only contain up to 5 units!

Archers and shooting arrows – continue reading, almost there...

Archers are special... When they perform an attack they can shoot arrows at unit(s) an adjacent space. So they do not take part in a close combat. Due to this fact, the 'defending' player cannot defend at all, and so attacker-defender-roles are not interchanged! Thus, an attack with archers only consists of only one roll with the dice! Except for archers, who benefit from the invention of **longbow**: they can perform 2 attacks in one turn, but they cannot split up their arrow shooting actions to aim for 2 different targets.

Also here the attacker chooses which units take the wound(s). The same rules apply for shooting arrows as for close combat: if the difference between the sum of attack (+ highest die) minus the total defense is determining the amounts of wounds (equal = 1 wounds, a difference of 6 = 2 wounds and an difference of 12 = 3 wounds).

After the shooting, archers can still make a move (if they didn't move before of course) because they have 7 AP's.

Archers can shoot at naval units from coastal hexes and also while standing on other ships. Firstly the crew unit(s) get shot at, and then if there is no unit on the ship (anymore) while archers shoot arrows at the ship, this ship sinks, because ships have no defense.

RESPONSIVE ATTACK

If archers are being attacked as a result of a close combat, these defending archers get a free attack (which doesn't require action points) before the attacking units enter the attacked land, i.e. when the attack is declared. After this free shoot out, the regular close combat proceeds and the defending archers are now considered as any other ground unit taking part in a close combat.

In a sense, one could consider that attacking archers, results in a close combat where the defenders attack first!

Capturing settlements – last bit about the battle phase

If the attacking player won a battle against units within a settlement or the defender retreated from that settlement, this settlement is captured. The following happens:

- ✓ The losing player removes the hexagonal chit from the game board (this hexagonal chit is not lost and can be reused later when a new village is founded elsewhere). Also all the resource cubes are removed from the game board and the black cubes marking the buildings are removed from the kingdom board. This results in adjusting the corresponding tracks on the kingdom board (do this carefully to avoid mistakes).
- ✓ The level of the settlements drops by 1: a city becomes a town, a town becomes a village and a village gets destroyed and is removed from the board. As a result of this, 2 buildings are destroyed (the conqueror chooses which 2 buildings).
- ✓ The conqueror places then a hexagonal chit of his/her color on the same land, places (a) stacking cone(s) according to the level of settlement on his/her kingdom board and marks the remaining buildings on it. Don't forget to take the effects of buildings into account when adjusting the supplies tracks!!
- ✓ The conqueror takes now a resource cube for each stacking cone and places it on the game board and hence the resource tracks and supplies tracks get adjusted.
- ✓ Finally the conqueror shifts his/her unity track down by one (due to the agitation of the inhabitants).

Big combat example – finally!

Let's consider this setup (shown hereunder). This setup is played in one of the first rounds and both players haven't got any inventions to upgrade their units or built castles to give their units better defense in the settlements. 'Red' is the red player ;-) and 'Belle' is playing with blue. Red has a swordsman in his Viking settlement, 2 horsemen are stacked on a ship and 2 archers, of which one is wounded.

Belle has a Saxon settlement with 2 archers and 2 swordsmen, of which the wounded one is stacked on a ship

Before, in the maneuver sequence determination step Red chose 1 influence card with number '48' while Belle chose 2 cards with numbers '28' and '20'. As both their sums were equal, Red gets to move and battle first, because he played the highest card.

Red's intention is to invade Belle's settlement. If he would fare his ship to this space, his horsemen wouldn't be able to attack the settlement, because this would require 10 action points (move + move + attack = 3+3+4), whereas in this stage of the game horsemen only have 9 action points.

The best thing he can do is to fare his ship to the same space as Belle's ship...but of course no 2 ships can

be in the same space. So, Red chooses to shoot at Belle's ship to try to sink it and make place for his own ship. His wounded archer closest to Belle's ship attacks first. He rolls a '3', so his attack total is 4. This is higher than the defense value of the swordsman and this unit dies. Now the ship is unmanned and Red's second archer, who has 7 action points, is able to move one hex down and shoot at the ship. No dice roll is needed and the ship sinks. He moves his ship to the sweet spot and plans to perform 2 consecutive attacks



with his horsemen (4+4 action points)... He rolls with 2 dice: a '1' and a '2'. His attack total is then 8 (=3+3+highest roll)?!! The reason why the attack values of the horsemen became '3', is because they attack from a ship and so their attack value is reduced by one. So the difference is 5 between the attack total and the defense total and the swordsman only takes one wound (a difference of 6 would've meant 2 wounds, killing the unit). Now Belle takes the role as attacker in this combat, but she chooses to retreat her unit into the settlement. This is a very strategic choice of Belle, because if she would counter attack, Red would more easily win this and also the next battle.

The setup is now like shown on the picture on the left.

Anyhow, Red is obstinate and proceeds with the attacking plans. He moves his horsemen one space down to the village, but before he can perform the attack roll, Belle's archers are reacting and they get a responsive attack. She rolls a '2' and a '3' and so her attack total is 7 (=2+2+highest roll). This is 3 higher than the defense of the two horsemen together (=4) and they take 1 wound. Red flips one of the horsemen over and initiates the close combat. He rolls a '3' and a '4' so his attack total is 11 (= 4 + 3 of wounded horse + highest die roll). This is 7 higher than the defense of Belle's units (=2+1+1) and Belle's units take 2 wounds. Red chooses to kill the swordsman and wound one of the archers. Belle becomes the attacker and rolls '2' and '5'. Here attack total is 8, which is 4 higher than Red's defense (=2+2). Belle chooses to wound the wounded horseman again until it dies. Red becomes the attacker again, and continues his ambush and finally after some more dice rolling the settlement becomes captured, meaning it gets destroyed because it's a village. As a last action, he takes the archer that has only been shooting and because it has remaining action points, Red boards it on the ship.



Victory setup after the maneuver round of red

Fate cards

The top card is drawn from the shuffled deck of 15 fate cards (put face down). The card is read out loud and its effect takes immediate action. This card has a global effect and affects all players.

There are 9 calamity cards, 4 papal election cards and 2 war fever cards. Calamity and war fever cards need no further explanation; just read the cards and execute the effect. Papal elections on the other hand, need some more explanation and is described hereafter.

Papal elections and the pope

If this fate card is drawn, players vote for who gets the pope (pawn). Voting for the pope happens the same way as determining the playing sequence in the CLASH phase: the player with the highest (sum of) influence card(s) gets the pope. Unlike with the playing sequence determination, players are free to choose whether they vote or not! If none of the players wishes to vote, nobody gets the pope or the pope stays with the previous nation.

use	effect of influence cards	which cards
other	change surrounding land	any 1 card
	determine maneuver sequence	at least 1 card (sum of cards)
pope	vote for the pope	0 or more cards (sum of cards)
	nullify any maneuver from 1 unit	1 card per player per round

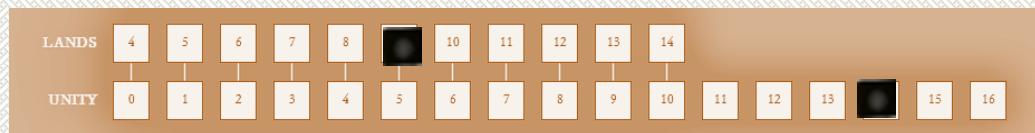
The player that acquired the pope receives immediately 2 influence cards and can now hold up to 2 influence cards more. That player is also allowed to nullify an attack or movement instantaneously of any one ground unit of any player by discarding an influence card from his/her hand. This can only be done once per round per player; so in a game of 4 players the pope can nullify 3 maneuvers per round (1 maneuver per player).

END OF THE GAME

The game ends as soon as the last fate card is drawn in the 8th round.

The culture points for every realization are then determined and written on the score sheet. In case of a draw the player with the highest amount of influence cards wins the game.

Be careful with the counting of the cultural points for **dedication**. Dedication is not the same as *unity*, and it's the opposite of *treachery*, so the amount of spaces between the cube on the LANDS-track and the UNITY-track



In this example the level of dedication is 9, so the player gets 27 cultural points.

The glowing blue arrows ➤ on the board mean that units can leave the board via these spaces, either to go on crusades to Jerusalem (ground units as ships) or to go on an exploration to America (ships only count).

Every unit that leaves the game board this way cannot be recruited again; they are left next to the board, close to the arrows in order to easily count the culture points at the end of the game.

RULES FOR 3 PLAYERS

As there are only 3 nations on the board, player's territories don't intersect as much as with 4 players.

To overcome this, the nation/influence cards of the Celts and the Vikings are removed from the stack, so players cannot choose for these 2 nations.

For later during the game those cards are shuffled back into the deck .

phase	actions
yield	- choose invention(s) - draw influence cards - take supplies (-treachery)
expand	- found & grow settlements - build buildings and ships - recruit ground units
clash	- determine maneuver sequence - maneuver (move & battle) - draw fate card

land	5	10	5
hills	1	1	1
plains		2 (3)	
forests		1	1
seas	1	1	1

building	5	feature
palace	3	draw one extra influence card [yield phase]
church	3	increase unity by 1
school	3	choose one extra invention per 3 schools [yield phase]
monastery	4	increase one supply by 1 +1 on plague die roll
castle	4	land units get +1 defense in settlement no pillaging
cathedral	4	increase unity by 1 hold one influence card more

realization	points
influence card	1
building	1
land	2
faith level	x 3
ground unit	1
ground unit to Jerusalem	2
ship to America	4

settlement	requirements	land	units	buildings
found village	sacrifice 1 unit	+1	3	2
grow to town	4 food tokens	+1	4	4
grow to city	3 food tokens	+1*	5	6