

 Philippe Mouchebeuf

 Katakana.

Rule Book

King England

Game Setup

1 Place the Map Board in a central location. The Map represents England in the Middle Ages and is comprised of six uniquely colored **Regions**.

Each Region contains two to four Cities. Cities are connected by Roads that allow Noble and Troop movements.

A Region includes the **Sea** bordering its coastline. Each Region's number (I-VI) is displayed near the Map edge.

Note: I=1, II=2, III=3, IV=4, V=5, VI=6.

Each Region belongs to one of 4 **Ecclesiastic Districts**, named after its Cathedral City 🏰:

The **Archbishopric of Canterbury** includes the South East.

The **Archbishopric of York** includes the North and Marches.

The **Bishopric of Norwich** includes the Midlands.

The **Bishopric of Exeter** includes the South West and Wales.

2 Sort and place the following markers on their designated spaces from top to bottom:

Robin Hood (not included in the base game), Heresy, Relic Victory Point, Prince of Wales, Order of the Garter, Royal Men-at-Arms, Royal Knights, French Crossbow, and Flemish Crossbow. **Note:** Components are listed on page 3.

3 Place the **Parliament** Card.



4 Shuffle all **Fortune and Disaster** Cards (blue angels and red devils backs) together and place face-down on the **Fortune & Disaster Draw Deck** space.



5 Place the **Lord Title** Cards (6) and the Ecclesiastic and Royal **Robe-Overlay** Cards (6) face-up on the **Titles** space.



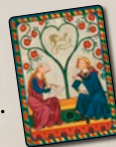
6 Players pick a color and take the respective Family Board, Family Screen, and all markers associated with its color. These markers form their Stockpile which they will pull from during the game. These include:

8 Knight, 12 Men-at-Arms, and 4 Archer Troop Markers, plus 3 Bombard, 2 Trebuchet, 1 Marriage Ring, 2 Vote, 3 Carrier Pigeon, and 2 Treasure Markers.

Each Player begins the game with **5 Shillings** hidden behind their Family Screen.

If playing with 2 or 3 Players, refer to 13.7 or 13.8.

7 **Character Card Deck:** Separate Male and Female Noble Cards into two piles. Shuffle them both and remove three cards from each deck from the game without looking at them. Then deal one card from each deck, one Male and one Female, to each Family Board to form the basis for each Family. Each player takes the Noble Standees that match their Family's two Nobles.



14 **Place Units:** Choose a Starting Player who receives the First Player Marker 🏰. In counter-clockwise order, beginning with the Player to the right of the Start Player, each Player chooses their Starting City in which they place:

1 Stronghold, 2 Knights, 2 Archers, 2 Men-at-Arms, and their 2 Noble Standees. The listed Troops are placed face-down.

Note: The Starting Player chooses and places last but will then take the first Turn in clockwise order.

15 Place the **Miniature Knight** Round Marker on Round 1.



12 **Excalibur:** Roll the d6 and place the Excalibur Marker in the matching numbered Region's Excalibur City.

13 **Relics:** Shuffle the four Relic Markers and randomly place one face-down on each of the four Cathedral Cities.

11 **Stockpiles:** Sort and place anywhere next to the Map Board:

Remaining Noble Standees



Strongholds/Fortified Cities



Abbeys/Royal Abbey



Mills



Invaders



Shillings (Money)



Battle Dice



d6 Die



10 Each Player draws two Retainers, reads both Retainers' abilities aloud, and then assigns one to each of their Nobles, placing them on the space to the right of each chosen Noble.

9 Shuffle the **Retainer** Cards and place them face-down on the **Retainer Draw Deck** space.



8 Shuffle the **Character Deck**, which includes the remaining Nobles, 2 Bishop and 2 Archbishop Titles, 3 Abbess Titles, 2 Mercenary, and 2 Burgher Cards. Place them face-down on the **Character Draw Deck** space.

Components



31x Character Cards



23x Retainer Cards



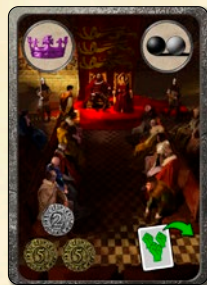
6x Lord Title Cards



16x Fortune Cards



9x Disaster Cards



1x Parliament Card

Royal & Ecclesiastic Titles' Robe-Overlay Cards



King



Queen



Queen Regent



3x Abbess



2x Archbishop



2x Bishop



4x Family Boards

4x Family Screens



6x Battle Dice
(3 white, 3 black)



1x d6



8x Trebuchets
(2x Player)



12x Bombards
(3x Player)



32x Knights
(8x Player)



16x Archers
(4x Player)



48x Men-at-Arms
(12x Player)



3x Flemish Mercenary Crossbows



3x French Mercenary Crossbows



2x Royal Knights



2x Royal Men-at-Arms



4x Invading Leaders
(1x Army)



20x Invading Foot Soldiers
(5x Army)



20x Noble Standees



12x Carrier Pigeons
(3x Player)



2x Heresy



4x Marriage Rings
(1x Player)



8x Votes
(2x Player)



12x Mills



1x Knight Round Marker



1x Excalibur



1x Prince of Wales



1x First Player Marker



8x Treasures
(2x Player)



1x Holy Grail Relic



1x Chasuble Relic



1x Skull Relic



1x Shinbone Relic



1x Relic VP



4x Compass



1x Royal Stronghold



9x Stronghold / Fortified City



4x Order of the Garter



3x Abbey / Royal Abbey



Shillings
25x 1, 20x 2, 16x 5



Game & Phase Overview

In FIEF ENGLAND, each Player leads a Family of Nobles in the Middle Ages Kingdom of England. A Family is made up of Noblemen and Noblewomen who strive for Royal and Ecclesiastic Titles. These Titles bring their Family power and the right to elect or be elected King or Queen of England.

When a Player controls all Cities in a Region that also contains a Stronghold, they may purchase that Region's Lord Title which is awarded to one of their Nobles. The Region is now considered a Fiefdom and the Noble is considered its Lord (this designation includes Lords and Ladies). Each Lord Title is worth 1 Victory Point (VP).

A Nobleman may also gain an Ecclesiastic Title of Bishop or Archbishop. A Noblewoman may gain an Abbess Title which gives her control of an Abbey. Each Lord, Bishop, and Archbishop Title gains the Family one Parliamentary Vote to enact a Royal Tax or to elect a King or Sovereign Queen.

Players receive income from the Cities, Mills, and Abbeys they control. Nobles with a Lord or Ecclesiastic Title can levy taxes on their Fiefdoms. Their income can be used to buy new Troops, Mills, Strongholds, and Titles. Income may also be used to bribe or help other Players!

Players gain control of new Cities by occupying them with Troops. If Troops from more than one Player occupy the same City, a Battle may take place.

The game ends once a Player has 3VPs or two Players, allied through marriage, have a combined total of 4VPs.



1.0 GAMEPLAY

Fief England is played for five to seven Rounds and ends when one Player (or a marriage alliance of two Players) has gained enough Victory Points (VPs) to win the game at the end of a Round.

Each Round consists of seven Phases during which Players execute each Action in clockwise order or simultaneously.

Pictured above is the Round Overview Chart.

Phase 1: Hear Ye, Hear Ye (Play **each** Action in Player order)

A - Announce Marriage Alliances (9.0) and/or

B - Elect a King or Sovereign Queen (9.1).

C - Convene Parliament to vote on a Royal Tax (9.2).

Note: Phase 1 is skipped on the first Round.

Phase 2: Draw & Play Cards (Play **each** Action in Player order)

A - Optionally discard any Cards in Hand (2.0).

B - Draw a Character Card and/or Fortune Cards (2.0).

C - Resolve Disaster Cards (2.4).

D - Play Character and Fortune Cards from Hand (2.6)

- Give, exchange, or sell Retainers to another Noble (2.12).

Ex: Action A - Each Player discards cards in player-order.

Action B - Then each Player draws cards in player-order.

Action C - Each Disaster Card is resolved in order.

Action D - Each Player plays any of their cards in player-order.

Phase 3: Collect Income (Collect simultaneously)

A - Each Player collects income in the form of Shillings for each City and Mill they control (3.0). They may also collect additional income from Fortune Cards (2.7) and Tax Cards (2.8).

B - Invaders on the Map reduce **all** Players' income by half (3.3).

Phase 4: Purchase (Play **each** Action in Player order)

A - Pay any Ransoms to free captured Nobles (7.7).

B - Purchase Troops (4.0), Buildings (4.2), and Fiefdom Titles (4.3).

Phase 5: Movement (Play **each** Action in player order)

Each Noble and their Troops may take up to two Moves (5.0).

Phase 6: Invaders (Play each Action in Region Number order)

A - Invaders already in England gain reinforcements (6.1).

B - New Invaders Land on English shores (6.2).

C - Invaders Move and Battle (6.3 & 6.4).

Phase 7: Battles (Play ALL Battles in Region Number order)

Opposing Troops in the same City can engage in Battle. Add up your Troops' Strength Points (SPs) to calculate how many Battle Dice you will roll (7.3).

A - Roll Battle Dice to determine total number of Hits (7.3).

B - Begin Siege (7.9).

End Round

A - If Round 5-7, determine if any Player has won the game (8.1).

- A Player wins with 3VPs.

- Two Players allied through marriage win with 4VPs.

B - If no Player has won, but it is the end of Round 7, then the Player or Allied Players with the most VPs win (8.4).

C - If no Player has the most VPs, then the one with the highest Titles wins (8.4).

If no Player has won and it is not yet Round 7, then remove all Disaster Cards from the Map, pass the First Player Marker clockwise, advance the Round Marker on the Round Track, and begin a new Round at Phase 1.

Phase 2: Discard, Draw, & Play Cards



Since no Titled Lords exist at the beginning of a game, a new game begins with Phase 2. Phase 1 will be covered later in the rulebook (9.0).

Note: Above is the Cards Row as pictured on the Map Board.

2.0 DISCARD AND DRAW CARDS

A Player may hold up to **3 cards in their Hand**.

Players may want new **Character** or **Fortune** Cards that could benefit them during play. In player order, each Player may Discard Cards and/or Draw Cards.

Discard Cards: Players discard some or all cards from their Hand, showing them to all Players. Character Cards are placed **face-up** on the bottom of the Character Draw Deck. Fortune Cards are placed **face-up** on the Fortune & Disaster Discard Pile.



Note: Once discarded, cards may not be inspected.

Note: Discarded cards are placed face-up under Draw Decks so that Players know when the deck is exhausted and needs to be reshuffled (2.1).

During the Discard Action, Players **may** play Opportunity Cards (2.6) they are holding instead of discarding them to lower their Hand card count.

Draw Cards: Draw new cards when finished discarding cards. A Player may draw up to **1 Character and 1 Fortune Card OR 2 Fortune Cards** into their Hand. They may never draw two Character Cards. Players may draw a card and look at it before deciding which type of card to draw next or if they want to draw another card. Drawing cards is not mandatory.

Ex: Dave draws a Fortune Card, looks at it, and then decides to draw a Character Card for his second draw.

2.1 DEPLETED DECK

When a Player wishes to draw a card but the corresponding deck is exhausted, shuffle any discarded cards and place as the new Draw Deck.

2.2 CHARACTER DECK

The Character Deck consists of 20 Noble, 3 Abbess Title, 2 Bishop & 2 Archbishop Title, 2 Mercenary Crossbowmen, and 2 Burgher Cards.

Noble Cards add new members to your Family. A Player can only have **3 Nobles** at any time on their Family Board.



2.3 FORTUNE & DISASTER DECK

This deck consists of **blue-backed Fortune Cards** and **red-backed Disaster Cards**.

If you wish to draw a Fortune Card but the top card is a Disaster Card, you must draw and place that top Disaster Card face-down on the leftmost open Disaster Cards Track space without looking at it. If all three spaces are filled, **any newly drawn Disaster Cards are immediately discarded**.

Note: Above is the Disaster Cards Track. It consists of three red Disaster Card spaces.

Drawing and placing Disaster Cards on the Disaster Track does not count towards the two card draw limit as they do not go into your Hand.

Ex: Kirsten begins Phase 2 with two cards in her Hand. She decides to discard a GOOD WEATHER Fortune Card from her Hand which she places **face-up** onto the Fortune & Disaster Discard Pile. She then draws a Character Card, looks at it, and places it in her Hand. She now wants to draw a Fortune Card for her second card. However the top card is a red Disaster Card. She draws this Disaster Card and, without looking, places it **face-down** on the first open Disaster Card Track space. The next card is also a Disaster Card. She pauses, because if she draws it, more harm could befall her or her allies. She decides to take the risk, drawing and placing it **face-down** on the second open Disaster Card Track space. Finally, a blue backed Fortune Card shows, which she draws, looks at, and places into her Hand. Her Turn is over.

It is Dave's Turn. He has a Hand of 3 cards and decides to discard two of them, both Noble Cards, which he places **face-up** at the bottom of the Character Draw Deck. He now wants to draw a Fortune Card, but the top card on the Fortune & Disaster Draw Deck is a red Disaster Card. He draws this Disaster Card and, without looking, places it **face-down** on the last remaining open Disaster Card Track space. The next card is again a Disaster Card. He draws it and discards it **face-up** onto the Fortune & Disaster Discard Pile, since the Disaster Card Track is filled up. He then draws a Fortune Card, looks at it and places it into his Hand. He then draws a Disaster Card and discards it. Finally he draws a second Fortune Card and places it into his Hand. His Turn is over.



2.4 RESOLVING DISASTER CARDS

Once all Players have finished discarding and drawing cards, the Disaster Cards are resolved one after the other from left to right.



The first Disaster Card is turned and the first Player rolls the d6 to determine which Region's Sea the Disaster Card is placed on.

Note: Each Sea is marked with a Roman Numeral.

A Disaster Card affects the entire Region, both Land and Sea. **Note:** Each Region's Land and Sea areas have similar background colors.

Ex: Kirsten reveals the leftmost Disaster Card - it is **FAMINE**. She now rolls the d6 for a 3 result and places the **FAMINE** Card on Sea III which is part of the Marches Region. The **FAMINE** affects all of the Marches' Cities for the remainder of this Round.

She then reveals the second Disaster Card - it is **STORMS**. She rolls a 6 on the d6 and places the **STORMS** Card on Sea VI which borders and is part of the South East Region. **STORMS** affect all of the South East's Cities and Sea for the remainder of this Round.

A Region cannot be affected by more than one Disaster of the **same type**. If this happens the second same Disaster is discarded. However, two **different types** of Disasters can affect a Region simultaneously.

Ex: Kirsten reveals the final Disaster Card - it is the **PLAGUE**! She rolls a 6 on the d6. The **PLAGUE** Card is placed on Sea VI next to the **STORMS** Card. This is going to be a tough Round for the South East Region and its people.

No Disasters on Round 1

On Round 1 of the game, no Disasters take effect. Instead, the Disaster Cards are placed on the Sea area of the designated Region. During the second Round's **Phase 2 - Cards**, the Round 1 and any newly placed Round 2 Disasters are all activated.

2.5 DISASTER CARDS

Disasters affect the Nobles and Troops of all Players in the Region they are played on.



The bottom of each card shows the Disaster Card's red identifier image on the left side and then the card's effects when played.

PLAGUE



All Armies in each City of the affected Region automatically lose half of their Troops, rounded down (including Invaders 6.2). Knights, Men-at-Arms, Archers, and Crossbows are counted together. The owning Player decides which Troops are removed. Bombards and Trebuchets are not affected by the Plague.



For each Noble in the Region, roll the d6. A result of 1 - 3 results in that Noble's death!

Ex: George has an Army in a City hit by the **PLAGUE**. His Army includes 3 Men-at-Arms and 2 Knights, totaling 5 Units. He must remove 2 Troops (5 divided by 2, rounded down). He decides to remove 2 Men-at-Arms. In another City, he has only 1 Men-at-Arms. 1 divided in half and rounded down, equals 0. So he does not remove the Men-at-Arms from this City.

Note: Concentrated populations helped spread the Plague. The more Troops there are in a City, the more losses the Player can suffer from the Plague.

Nobles, Troops, and Invaders entering a **PLAGUE** Region must immediately roll to see if they die. Any Nobles, Troops, or Invaders leaving and re-entering the same **PLAGUE** Region do not roll again.

A Noble and Troops moving from a **PLAGUE** Region into an **adjacent** **PLAGUE** Region do not roll again.

New Troops placed in the Region during Phase 4 - Purchasing are not affected by the **PLAGUE**. **Note:** These new Troops are considered to be recruited from Plague survivors.

New Nobles played from a Player's Hand onto their Family Board during **Phase 2 - Cards (2.11)** are not affected by the **PLAGUE** if their Standee is placed in the Region.

Disaster Cards remain in effect until they are removed and discarded to the Fortune & Disaster Discard Pile at the end of the Round (2.10).

STORMS



No movement is allowed within or into/out of the affected Region and applies to all of its Cities and Sea.



No battles are allowed in the Region.



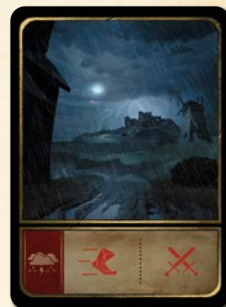
GOOD WEATHER (2.7) played on a **STORMS** Region cancels the **STORMS** and both cards are discarded.



BOUNTIFUL HARVEST (2.7) may **not** be played on a **STORMS** Region.



REBELLION (10.1) and **PASSAGE** movement (10.2) are not affected by **STORMS**.



FAMINE



Mills in the Region do not produce during **Phase 3 - Income**.



BOUNTIFUL HARVEST (2.7) played on a **FAMINE** Region cancels the **FAMINE** and both cards are discarded.



GOOD WEATHER (2.7) may not be played on a **FAMINE** Region other than to cancel **STORMS**.



FAMINE can cause a **REBELLION (10.1)**.



INVADERS

INVADERS represent powerful mainland European Armies and non-player English Armies that are invading your lands!

If a **STORMS** Card is on the same Sea Region as **INVADERS**, the **INVADERS** remain at sea and are not placed until the **next** Round with no **STORMS (6.2)**.

INVADERS land on the Region's Port City during **Phase 6 - Invaders**.

Round 1 **INVADERS** Cards remain at Sea and Invader Armies are **not** rolled for and landed until Round 2 (6.2).



2.6 PLAYING CARDS

Once all Disasters have been resolved, each Player, in Turn order, may play any or all of their Character and Fortune Cards. These Cards, with the exception of Opportunity Cards, **must be played now** or held to play in a **future** Round's Cards Phase.



Opportunity Cards (10.0, 11.0) are marked with a lightning symbol and may be **played at any time** during the game, except during the Draw Cards action in **Phase 2** (2.0). An Opportunity Card effect interrupts the current Action and is resolved before play continues.

2.7 FORTUNE CARDS



The bottom of each card shows the Fortune Card's blue identifier image on the left side and then the card's effects when played.

BOUNTIFUL HARVEST (2 Cards)

BOUNTIFUL HARVEST can be played on **any** Region of your choice **without** STORMS.



BOUNTIFUL HARVEST played on a FAMINE Region cancels the FAMINE and **both** Cards are discarded.

If a Region has **no** FAMINE, place the BOUNTIFUL HARVEST on its Sea area.



Players now receive an additional +1 Shilling income for each Mill and/or Abbey they control in this Region during Phase 3 - Income.

Note: Mills located in a City under siege generate **NO** income (7.9).

Ex: A BOUNTIFUL HARVEST Card is played on the Marches Region that has a FAMINE Card. The BOUNTIFUL HARVEST and FAMINE Cards cancel each other out and are discarded. The FAMINE and BOUNTIFUL HARVEST do not occur.

GOOD WEATHER (2 Cards)

GOOD WEATHER can be played on **any** Region of your choice **without** FAMINE.



GOOD WEATHER played on a STORMS Region cancels the STORMS and **both** cards are discarded.

If a Region has **no** STORMS, place the BOUNTIFUL HARVEST on its Sea area.



Players now receive an additional +1 Shilling income for each Mill and/or Abbey they control in this Region during Phase 3 - Income.

GOOD WEATHER is an Opportunity Card and can also be played during other Phase (2.6).

Ex: Kirsten plays GOOD WEATHER on a Region an Opponent occupies that is burdened with STORMS during Phase 5 - Movement. The STORMS and GOOD WEATHER Cards are both discarded. She can now immediately invade her unprepared Opponent's Region since the STORMS are no longer there!

2.8 TAX (5 Cards)

Tallage and Tithe



Tallages were taxes enacted in the 12th century by Lords on their vassals in exchange for the use of the Lord's lands and protection.



Tithes were taxes imposed by the Church, which collected one-tenth (or more) of all agricultural and product income.



A TAX Card can be played to Tallage a Lord's own Fiefdom **and/or** to Tithe a Bishop's/ Archbishop's own Bishopric/Archbishopric, even if that Lord is in captivity!

The TAX Card is placed on the Region's Sea. To activate a Tax the Player must place one of their **Treasure Markers** (11.3) onto the Card's specific Tax Icon. The TAX Card and Markers remain until the end of the Round.

Taxed Regions are **susceptible to REBELLION** (10.1).

Tallage can be played by:

- A Lord on **their own** Fiefdom, or
- The King or Sovereign Queen **on any** one ungoverned (4.3) Region (the King need not control any of its Cities).
- During Phase 3 - Income, the Player receives: 2 Shillings **for every City** in the Fiefdom or Region during the Income Phase, even Cities controlled by **other Players**.

Ex: George plays a TAX Card on his South East Fiefdom. He controls 3 of the Cities and David controls 1 City. During the Income Phase, George will receive 8 Shillings (2 x 4 Cities). David will receive **NO** income for the City he controls.

Tithe can be played by:

- A Bishop or Archbishop on **his own** Bishopric/Archbishopric.
- During Phase 3 - Income, the Player receives: 2 Shillings **per Mill** plus any additional Shillings due to BOUNTIFUL HARVEST and/or GOOD WEATHER affecting the Region. Players that actually control the Mills gain nothing.

Ex: One of Kirsten's Family members is the Archbishop of Exeter which includes the Regions of South West with 3 Mills - controlled by Dave, and Wales with 1 Mill - controlled by George. She plays the TAX Card to Tithe the Archbishopric, placing a Treasure Marker on the Tithe icon. Dave had played a GOOD WEATHER Card on the South West to increase his Mill incomes by 1 Shilling.

Kirsten will collect 9 Shillings from Dave's 3 Mills and 2 Shillings from George's 1 Mill for a total of 11 Shillings. Dave and George will collect **NO** Shillings from these Mills this Round.

2.9 PLACING MULTIPLE FORTUNE CARDS

Multiple different Fortune Cards may be played in the same Region. But each type of Fortune Card **may only be applied once** per Region every Round.

Ex: George plays a BOUNTIFUL HARVEST on his Marches Fiefdom. His ally Dave offers to play a GOOD WEATHER Card on the Marches, if George pays him 1 Shilling via Carrier Pigeon (2.15). They agree, Dave plays his GOOD WEATHER on the Marches and George successfully sends Dave 1 Shilling via



Carrier Pigeon. He will now gain the added Mill income from both Fortune Cards. Note: Dave could have just played GOOD WEATHER on George's Fiefdom without the optional Shilling negotiation.

Ex: A STORMS Card has hit Dave's South West Fiefdom. He happens to have two GOOD WEATHER Cards in his Hand. He plays the first one to cancel the STORMS, both of which are immediately discarded. He then places the second GOOD WEATHER Card on the Fiefdom's sea so that his Mills produce more income this Round. If there had been no STORMS in the Fiefdom, David could not have played the second GOOD WEATHER Card on it.

2.10 DISCARD DISASTER & FORTUNE CARDS

Cards placed on the Map are discarded **end** of the Round (8.0).

Playing Character Cards (2.2)

2.11 NOBLES

Playing a Noble Card allows the Player to gain a new Family member. A Player is limited to 3 Nobles in their Family. They may hold additional Noble Cards in their Hand. New Nobles may only be placed during Phase 2 - Cards (2.6).



A new **Noble** Card is placed in an open space on their Family Board. Then the Noble's Standee is placed in the Player's:

- Stronghold (4.2) or Fortified City they control, even if under siege, or
- City occupied by another of their Nobles, or
- Any City they control, or
- Any empty Independent City or Allied Player controlled City.

The new Noble is ready to play.

Note: Nobles may occupy a City without Troops but then are vulnerable during a REBELLION (10.1) or Battle (7.6).

2.12 RETAINERS

When a new Noble is placed on its Family Board, a Retainer is drawn from the **Retainer Deck** and placed on the space to the right of the newly placed Noble Card.



The Retainer is linked to their Noble and accompanies them everywhere. The Noble gains their Retainer's abilities. Once the Retainer's ability is used, the card is marked as **Spent** by turning it face-down until the End Round actions (8.0). Some Retainers are removed from the game when used and their Noble **does not** draw a new one.

Ex: Shown is Lady Alienor's Retainer, Mata. She blends in with the rest of the household servants - the perfect spy! Once per Round, you may exchange a Card of your choice from your Hand with a randomly drawn Card from another Player's Hand.

When a Noble dies, their Retainer is removed from the game.

Summary Sheet: Retainers are explained on the Summary Sheet. Some have special rules that supersede the Rulebook.

Exchange Retainers

Nobles may give, exchange, or sell their Retainers to any other Noble (theirs or another Family's) during **Phase 2** and this does not require a Pigeon (2.15). A Noble may have only one Retainer.

Ecclesiastic Titles

Players may place Abbess, Bishop, or Archbishop Title Cards under their Nobles or Nobles allied by marriage.

2.13 ABBESS (3 Cards)

An ABBESS Card is played to establish a new Abbey. It is placed under a Family Noblewoman who is appointed its Abbess.

Only an **unmarried** Noblewoman can be appointed Abbess with an ABBESS Card.

Ex: Lucia is appointed Abbess of the Autumn.

Her Noble Card has the Abbey of the Autumn Card placed off-set underneath it and the Abbess Title's Robe-Overlay Card on it.



The respective Abbey Tile is placed in a Family Controlled or an Independent City which **has NO** Stronghold or Fortified City.

A **Royal Abbey** is founded by an Abbess who is a member of the Royal Family.

Royal Moves - During Phase 5 - Movement, the Royal Family, their Royal Guards (13.1), and both of their Families' Nobles (with NO Troops) can travel to the Royal Abbey (2.13) from **ANY** City for a total cost of 2 moves.

Abbey's Powers and Effects

- Protects Nobles from REBELLION (10.1), but not Troops.
- Protects Nobles from the PLAGUE (2.5), but not Troops.
- Protects Nobles from the JUSTICE (10.4).
- If affected by FAMINE (2.5), visitors in the Abbey still generate income (3.1).
- The Abbey and its Mill are not subject to Tithes (2.8).
- Mills here and in adjacent Cities earn an additional +1 Shilling.

Abbess' Powers and Constraints

- An Abbess receives the revenues of the Abbey and Mill located in the City.
- An Abbess can attempt to quell a REBELLION (10.1) and initiate a Church Intervention against Invaders (6.10) in the City she occupies.
- To marry or stand for Election (9.1) as Queen, an Abbess must ask the Bishop or Archbishop (depending on the Region in which her Abbey is located) for permission to relinquish her Title. If they agree, the Abbess loses her Title. The King or Queen can immediately give this Title to any non-married Noblewoman of their choice, otherwise the Card is returned to the 'Lord Titles' Deck.
- An Abbess can manage several Abbeys.
- An Abbess can also be a Fiefdom Lord (4.3).

Battle Phase

If the Abbey is attacked and loses the Battle, the Abbey may be pillaged. A pillaged Abbey is destroyed and removed from the Map. Pillaging earns the Attacker 10 Shillings, as well as any Relics in the Abbey which are placed on the Noble's Card (12.0).

The Noble leading the Pillage is marked with the **Heresy** Marker and is susceptible to JUSTICE (10.4).

Destroy and Rebuild Abbey

An Abbey may be destroyed by Invaders (6.5), Pillaging (7.10), or a REBELLION (10.1). But the Abbey can be rebuilt in any City, free of charge, by its Abbess during the next Purchase Phase.

2.14 BISHOP/ARCHBISHOP (4 Cards)

Playing one of the BISHOP or ARCHBISHOP Cards allows the Player to bestow that Title on one of their non-married Noblemen who is not a Captive. That man can only hold one religious title at a time.

Ex: Godfrey is appointed Archbishop of Exeter. His Noble Card has the Bishop of Exeter Card placed off-set underneath and the Bishop Vestment over it.



England is divided into 4 **Ecclesiastic Districts**:

- Bishopric of Exeter, includes the South West & Wales Regions.
- Archbishopric of York, includes the Marches & North Regions.
- Bishopric of Norwich, includes the Midlands Region.
- Archbishopric of Canterbury, includes the South East Region.

Constraints and Powers

Bishops and Archbishops :

- Cannot marry or be elected King.
- May Tithe the Bishopric or Archbishopric they govern (2.8).
- Can attempt to quell REBELLIONS (10.1).
- Can attempt to intervene an Invasion (6.10).

Bishops and Archbishops may also be Fiefdom Lords (4.3).

Note: An Archbishop Title can be played on Noble with a Bishop Title, by replacing and discarding his Bishop Card.

2.15 CARRIER PIGEON (3 per Player)

Carrier Pigeons can be played at **any time** during the game.



In the Same City, any number of Shillings and Cards can be exchanged with another Player.

The Players can exchange information, Shillings, and Cards. The Players must stay within their 3-card Hand-limit.

In Different Cities, 1 Card and/or multiple Shillings can be given by a Noble in a Stronghold, Fortified City, or Abbey to another Player's Noble located in a different Stronghold, Fortified City, or Abbey.

- Put what you want to give the other Player in front of you and place your Carrier Pigeon Marker on top these.
- Announce to which Noble it is to be sent.
- Roll the **d6** with the following results:
 - 1-5**: The Carrier Pigeon arrives at its destination and you give that Player the specified Card and/or Shillings.
 - 6**: The Carrier Pigeon has gone astray. Any Card sent is discarded and any Shillings sent remain with the sender.

No matter the result, the Carrier Pigeon is removed from the game.

At this point, you or the other Player may decide to send another Carrier Pigeon, keeping in mind that each of you only have 3 Carrier Pigeons available for the entire game.

Phase 3: Income

Money is represented by Bronze 1 Shilling, Silver 2 Shilling, and Gold 5 Shilling coins.



Players Collect Incomes

Collect Shillings from the sources listed below. Note: Experienced Players may collect their incomes simultaneously.

3.0 LORD INCOME

- 1 Shilling for each Controlled City that is not under siege (7.9).
- 2 Shillings for each Mill/Abbey in a Controlled City.
- +1 Shilling for Mills/Abbeys in Regions affected by BOUNTIFUL HARVEST and/or GOOD WEATHER (2.7).
- 2 Shillings for the Queen's Title.

Income is **not collected** from a Besieged City's Mills and Abbeys (7.9) or Mills in FAMINE Regions (2.5).

3.1 ABBEY INCOME

Each Abbey collects:

- 2 Shillings for each Abbess and Lord present in the Abbey.
- 3 Shillings for each Royal Family Member in the Abbey.
- 3 Shillings for each Relic present in the Abbey.
- 3 Shillings if Excalibur is present in the Abbey.
- +1 Shilling extra income for the Abbey's City Mill and each Mill in Cities connected by Road and directly adjacent to the Abbey City, regardless of the owner.

Note: During FAMINE, visitors listed above still generate income.

3.2 TAX INCOME

- A **Tallage** (2.8) gives the taxing Lord 2 Shillings per City in the Fiefdom (even if controlled by another Player).
- A **Tithe** (2.8) takes the 2 Shilling per Mill income away from the Players that control the Mills and gives it to the taxing Bishop/Archbishop Player.

Abbeys and their Mills are not affected by a Tithe.

Once all Players have collected their income, the Fortune cards are removed from the Map.

3.3 INVADERS PRESENT

If Invaders are present **anywhere** in England, the Income Totals of **ALL** Players are **halved, rounded up**.

Ex: Invaders landed in the Marches last Round. The Marches Fiefdom normally generates an 8 Shilling income for George. But the Invaders cause his income to drop from 8 to 4 Shillings. Dave controls Wales which generates an income of 7 Shillings. His income drops to 4 Shillings ($7/2 = 3.5$) rounded up.

3.4 SCORCHED EARTH

Once you have collected your income, you may destroy your own Mills for an additional +2 Shillings for each **destroyed** Mill. You may do this to prevent the Mills from possibly being taken or destroyed by an enemy later in the Round. Or you may just need money to buy more Troops in Phase 4 - Purchasing.

Phase 4: Purchasing

Ransoms (7.7) are paid and Captives are freed before any Player purchases.

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

4.0 TROOPS



Men-at-Arms cost 1 Shilling each, add 1 Strength Point in Battle, and take 1 Hit to defeat. *Men-at-Arms were foot soldiers in the service of a Noble, Bishop, or Fortified City.*



Archers cost 2 Shillings each, add 1 Strength Point in Battle, Projectile Attack (7.2), and take 1 Hit to defeat. *Archers changed medieval warfare, often taking away the Knights' battlefield supremacy.*



Knights cost 3 Shillings each, add 3 Strength Points in Battle, and take 3 Hits to defeat. *Knights were Noble mounted warriors.*



Bombards cost 3 Shillings each, can move with an Army, roll 1 Battle Die **each** during Projectile Attacks, and are destroyed after a Battle. *Bombards fired large round stone projectiles at the walls of an enemy Fortified City.*



Trebuchets cost 5 Shillings each, may not be moved, always roll 2 Battle Dice **total** (+1 if two are firing), and are only destroyed after a Battle. *Trebuchets were Siege Engines that launched projectiles through a counter-weight system. They were replaced by Bombards once gunpowder became widely available.*

Newly purchased Units are pulled from the Player's Family Board Supply and placed on Cities, Strongholds, Fortified Cities, or Abbeys controlled by the Player.

There is no limit to how many Units a City can hold. However, during Phase 4 - Purchasing, the Player can **only add up to four newly purchased Units to each City.**

*Ex: David controls the City of Bristol with Lord Henri, 4 Men-at-Arms and 3 Knights. He wants to reinforce this Army. He purchases 3 Men-at-Arms and 2 Knights for a total cost of 9 Shillings (3 x 1 + 2 x 3). He can place only 4 new Troop Markers in a City. He decides to place 2 Men-at-Arms and 2 Knights in Bristol and his last Men-at-Arms in another City. The **Bristol** Army now consists of 6 Men-at-Arms and 5 Knights.*

4.1 FOG OF WAR

Players must announce and show the Troops they are buying. They then secretly place these Troops face-down on the board, concealing their type. Players only reveal their Troops at the start of a Battle.

4.2 BUILDINGS AND MILLS

There can be **only one Building** (Stronghold, Fortified City, or Abbey) **plus one Mill**, per City. A Building and/or a Mill are placed on or next to a City controlled by the Player.



Strongholds costs 5 Shillings each and penalize attacks against the Stronghold's City by removing 1 of the Attacker's Battle Dice (7.4). Control of Strongholds can change, but they can only be destroyed by a REBELLION (10.1) or Invaders (6.5).



Mills cost 3 Shillings and produce 2 Shillings income per Round.

After collecting your Mills income in Phase 3, you may destroy some of these Mills to gain another 2 Shillings per Mill. (3.4).

A Mill can also be destroyed by Invaders (6.5), Players Pillaging (7.10), or a REBELLION (10.1).

Reminder: If an Abbey has already been placed in a City, no Stronghold may be built there. Only 1 Building is allowed per City, no matter which.

4.3 FIEFDOM LORD TITLES (Duchy, County and Barony)

Female and Male Family members may become **Lord** of a Region they control. A Player can purchase a Lord Title if they control all Cities in the Region and at least one of these Cities contains a Stronghold.

The cost to purchase a Fiefdom Lord Title is **2 Shillings** per City located in the Region.

- A 4 City Region is a Duchy and its Title costs **8 Shillings**.
- A 3 City Region is a County and its Title costs **6 Shillings**.
- A 2 City Region is a Barony and its Title costs **4 Shillings**.

Ex: The Barony of The Marches has 2 Cities:

- **Berwick**
- **Durham**

It costs 2 Cities x 2 = 4 Shillings to purchase its Title.



Governed: Place the Fiefdom's Title Card offset under your Family's Noble of choice, showing the Title Crown. This Region is now governed and referred to as a **Fiefdom**. It is **worth 1VP** towards winning the game.

4.4 FORTIFIED CITY

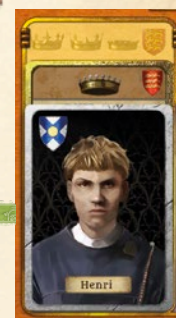


The Player chooses a Stronghold in their newly governed Fiefdom and flips the Stronghold Tile over to its **Fortified City** side.

*Note: Fortified Cities **cannot be purchased**. They are only created when a new Fiefdom Title is acquired. A Fiefdom may never have more than one Fortified City.*

4.5 KING'S WILL

If there is a King or Sovereign Queen, they may choose to give an unclaimed Fiefdom Title to any Noble at no cost during this Phase, if that Noble's Family controls all of the Cities in the Region and at least one of these Cities contains a Stronghold.



4.6 MULTIPLE TITLES

A Noble can have several Titles and usually keeps them until they die. **Ex:** Lord Henri, **Duke of the Midlands**, **Baron of the Marches**, and **Archbishop of Canterbury**.

If a Lord has several Fiefdom Titles, they may transfer one of their Fiefdom Titles to another Noble in **their own** Family during the Purchase Phase, but the Lord must keep the Title of the largest Fiefdom for themselves. Largest to smallest Title order:

Duchy > County > Barony

4.7 FIEFDOM TITLE LOST

If another Family gains control of a Fiefdom's Fortified City, they take that Fiefdom's Title for themselves, bestowing it to one of their Family's Nobles.

4.8 DEATH OF A NOBLE

When a Noble dies (Battle (7.5), REBELLION (10.1), ASSASSINATION (10.3), JUSTICE (10.4), or PLAGUE (2.5), their Character Card, Standee, and Retainer are **removed from the game**.

Fiefdom Title: If the dead Noble had a Fiefdom Title, it is transferred to another available Noble in their Family.

If the Lord was the last living Noble of the Family and they happen to be married to a Noble of another Family, the Fiefdom Title is given to their **spouse**. If Troops are in the Fortified City of the Fiefdom whose Title is given to a spouse, then all of these Troops are exchanged with equal Troops of the spouse's Family, up to the number available.

If the Lord was the last living Lord of the Family and they were not married, the Fiefdom Title is placed back on the Titles Deck.

This Title can be recovered (at no cost) by this Family as soon as a new Noble is born (2.11) if the Family still controls the Fiefdom's Fortified City.

Ecclesiastic Title: A Bishop, Archbishop, or Abbess Title is discarded. Then all cards in the Character Deck are reshuffled.

An associated Abbey on the board remains in place.

4.9 THE ROYAL STRONGHOLD

The Royal Stronghold costs 5 Shillings.

The Royal Family (*Definitions*) can build this Stronghold in **ANY** Independent City or a Controlled City located in an ungoverned Region.



However, if a City is part of a Fiefdom, its Lord **must give their consent** for the Royals to proceed with their Royal Stronghold construction.

Placing a Royal Stronghold gives the Royal Family control of the City, which is **no longer** part of its Region. The remaining Cities in that Region can become a Fiefdom with the same Title Cost (4.3), but which will not include the Royal Stronghold City. Only the Royal Family can place new Nobles/Troops in their Royal Stronghold.

If the Sovereign changes, the Troops in the Royal Stronghold change sides. Replace these with the new Sovereign's Troops (as available).

During Phase 5 - Movement, the Royal Family, their Royal Guards, and both of their Families' Nobles (with NO Troops) can move to the Royal Stronghold from **ANY** City for a total cost of 2 moves.

The Royal Stronghold can be destroyed by a REBELLION (10.1) or Invaders (6.5). It cannot become a Fortified City and becomes a normal Stronghold if conquered by another Family.

Phase 5: Movement

In Turn Order, Players move all of their uncaptured Nobles and Troops, before the next Player moves all of theirs.

5.0 MOVES

Movement is along the Roads connecting Cities. Moving from one City to an adjacent City is considered **one Move**.

Nobles may take up to **2 Moves** during the Movement Phase. A Noble can move to a City and then return to where they started, or they can move one or two connected Cities away.

Troops may only move with a Noble, and never on their own. Troops can be picked up and dropped off by a Noble as they move. Once Troops have moved with a Noble, they cannot be picked up and moved again by a different Noble.



Ex 5-1: The light paths shown above are Roads between Cities. Dave moves Noble William and 3 Archers from Oxford to London (Move 1). He leaves 1 Archer in London, then moves William and the remaining 2 Archers to Canterbury (Move 2). William and all of the Archers have completed all of their movement for this Round.

A Noble and their Troops may move into an unoccupied or occupied City.

If a Noble wishes to pass through a City occupied by another Family, the Noble must get that Family's permission to pass (even if they are an ally).

If the other Family gives permission, the Noble may continue movement in any direction, if the Noble has a Move available.

If the other Family denies the Noble permission, the Noble **may** return to the City they moved from (if the Noble has a Move available). Otherwise, the Noble must remain in the **City Outskirts**. The Noble may **NOT** abandon their Troops by moving away without them!

City Outskirts: the Road leading into the City. Units in a City's Outskirts are considered 'IN the City' but not in its Stronghold, or City center. They may later begin a Battle (7.0) or Siege (7.9).

When moving into a City with a Stronghold, Fortified City, or Abbey, a Noble needs the owner's permission to enter, even if allied. Once permission is granted, the Noble's Units are inside and can help the owner defend... or could then attack the owner's Troops without having to overcome defenses! If not granted access, the Troops remain in the City Outskirts.

After movement is completed, opposing Troops remaining in a City are not required to fight. If either decides to initiate Battle, it will be announced, and occur, in Phase 7 - Battles.

If a Player moves after opposing Troops moved into their City, the Player can exit the City along any Road except along the Road the opposing Troops entered from (unless that Opponent gives the Player permission to move through their Troops or the Player plays a PASSAGE Card (10.2)).

A Noble and their Troops may not leave a Stronghold or Fortified City that is under Siege (7.9) except with the besieging Player's permission or by playing a PASSAGE Card.

If opposing Armies in a City did not Battle **last** Round, they no longer need permission to continue moving **this** Round.



Ex 5-2: Kirsten wants to take control of London. She moves Lord Lucia, accompanied by 2 Knights, from Winchester to Canterbury (Move 1), which is controlled by George, and asks him permission to pass through to London (Move 2A). George refuses. Lucia can stay in the Canterbury Outskirts where her Troops could initiate Battle with George's Men-at-Arms in the coming Battle Phase. If neither side declares Battle, Lucia could wait until the next Round to pass through Canterbury without having to ask permission. Or she could return the Army to Winchester (Move 2B). If George had given permission, Lord Lucia would have been obliged to complete her move to London.

Royal Movement

Any Royal Family member, their Royal Guards (13.1), and both of their Families' Nobles (with NO Troops) can travel to the Royal Abbey (2.13) or Royal Stronghold (2.13) from **ANY** City for a total cost of 2 moves.

5.1 CONTROLLING A CITY

A City is either **Independent** or **Controlled** by **one** Player. City control cannot be shared!

At the beginning of a game, most Cities are Independent. A City becomes controlled as soon as a Player occupies it with Nobles and/or Troops.

In Ex 5-1, Dave controls the Cities of London and Canterbury after his move. But he left Oxford empty, so he no longer controls it. He should have left an Archer in Oxford because his Family will need to control all Cities in the South East Region in order to purchase its Fiefdom Title.

A Noble without Troops can move into and take control of an Independent City, but is vulnerable to capture by opposing Armies or immediate death during a REBELLION (10.1).

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

If allied or opposing Player Armies move into an Independent City, the first to arrive controls it. Players that arrive afterwards leave their Units on the road in the City Outskirts, indicating they do not control the City.

Transfer Control: A Player may transfer control of a City to an Opponent at any time, except when resolving a Battle. The Player moves their Army to a Road on the City Outskirts and the Opponent moves their Army into the City.

5.2 CAVALCADE

A Cavalcade is a Battle that takes place during Phase 5 - Movement.

On a Player's Movement Turn, they may Cavalcade to:

- Exit from a besieged Stronghold/Fortified City or,
- Pass through a City occupied by an Opponent or,
- Implement a surprise attack on a City.

To Cavalcade, the Player forms an Army composed exclusively of Nobles and Knights.

A Cavalcade Battle is resolved immediately during Movement, not during the Battle Phase. **Note:** Use the **Melee Attack** rules in Phase 7 - Battles (7.3) to resolve a Cavalcade Battle.

If a Player cavalcades through a defended Stronghold or Fortified City, the Cavalcade can just pass through this City without permission - unless the Defender decides to give up their defensive Stronghold/Fortified City positions to immediately engage the Cavalcade without any defensive benefits.

If the Cavalcading Army wins a Battle, it must continue its movement (if available), no longer having to request permission to pass. They may however leave a Knight behind to occupy their newly conquered City.

Note: The Knights and Noble of the Cavalcade Army are the only Units to move. All other Units may not Cavalcade, remain behind, and do not take part in Cavalcade Battles.

5.3 DEFENDING AGAINST A CAVALCADE

The Defender against a Cavalcade receives a +1f Hit Bonus for EACH Battle Die they roll

Note: Battle Dice are discussed in Section 7.1.

In Ex 5-2: George has refused to allow Lord Lucia to pass through Canterbury, so Lord Lucia decides to force her way through the City. She and her Knights move into Canterbury and initiate a Cavalcade against a defending Men-at-Arms. Lucia defeats the Defender, removing it from the Map. She then leaves a Knight to control Canterbury and moves with her remaining Knight into London with her second move.

Note: A Cavalcade may be initiated from the City in which a Player's Knights begin their movement, if an Opponent's Troops are located on the City Outskirts along a Road the Player wants to move through.



5.4 NAVAL MOVEMENT

Each of the 6 Regions has a Port City 🏰: Plymouth, Cardiff, Berwick, Whitby, King's Lynn, and London.

Nobles and their Troops initiating Naval Movement must have begun the Round in a Port City or have been purchased and placed in that Port City this Round.

Naval Moves are carried out from one Port City to another Port City, one or two contiguous Sea Regions away. Each move into a new Sea counts as one move.

When an Army arrives at the destination Port City, they may move to another City if they have a move remaining and if any current occupiers give their permission to move through their City. If no permission is given, the disembarked Army remains in the City's 'Port' Outskirts.

Troops must always disembark at a City Port and can never end their Naval Movement at sea.



Ex 5-3 : **1** An Army uses naval movement from the Port of Whitby (Region IV) to the Port of King's Lynn (Region V) for its first move. It then decides to move on to Coventry by Road for its second move.

Ex 5-4: **2** An Army departs the Port of Whitby and naval moves to Sea Region V. For its second move, it naval moves to Sea Region VI and disembarks in the Port of London. Its movement is over.

Ex 5-5: **3** An Army may naval move from the Port of Berwick on Sea Region III around Northern Scotland to the Port of Cardiff in Sea Region II for its first move. The Army then continues by Road to Harlech for its second move.

Ex 5-6: An Army moves from Durham to the Port of Berwick on its first move. It may NOT take a naval move for its second move.

An Army arriving at a Port prevents another Player's Army from leaving the Port without the arriving Player's permission.

5.5 STORMS

It is forbidden to naval move into or out of a Region experiencing STORMS (2.5).

Phase 6: 🏹 Invaders

6.0 INVADER ARMIES

Invaders represent non-Player factions raiding medieval England.

Historical Note: Medieval England faced many internal and external threats in the 12th - 15th centuries. These included the Barons' Wars, the Invasions of Wales, the Scottish Wars, and the Hundred Years War.

Invader Markers are two sided. One side showing early Nordic and the other later Norman soldiers. It is your choice which sides you use. An **Invader Army** consists of **1 Leader** and **5 Foot Soldiers**. There are four black rimmed Invader Armies, each Army with unique Shield or Clan symbols.



6.1 REINFORCEMENTS

At the beginning of this Phase, each non-captive Leader already in England recruits 3 of their Foot Soldiers, if available. These Foot Soldiers are placed in the City with their Leader.

Note: Each Army can have no more than 5 Foot Soldiers, and cannot contain Foot Soldiers from a different Army.

6.2 INVADER LANDINGS

In each Region with an **INVASION** Card, Roll 1 Battle Die 🎲 to determine the number of invading Armies. **Each 'f'** results in one Invading Army (1 Leader & 5 Foot Soldiers) landing in the Port City. **Round 1 INVASIONS are delayed until Round 2.**

Ex 6-1: An **'fff'** Die roll results in three Invader Armies landing in the Port City. Invading Armies are placed if they are available. (There can never be more than 4 Armies on the Map.) If the die roll shows no **'f'** result, it is a false alarm and the **INVASION** Card is discarded.

Storms: If a **STORMS** Card is in this Region, the **INVASION** is delayed until the next Round by leaving the **INVASION** Card in the Region's Sea. The Battle Die is not rolled at this time.

Plague: If the **INVASION** lands in a Region with the **PLAGUE**, remove half of its Foot Soldier Markers (rounded down). Then roll the d6 for the Leader: on a **1, 2 or 3, he dies**.

6.3 MOVES

Invader Leaders behave like Player Nobles. They have two Moves and must be present to move their Foot Soldiers. If multiple Invader Armies are in different Regions of the Map, they move and battle in Region Number order.

An Invader Army takes **all** of its Foot Soldiers when moving to an adjacent City and does not leave any behind. If there is more than one Road leading out of its City, the Army's move



direction is chosen randomly by blindly pulling one of the four **Compass** Markers. Each of these points to one of the cardinal points: North, East, South or West. If the direction does not have a

Road, randomly draw another Compass Marker.

If the Invader Army's first move takes it to a City without Player Troops or Nobles, any Buildings and Relics are automatically destroyed (6.5). The Invader Army will then take a second move based on another random compass draw.

If several Invading Armies are located in the same City, complete the moves for each Army one at a time.



Ex 6-2: An Invading Army lands in King's Lynn Port. If the North Compass is drawn, the Army will move North to Lincoln. If the West is drawn, the Army moves to Coventry. If the East is drawn, the Army moves to Norwich. If the South is drawn, it is discarded and a new Compass Marker is drawn.

6.4 BATTLES

Invaders move and **immediately battle** (7.0) Player Troops they encounter if they outnumber them (Nobles, Bombards, and Trebuchets are not counted in the Player Troop total).

If the Invaders do not outnumber any defending Player Troops, they ignore the Troops and, if they have a Move remaining, move on to another City. They need not ask permission to do so.

Ex 6-3: An Invader Leader and 4 Foot Soldiers attacks a City Kirsten occupies with Lord Lucia, 2 Knights, 1 Archer, 1 Men-at-Arms, and 1 Trebuchet. Kirsten has 4 Troops so she is outnumbered by the Invaders and they attack!

In order to attack a Stronghold or Fortified City, the Invaders must outnumber the Defending Troops and be able to roll at least one Battle Die (7.3). If neither is the case, the Invaders will move on if they have a Move remaining. Otherwise, they stop moving and remain at the City Outskirts (5.0).

Invaders may take advantage of a PASSAGE Card (10.1) provided by another Player.

Ex 6-4: Invaders disembark in a Port City with 5 Foot Soldiers plus their Leader for a total of 6 Battle ready Units. They will attack the Port City if there are only 1 to 5 defending Player Troops in the City. However, there are 6 Troops in the City and so the Invaders immediately move on to another City.

If at any time during a Battle the Invaders have fewer Units than the Defenders, they stop the Battle and continue moving on to another City if they have a Move available, otherwise they remain in the City Outskirts.

Multiple Invader or Player Armies: Multiple Invader Armies at the same City will join together to fight a Battle.

If several Player Armies occupy a City, the Invaders will battle each Player, one after the other, in Game Turn order, as long as the Invaders outnumber each individual Player Army. Once the first Player's Troops are defeated, the Invaders attack the next Player. If the Invaders become outnumbered, they stop fighting and move on to the next City if they have a move remaining.

In Battle, the Invader Leader is removed last, when there are no more Invader Foot Soldiers remaining. Invader Foot Soldiers whose Leader was assassinated (10.3) will join another Invader Leader located in their City to move and battle with.

6.5 INVADERS DESTROY BUILDINGS & RELICS

If Invaders defeat all defenders in a City, they also destroy, and return to supply, any Mills, Abbeys, Relics, and Strongholds.

Invaders always accept the surrender of an Opponent and release them for Ransom (7.7). Release is automatic if the Invaders leave England.

6.6 INVADERS TAKE A FORTIFIED CITY

If Invaders gain control of a Fiefdom's Fortified City (4.4), that Player loses the Fiefdom Title and Victory Point. The Title Card is returned to the Deck. The strongest Invader Army **remains in this Fortified City** and will never move out. This Fortified City must be retaken before the Fiefdom Title Card can be regained.

6.7 INVADER CAPTIVES & RANSOMS

Invaders can take Captives in Battle (7.6). The captive Noble's Standee is laid down next to the Invader Army and follows it. The Invaders will release a Captive for a Ransom of 2 Shillings, plus another 2 Shillings **per** Title held.

Ex 6-5: Lord Henri, **Duke** of the Midlands, **Baron** of the Marches, and **Archbishop** of Canterbury, would have an 8 Shilling Ransom.

6.8 INVADER RETREATS

After any Battle Die Roll losses (7.5), if the Invaders no longer outnumber their Opponents, they stop fighting and move on to another City if they have a Move remaining. If they have no move, they remain at the City Outskirts and could be attacked by Players in Phase 7 - Battles.

6.9 INVADERS LEAVE ENGLAND

Alone in a Port: An Invader Army, moving from an inland City to a Port City **with no occupying Troops**, will immediately leave England and is removed from the Map. This requires no extra Move. Captives are released at the Port. If Player Troops do occupy the Port, a Battle occurs. If the Invaders destroy all of the Port Troops, they will then also leave England.

Danegeld Bribe: At any time during **Phase 6 - Invaders**, a non-captive Noble, present in the same City as an Invader Army, may pay 5 Shillings to have it leave England. The entire Army at that location is removed from the Map and any Captives held are released. The Shillings are returned to the common Stockpile. Several Players can join together to pay the Bribe but must transfer all of the Shillings to one Player's Noble (2.15).

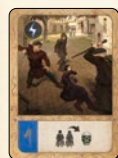
6.10 CHURCH INTERVENTION

The Clergy (Bishop, Archbishop or Abbess) in the same City as an Invader Leader can try to intervene. Roll the d6:

- **1, 2, or 3** The Invader Army stops its aggressions and leaves England. This Army's Markers are returned to the box and reduces the number of Invaders available in the game.
- **4, 5, or 6** The Invaders **slay the Clergy** (4.8).

6.11 AMBUSH

Invading Leaders can be taken captive (10.5). The Leader is removed from the Game and his Foot Soldiers follow another Leader present in the City.

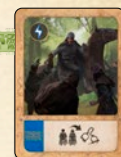


6.12 ASSASSINATE LEADER

An Invading Leader can be assassinated with NO sponsor (10.3). That Leader is removed from the game and it's Foot Soldiers will follow another Leader present in the City or stay where they are.

6.13 REBELLION

Invaders are subject to REBELLIONS (10.1) in the same way as Player Troops.



Phase 7: Battles

Players execute this Phase in Turn Order

7.0 INITIATING BATTLES

- Battles can take place in Cities where opposing Troops are present.
- Opposing Players do not have to Battle each other and can declare a Truce (7.8) which can be broken at any time. *Note: A Player may attack an Ally.*
- Once a Battle has been declared, both sides reveal their Troops.
- Troops without a Noble cannot declare a Battle, but they will defend themselves if attacked. Solo Nobles are captured (7.6).
- A declared Battle is resolved immediately. The Active Player may then decide to declare another, and so on.

Ally Attacks: If three or more Players have Troops in a City, some may decide to fight together against other opposing Players. They combine their Troops and the Player with the most Strength Points (7.3) decides which Troops take Hits and which Noble takes Captives. Allies may betray each other anytime during the Battle, even switching sides mid-Battle!

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

Ex 7-1: Dave and George are allied through Marriage (9.0) and occupy Coventry together. Kirsten moves her Troops to Coventry to attack Dave. She convinces George to join her side and he agrees. They combine their Troop Strength Points (7.3) and defeat Dave's Army, slaying George's spouse in the process. Note: This is a subtle way to take care of a pesky husband. George is no longer allied to Dave.

7.1 BATTLE PROGRESSION

A Battle Round consists of:

- Projectile Attacks** and
- Melee Attacks**

All **Battle Dice** are the same and have the following Faces:

1X	Blank	= 0 Hit
2X	'f'	= 1 Hit
2X	'ff'	= 2 Hits
1X	'fff'	= 3 Hits



Only Battle Dice are used and rolled during Battles.

One Player rolls the White Battle Dice and their Opponent the Black Battle Dice.

7.2 PROJECTILE ATTACKS

There are three types of Projectiles - Trebuchets, Bombards, and Archers/Crossbowmen.

Each Projectile type's attacks are executed and losses are taken by both sides **simultaneously**, before the next type fires.

Trebuchets and Bombards can only be fired if at least one Men-at-Arms is in the City with them. Otherwise, they cannot be used. If only Trebuchets, Bombards, and/or Nobles are in a City, they offer no defense. After the Battle, Trebuchets and Bombards can either be destroyed or absorbed into the Attacker's side by replacing the Markers with their own. Nobles are captured.

Trebuchet and Bombard attacks are not affected by defender Stronghold or Fortified City Penalties (7.4).

Trebuchets:

Roll 2 Battle Die for a Trebuchet attack.

- Count the total number of Hits rolled. The Opponent takes losses (7.5).
- If two Trebuchets are attacking together, the second adds **+1f** Hit to the first Trebuchets' 2 Battle Dice result.

Trebuchets **can not move** from the City they were built in.



Bombards:

Roll 1 Battle Die for **each** Bombard.

- Count the total number of Hits rolled. The Opponent takes losses (7.5).
- 'Blank' face roll results in an attacking Bombard **exploding**. For each 'Blank' face rolled, remove a Bombard and one attacking Men-at-Arms and place them back into their Stockpiles.

Bombards **can move** with an Army.

Tactical Destruction: A Player can destroy their own Trebuchets and Bombards at the end of a Battle Round, if they have Troops remaining.

Note: A Player may want to destroy their own Trebuchets and Bombards so that:

- They do not fall into enemy hands.
- To have them available to build elsewhere since their numbers are limited.



Winner's Spoils:

The winner of a Battle can destroy or absorb their Opponent's Trebuchets and Bombards by replacing the markers with their own.

Archers & Crossbowmen:

Roll 1 Battle Die for ALL attacking Archers/Crossbowmen.

- Count the total number of Hits rolled. The Opponent takes losses (7.5).
- Add **+1f Bonus** to the Die Result if firing with **3 or more** Archers/Crossbowmen.
- Attacking a **Stronghold** requires at least **2** Archers/Crossbowmen and attacking a **Fortified City** requires at least 3 Archers/Crossbowmen. They receive no **+1f** Bonus.

Targeting a Noble: Archers/Crossbowmen can choose to target an opposing Noble or Invading Leader rather than Troops. They must be announced this before rolling.

- an **'fff'** result **slays the targeted Noble or Leader**, who is removed from the Map (4.8).
- All other Battle Die results equal **NO** losses.



Ex 7-2: Dave has besieged George in his London Fortified City. It is Dave's Turn and he attacks with 2x Trebuchets, 1x Bombard, 2x Archers, and 1x Men-at-Arms. George has 2x Bombards, 3x Archers, and 2x Men-at-Arms.

Dave first attacks with his Trebuchets, rolling 2 Battle Dice resulting in an 'ff' and an 'f' for a total of 3 Hits. The second Trebuchet increases this total to 4 Hits. George removes 3x Archers and 1x Men-at-Arms.

Next in line are the Bombards. Both Dave and George have one. Both will roll 1 Battle Die. Dave rolls an 'f' destroying George's last Men-at-Arms. At the same time, George rolled a 'f' and a blank with his two Bombards.

One of his Bombards explodes, which is removed and placed in its Stockpile. George has no remaining Men-at-Arm, so takes no further losses. Dave removes one of his Archers.

Lastly, the Archers/Crossbowmen fire. Dave has 1x Archer remaining, but needs a minimum of 3 to penetrate the Fortified City and does not roll.

In the upcoming Melee Attack, George only has his Bombards and a Noble remaining. The Noble offers no resistance to Dave's Troops and is taken Captive. Dave takes possession of George's Bombard, replacing it with one of his own colored Bombard markers.

The Projectile Attacks end and the Melee Attacks begin.

7.3 MELEE ATTACKS

Melee Attacks are executed and losses are taken by both sides simultaneously.

Each side counts up its **Strength Points (SPs)**.

A Player receives:

- 1 SP per **Men-at-Arms**
- 1 SP per **Archer**
- 2 SP per **Crossbowmen**
- 3 SP per **Knight**
- 1 SP per **male Noble**
- 1 SP per **female Titled Lord**

An Invader receives:

- 2 SP per **Foot Soldier**
- 3 SP per **Leader**

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

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

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

Excalibur adds +1f of damage to the **total** Battle Dice result on its side's Melee Rolls.

During a Battle, one Player rolls the White Battle Dice and their Opponent the Black Battle Dice.

7.4 MELEE ATTACKER PENALTIES

- -1  Battle Die **if the defender is in a Stronghold.**
- -2  Battle Dice **if the defender is in a Fortified City.**

A PASSAGE Card (10.2) played by the attacker cancels all Attacker Penalties for that Battle!

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

Ex 7-3: David occupies a Stronghold and is attacked by George who has a 15 SP Army. George's 15 SPs = 3 Battle Dice. But he is attacking a Stronghold, which imposes a 1 Battle Die Penalty. George attacks with only 2 Battle Dice.

7.5 TAKING LOSSES

Players roll their Battle Dice and losses are taken from both sides simultaneously. Each Player chooses which of their Units to remove, but must remove as many SPs as possible up to the number of Hits taken. **Note: Ally Attacks see 7.0.**

Battle Dice results represent the number of Hits sustained in battle (7.1).

Each Troop Marker pictures Swords  that represent the number of Hits required to defeat it. The number of Hits required to defeat each Troop are listed below:

- **Men-at-Arms:** 1 Hit
- **Archers:** 1 Hit
- **Crossbowmen:** 2 Hits
- **Knights:** 3 Hits
- **Nobles:** 1 Hit
- **Invader Foot Soldiers:** 2 Hits
- **Invader Leaders:** 3 Hits



Note: A Knight can only be defeated if 3 or more Hits are rolled. If only 1 or 2 Hits are rolled, a Knight is not affected.

All Hits that can be taken, must be taken.

Players can choose a mix of Men-at-Arms and Knights as casualties. Nobles are targeted only after all other Troops are defeated. So if there are insufficient Hits to defeat the last Knight standing, a Noble is not touched even if there are 1 or 2 Hits remaining. **Defeated Troops** are returned to the Player's supply. **Slain Nobles** are removed from the game (4.7).

Ex 7-3 Continued: George rolls 2 Battle Dice resulting in an f and fff, for a total of 4 Hits. David rolls at the same time. His 2 Men-at-Arms and 3 Knights have a total of 11 SPs = 2 Battle Dice. He rolls a fff and a ff = 5 Hits.

David has no choice and must remove 1 Men-at-Arms and 1 Knight to match the 4 Hits. George removes 2 Men-at-Arms and 1 Knight.

Troops remain on both sides. George wants to continue the Battle so a new Battle Round begins with Projectile Attacks.

Capturing Nobles: Nobles are taken Captive when all of their Troops are defeated and there are no more unused Hits (7.6).

Ex 7-4: Kirsten is attacked and has the following defending Units: Lady Anabel, Lord Herbert, 1 Men-at-Arms, and 1 Knight. If her Opponent rolls:

- 1 or 2 Hits - the first Hit defeats the Men-at-Arms. The second Hit is ignored, since it takes 3 Hits to defeat a Knight, and Nobles are not affected until all Troops with them are defeated.
- 3 Hits - the Knight is defeated and the Men-at-Arms and Nobles are not affected. (If there were 1 Knight and 3 Men-at-Arms, the Player would choose which Troops to remove.)
- 4 Hits - The Men-at-Arms and Knight are defeated, and both Nobles are taken Captive.
- 5 Hits - All Troops are defeated, one Noble is slain, and the other Noble is taken Captive.
- 6 Hits - All Troops are defeated and both Nobles are slain.

Reminder: Trebuchets and Bombards can only be destroyed at the end of a Battle, or when a Player destroys their own at the end of a Battle Roll, if they have Troops remaining (7.2).

Nobles, Trebuchets, and Bombards, alone in a City without Troops, are immediately captured by an Opponent Army.

7.6 CAPTIVES

When a Noble is taken captive, place their Standee on their Captor's Noble Card or Invasion Captor's Leader Marker. Captives still count towards a Player's three Noble limit. The Captive is now under their Captor's control and moves with them.

Troops and Invader Foot Soldiers **without** a Noble or Leader do not take Captives; instead they immediately slay them (4.8).

A Captive keeps their Titles and Incomes, but cannot be named a candidate to become King or vote in any election or Parliament.

A tax associated with their Title (2.8) may still be levied by a captive Noble (to collect money to pay their ransom, for example!).

Safe Captive: Once captured, a Noble may not be Slain by their captors, unless an ASSASSINATION Card (10.3) is played, even by another Player!

If the Queen is captive, the Prince of Wales can still be put into play, but he is a captive with his mother.

Escape: A Captive may escape using a **PASSAGE** Card (10.2), even if played by another Player.

Released Captives: A Captive can be set free by their Captor for any reason, including the payment of a Ransom (7.7).

A Captive is released if all of their Captor's Troops are defeated in a Battle, if the Captor is Assassinated (10.3), or if an Invader Captor leaves England (6.9, 6.10).

A released Captive's Standee is placed in one of their Family's Strongholds or Fortified Cities, or with one of their Family Nobles.

7.7 RANSOM

Ransoms are paid at the beginning of the Purchase Phase (4.0), before any other purchases, including new Troops, Buildings, or Titles.

A Captive's Ransom is **2 Shillings, plus 2 Shillings per Title** they hold.

Ex 7-5: A Noble who is both a Bishop and a Baron is worth 6 Shillings.

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

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

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

Ex 7-6: Dave's Lord Henri is George's Captive. His Ransom value is 6 Shillings. At the beginning of the Purchase Phase, Dave has 5 Shillings. He may negotiate with George to pay less than 6 Shillings but if George disagrees, Dave cannot pay and Lord Henri remains a Captive.

However, if Dave had 10 Shillings and he could not negotiate with George to pay less than 6 Shillings, then Dave would have had to pay the full amount and George would have to accept the money and free Lord Henri.

A **freed Noble's** Standee is placed in any of their Family's Strongholds or Fortified Cities, or with any of their Family Nobles.

7.8 END OF BATTLE

A Battle can last several Battle Rounds of Projectile and Melee attacks. A Battle ends in one of the following ways:

- **Victory:** One side's Army is defeated and its Nobles were either slain or captured. OR
- **Surrender:** At the end of a Battle Dice Roll, one Army can surrender. All remaining Troops of the surrendering Army are taken off the Map and its Nobles are taken Captive. OR
- **Withdraw:** With a **PASSAGE** Card (10.2), a **Defender** may move their Nobles and allied Nobles out of a Battle to an adjacent City. Each Noble may take **one** of their Troops with them. All remaining Troops must remain in the Battle. OR
- **Truce:** At the end of a Battle Dice Roll, both sides can declare a Truce. All Nobles and Troops from both Armies remain in the City and the original Player that controlled the City keeps control. However, control of the City can be transferred between Players as part of the Truce agreement.
- **Assassination:** One side has no Noble, leaving their Troops without a Leader. At the end of a Battle Dice Roll, the opposing Army can alone decide to end the Battle.
- **Annihilation:** If only Nobles remain on both sides, they all remain in the City and the Battle is over. City control does not change.
- **Deadlock:** 3 Battle Dice rolls in a row result in no losses. Both Armies remain in the City and City control does not change.

Note: A Player attacking an Opponent in the safety of a Stronghold or a Fortified City can alone decide to end the Battle. Both sides remain in the City. The defending Opponent can continue the Battle on their Turn by giving up the safety of their Stronghold or Fortified City and fighting in the open.

7.9 SIEGE

Begin a Siege: A Player attacking a defended Stronghold or Fortified City can stop their attack and declare a Siege, after any Battle Roll or if they do not have enough SPs to roll at least 1 Battle Die. The Besieger places a Trebuchet, pulled from their Stockpile, on their attacking Army - '**Under Construction**' side face-up. **If a Player has no Trebuchet available in their Stockpile to place, they may destroy one of their Trebuchets on the map to place on the new Siege site.**



Construct Trebuchets: In the next Round during Phase 4 - Purchasing, the Besieger must pay 5 Shilling to construct the Trebuchet, turning it '**Active**' side up. The Besieger can place a second 'Active' Trebuchet by paying an additional 5 Shillings. If the Besieger does not pay for any Trebuchet, it is removed from the Map and **the Siege is lifted**.



Besieged:

- The City remains under the control of **the Besieged** Player.
- City and Mill Revenues are **not collected**.
- Purchased Troops **cannot** be placed in a besieged City.
- New Nobles **may** be placed in a besieged City (2.11).
- Troops and Nobles can not leave the City without the Besieger's permission, unless a **PASSAGE** Card is played (10.2). or if they make a Cavalcade move (5.2).
- May move additional Troops directly into the besieged Stronghold or Fortified City from an adjacent City without having to fight through the Besiegers.

Besieger:

- May move additional Troops to join their Besieging Army.
- May end the Siege at any time by removing all Trebuchets.
- If no besieging Noble is present, the Siege is automatically lifted and all Trebuchets are returned to the Stockpile.

Sally: The Besieged may, on their Turn, initiate a Melee Battle, but in doing so they lose the protection of the Stronghold or Fortified City. During the Sally, neither side may use Bombards or Trebuchets. The Sally is conducted like normal battles, except that the Projectile Phase is skipped. After a Battle Roll, the Besieged may stop their Sally Attack and return any surviving Troops to the safety of their Stronghold or Fortified City.

7.10 PILLAGE

When all Battles are resolved, Players (in Player order) may pillage Cities they control.

Mills may be destroyed (removed from the Map). Collect 2 Shillings per Mill.

Abbeys can be destroyed. Collect 10 Shillings per Abbey destroyed, take any Relics located in the Abbey (12.0), and mark the pillaging Noble with a **Heresy** Marker.

Trebuchets and **Bombards** of either side may be destroyed.

Opponent Trebuchets and Bombards may be **exchanged** with those of the Pillager, if available. Otherwise they have to be destroyed and returned to the Stockpile.



End Round

8.0 END OF ROUND ACTIONS

- Discard all Disaster and Tax Cards remaining on the Map.
- Turn all **Spent** Retainers (2.12) face-up.
- If the Parliament Card is on its Rebellion Side, flip it over to its Parliament Side.
- Return all Treasure Markers to their Family Board.
- Return all Crossbowmen on the Map to their Card (11.1).
- Advance the Round Marker (Knight Miniature).



The Player to the left of the first Player receives the First Player Marker.

8.1 GAME END CONDITION

From Round 5 onwards, Victory conditions are checked.

A Player gains:

- **1VP** for each Duke, Count, and Baron Title they control
- **1VP** for possessing the Relic VP Marker (12.0)
- **VPs** gained from Expansion Sets including the Cardinal Title (1VP), winning a Joust (1/2VP each), the Principality of Taranto (1VP), and the Kingdom of Sicily (1VP).



A Player can win Solo or as part of an Alliance.

8.2 SOLO VICTORY - 3 VPs

A Player immediately wins the game if they have 3VPs at the end of Rounds 5, 6, or 7.

Ex 8-1: A Player could win by controlling 3 Fiefdom Titles or 2 Fiefdom Titles and the Relic Marker.

A Player may not have a Solo Victory if they are in an alliance with another Player.

8.3 ALLIANCE VICTORY - 4VPs

An alliance of two Players through marriage (9.0) immediately wins if they have 4VPs at the end of Rounds 5, 6, or 7.

A Player may only have one Ally.

Note: An Alliance Victory is only allowed in games with 2 (13.7) or 4 Players. In 3-player games, Players may not marry.

TIES: A Solo Victory beats an Alliance Victory.

8.5 ROUND 7 - END GAME

At the end of Round 7 the game ends, no matter what.

The Player or Alliance with **the most VPs wins**.

If the Players or Alliances are tied, a winner is determined by who has the highest Title in the following order:

- Any Title **and** the Order of the Garter (13.7)
- King or Sovereign Queen,
- Duke, then Count, then Baron.

Ex 8-2: Three Players each have 2VPs and have the following Titles. They rank as follows:

- 1st Place: Duke (1VP), Count (1VP), and Order of the Garter
- 2nd Place: King (1VP), Count (1VP)
- 3rd Place: Duke (1VP), Relic (1VP)

Note: A Duke, with the Order of the Garter, beats the King.

Phase 1: Hear Ye, Hear Ye

We now will describe the Phase 1 Actions, which Players may take in the later Rounds of the game. These include:

- Marriage Alliances
- Election of a King or Sovereign Queen
- Convening Parliament to levy a Royal Tax

9.0 MARRIAGE ALLIANCES

A Marriage is a political arrangement to ally two Players, and **no alliance is possible without a Marriage**. Players who agree to a Marriage must announce it publicly. Marriages can be performed remotely, by proxy, so the Nobles do not need to be in the same City to be married.

A marriage unites an unmarried Nobleman (who is not Clergy) and an unmarried Noblewoman (not an Abbess) of two separate Players. **Players may have only one Marriage, and thus one Alliance, at a time.**

If the husband is King, his new wife becomes Queen. The husband of a Sovereign Queen (who was elected), **does not** become King (**he is the Prince Consort**). A Noble can only become King through an election (9.1) or if he is the **Prince of Wales** (son of the Queen) when the King or Sovereign Queen dies.

Rings: To symbolize the marriage alliance between the two Players, their Ring Markers are exchanged and placed on each Player's married Noble Card.



Allied Players only win as a team (8.3).

Note: Marriage Alliances are not allowed in a 3-Player game (13.8).

Marriage Benefits: Allied Players can freely

- Exchange Cards and Shillings, without having to use a Carrier Pigeon (2.15), if their Nobles are in the same City.
- Assign Lord, Bishop/Archbishop, or Abbess Titles to each other.

End a Marriage: A Marriage only ends if one of the Spouses dies (in Battle, from the PLAGUE, or by being ASSASSINATED). Both Players then get their Ring Markers back. If the King dies, his wife retains her Royal Guard (13.1) until a new Queen is crowned (9.0) or if she is elected Sovereign Queen (9.1).

9.1 ELECTIONS AND VOTING

The unclaimed title of King or Sovereign Queen are gained through elections or by possession of Excalibur (13.2).

An election can take place if the Sovereign Title is available AND there are at least 3 Titles in play, one of which is a Bishop or Archbishop Title.

Ex 9-1: Elections can proceed because the following Titles are in play: Henri - Lord of Southwest and Bishop of Canterbury, Anabel - Lord of Wales, and Hugh - Lord of Marches.

An Election proceeds as follows:

1. **Candidates:** In Turn order, each Player can declare **any** non-Clergy Lord as a Candidate. A Captive or Besieged Lord cannot be a Candidate.

2. **Voting begins:** Each Player has two Vote Markers with their colored background.

• A 'FOR' Vote Marker with a white circle.

• A 'DECOY' Vote Marker with a black circle.



In Turn order, each Player may place none, one, or both Vote Markers face-down on Candidates of their choice.

3. **Votes Tallied:** Once all Players have voted, the Vote Markers are flipped and tallied.

A FOR Vote gives a Candidate **ALL** of that Player's votes.

Number of Votes: Each Player's Vote Marker represents the sum of ALL of their non-captive/besieged Lords, Bishops, and Archbishops. Each Lord and Bishop adds 1 Vote and each Archbishop 2 Votes. A Noble with multiple Titles is still only worth 1 Vote or 2 Votes if an Archbishop.

Ex: Kirsten's Family includes Lord Hugh - Archbishop of Exeter who adds 2 Votes, and Lord Lucia - Duchess of the Midlands and Baroness of Wales who adds 1 Vote. Kirsten's Vote Marker represents 3 Votes.

Dave's Family includes Lord Philippa - Countess of the North. Dave's Vote Marker represents 1 Vote.

DECOY Votes have no effect on a King or Sovereign Queen election. A Player may have placed a Decoy Vote to mislead other Players on how they are voting.

Simple Majority: The Candidate with the highest Vote count (more than any other candidate) is elected. In case of a tie, no one is elected this Round. A new election can be conducted in a later Round.

An elected Candidate places the corresponding Title Card under their Noble Card, and the Title's Robe-Overlay Card (if the Player wishes) on it. (2.13 - example).

King: The new King receives his 2 Royal Knights (13.1) and can immediately begin exercising his powers.

Queen: A newly crowned King's wife becomes Queen. Place the Queen Title Card under her Noble Card. She receives 2 Royal Guards (13.1).

Sovereign Queen: A female Lord that has been **elected** to lead England. The new Sovereign Queen receives her 2 Royal Knights and can immediately begin exercising her powers.

Her husband holds **NO** new Title. He receives 2 Royal Guards.

Note: Remember that a big part of this game is diplomacy and negotiations. You can try to buy another Player's votes by giving them Shillings, releasing a captive that you may have, moving away from a City, and so much more. Be creative! Be Devious! Have fun!

9.2 CONVENING PARLIAMENT

Parliament can be convened by the King or Sovereign Queen, if they are not Captive or besieged. All Players then vote on enacting a 12 Shilling **Royal Tax**.

- Each Player secretly places either a **FOR** or **DECOY** (against) Vote Marker in front of them.

Reminder: Each Player's Vote Marker represents the Votes from ALL of their non-captive/besieged Lords, Bishops, Archbishops and **Burgher** (via the **BURGHER** Card 11.2) Votes. A Noble with multiple Lord, Bishop, and/or Archbishop Titles is still worth only 1 Vote.

- The Royal Tax is enacted with a **majority** (over half of all Votes). If a majority is not reached, the Royal Tax is not levied. A new Vote may be taken in future Rounds. Only one Parliamentary Vote is allowed per Round.

Ex 9-2: Dave's Vote Marker represents 4 Votes. His Family includes Lord Philippa - Countess of the North who adds 1 Vote, plus he activates his **BURGHER** Card (11.2) which adds 3 Parliamentary Votes.

Royal Tax: If passed, the King or Queen collects the 12 Shillings, and then secretly distributes this Tax Revenue to themselves and other Players **as they see fit**.

9.3 ROYAL TAX REBELLION



As with all Taxes in the game, the Royal Tax can lead to Rebellions. Once 12 Shillings have been distributed, the **PARLIAMENT** Card is flipped to its Rebellion side.



Any Player can stage a Rebellion against any City in the Kingdom this Round by playing a **REBELLION** (10.1) or activating a **BURGHER** (11.2) Card.



The **PARLIAMENT** Card adds one Rebellion to the total played on a City (10.1), resulting in the addition of another Battle Die +1f Hit.

Ex 9-3: The Royal Tax allows Dave to play a **REBELLION** Card on London. The Royal Tax increases the **REBELLION** Card's normal **1 Battle Die +1f Hit** effect to **2 Battle Dice +2f Hits**.

Historical Note: The origin of the English Parliament lies, as in France, in the medieval Curia Regis (King's Court). It was not until the reign of Edward I (1272-1307) that Parliament became a regular institution. It included both Lords (Barons and Prelates) and the elected representatives of the counties and boroughs.

Fortune ⚡ Opportunity Cards

10.0 FORTUNE OPPORTUNITY CARDS

Fortune Cards include **BOUNTIFUL HARVEST** (2.7), **GOOD WEATHER**, **TAXES** (2.8), plus the following Fortune ⚡ Opportunity Cards which can be played at any time, except during the Phase 2: Draw Action (2.0). Once played, they are discarded.

10.1 REBELLION (2 Cards)

A **REBELLION** Card can be played at ANY time on a City that has been:

- Taxed through Tallage or Tithe (2.8).
- Royal Taxed by Parliament (9.3).
- Experiencing a **FAMINE** (2.5).



A Player can never play a **REBELLION** on a City affected by a **TAX** Card they played themselves.

As soon as a **REBELLION** is played, ANY Player can play an additional **REBELLION** supporting the original one. Players with a **BURGHER** Card may also add to the Rebellion (11.2). **Each Rebellion**, through **REBELLION**, **ROYAL TAX**, or **BURGHER** Cards, adds 1 Battle Die ⚡ +1f Bonus Hit against the Troops located in the targeted City.

Ex 10-1: George plays a **REBELLION** on one of Kirsten's Cities experiencing **FAMINE**. Dave then plays a second **REBELLION** from his Hand. Now the City Troops are attacked with **2 Battle Die +2f Bonus Hits**.

Stronghold: A Stronghold cancels one Rebellion.

Fortified City: A Fortified City cancels two Rebellions.

Ex 10-2: In the previous example, Kirsten has a Stronghold in her City. One of the two Rebellions is canceled by the Stronghold, so the City Troops are only attacked by **1 Battle Die +1f Hits**.

Quelling a Rebellion: A Rebellion can be stopped by an Abbess (2.13), Bishop, or Archbishop located in the City by paying 3 Shillings per Rebellion involved.

If in the City but unwilling to pay money, a Bishop, Archbishop, or Abbess **can try to convince** Rebels to stop the **REBELLION**. A d6 is rolled for each **REBELLION**. A result of:

- 1-4** The Rebellion stops.
- 5-6** The Cleric is stoned to death.

Rebellion Resolution:

Troops in the targeted City are attacked with **1 Battle Die +1f Bonus Hit** for each **REBELLION** played. The Battle Dice are rolled once, hits are resolved, and the Rebellion is over.

REBELLIONS can target Invaders present in a City.

STORMS do not affect **REBELLIONS**.

No Captives: If all Troops in the City have been defeated:

- All Nobles, including Captives, are Slain.
- All Mills, Abbeys, and Strongholds are destroyed.

Once a Rebellion has been resolved, discard all **REBELLION** Cards played.

Ex 10-3: Kirsten plays a **REBELLION** on London in which Dave has 2 Men-At-Arms and Lord Philippa. Kirsten rolls 1 Battle Die resulting in '1 Hit'. Dave loses on Men-at-Arms, and the Rebellion is over.

10.2 PASSAGE (2 Cards)

A PASSAGE Card can be played at any time.

Note: PASSAGE simulates locals helping you into an Opponent's Fortification, guiding you along hidden trails, and helping you navigate unknown waters.

Played During Movement

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

- **Escape from a Besieged Stronghold or Fortified City**
Allows Troops with a Noble to escape from a besieged Stronghold or Fortified City into an adjacent City. They may take Captives with them. This is not an additional Move, but a first Move that normally would not be allowed. They then can take a second Move.
- **Move in STORMS**
Allows an Army (Troops and Nobles in the same City) to take **one Move** in a Region with STORMS. This can include moving into or out of the Region. This is not a bonus Move, but only allows one Move in a Region where movement is usually not allowed due to the STORMS.

- **Avoid a Battle**

A Player's Nobles and Troops can pass through an Opponent's occupied City without asking permission or using a Cavalcade (5.2). Or if an Opponent just moved into the City a Player occupies, the Player's Nobles and Troops can move out of the City along the same Road the Opponent entered from. A Player's Troops still always need to move with a Noble.

If any of these moves are from a Port City, a Naval Move (5.4) may be made.

A Player may even help Invaders move if they choose.

Played During Battles

When played during any Battle, the Player can:

- **Attack from the Tunnels**
Allows a Player to attack a Stronghold or Fortified City through 'secret passageways', canceling all **Melee** Attacker Penalties (7.4).
Ex 10-4: Kirsten attacks a Stronghold with 5 Strength Points, which would normally give her 1 Battle Die. The Stronghold imposes a -1 Battle Die Melee Penalty, which would leave her with 0 Battle Dice. By playing the PASSAGE Card, she can ignore the Stronghold Penalty and roll 1 Battle Die.
- **Withdraw** - Allows a **Defender** to move their Nobles and allied Nobles out of a Battle to an adjacent City. Each Noble may take **one** of their Troops with them. All remaining Troops must remain in the Battle.
- **Aid Invaders** - A Player can help Invaders attacking other Players who are defending a Stronghold or Fortified City.

Played at Any Time

- **Escape** - A Captive (7.6) of choice is set free by placing their Standee in one of their Family controlled Cities or, failing that, in any Independent City (5.1) or Allied Player controlled City.
- **Rebellion**
Ignore the Stronghold and Fortified City Rebellion cancellations (10.1) when resolving a REBELLION.

Once the PASSAGE effect has been resolved, the card is discarded.



10.3 ASSASSINATION (1 Card)

An ASSASSINATION can be played at any time to eliminate a Noble of your choice.



Sponsor: Designate one of your **Nobles** as the Sponsor to Assassinate another Noble and place the **Heresy** Marker on the Sponsor's Character Card.

The assassinated Noble's Character Card is discarded and any Titles transferred or discarded (4.8), and their Troops are disbursed in groups of 4 (if possible) to their nearest Family Nobles or, failing that, Fortified Cities, Strongholds, or Controlled Cities.

If the victim was holding Captives, they are automatically released (7.6).

An Invading Leader can be assassinated, with **NO** Noble being designated as the sponsor, and is removed from the game.

10.4 JUSTICE (1 Card)

JUSTICE can be played at any time to eliminate a Noble bearing the **Heresy** Marker other than the King, Sovereign Queen, Queen, or the Prince of Wales.

The eliminated Noble and their Retainer are removed from the game, and any Titles transferred or discarded (4.8). If their Troops have no other Family Noble in the City, they are disbursed in groups of 4 (if possible) to their nearest Family Nobles or, failing that, Fortified Cities, Strongholds, or Controlled Cities.



10.5 AMBUSH (1 Card)

AMBUSH can be played at any time by one of your non-captive Nobles against another Noble or Invading Leader occupying the same City.

A Noble in a Stronghold or Fortified City cannot be Ambushed.

The targeted Noble immediately becomes a captive of your Noble.

If the captured Noble's Troops have no other Family Noble in the City, they are disbursed in groups of 4 (if possible) to their nearest Family Nobles or, failing that, Fortified Cities, Strongholds, or Controlled Cities.

An ambushed Invading Leader is removed from the game. The captured Leader's Foot Soldiers will follow another Leader present in the City, or if no other Leader is present, remain in the City.

Ex 10-5: Kirsten moves Lord Edward's Army into Exeter that is defended by Dave's weak Army. Dave plays the AMBUSH Card, ambushing and capturing Lord Edward. Kirsten must now move all of her Troops to Winchester and Canterbury. Her Troops have to leave their Bombard behind, which is quickly replaced with Dave's available Bombard Marker.



Character ⚡ Opportunity Cards

11.0 CHARACTER OPPORTUNITY CARDS

Character Cards include Nobles (2.11) and Clergy (2.13 & 2.14), plus the following Character Opportunity ⚡ Cards which can be played at any time, except during the Phase 2: Draw Action (2.0). When played, these Opportunity Cards are placed on a Player Family Board's bottom right card space.

11.1 MERCENARY CROSSBOWMEN (1 Card)

These include one card each of French and Flemish Mercenary Crossbowmen, each with 3 Troop Markers.



MERCENARY Cards can be placed at any time onto a Family Board's right-hand card space. Then place the 3 associated Crossbowmen onto the Card.



This Player may, at any time, hire **any number** of these available Crossbowmen for 2 Shillings each and place each in **any City of choice**, all together or disbursed. **Note: They may be hired in middle of a Battle or to take losses in a REBELLION (10.1), not just in Phase 4 Purchases.**

A Player can lend or rent their Mercenaries, in whole or in part, to other Players. One just needs to agree on a price (2.15).

The Mercenary Crossbowmen add 2 SP (7.3) in Battle and take 2 Hits to defeat. Projectile and Melee Attacks are covered in Sections 7.2 and 7.3.

Mercenary Markers defeated in Battle are returned to the Common Stockpile. If all 3 are defeated, their card is discarded. At the end of a Round, Crossbowmen still on the Map are returned to their card. These can be re-hired in future Rounds.

If alone at the end of a Battle, Crossbowmen take no Captives (7.6) like normal Troops and instead **slay all Nobles**.

A card on this space can be discarded at any time, along with any remaining Crossbowmen, to be replaced by a new MERCENARY or a BURGHER Card.

11.2 BURGHER (2 Cards)

Burgher are privileged city officials that defend your Family's interests. The BURGHER Card can only be played, and remain in play, if there is a Titled Lord (4.3) in the Family. As an Opportunity Card ⚡, it can be placed on the right most slot of a Family Board at any time.

The BURGHER Card can replace or be replaced by a MERCENARY Card (11.1).



With the BURGHER Card you can:



Add 3 or 5 Parliament Votes (depending on the card) when voting for or against the Royal Tax (9.2).



Start or support a Rebellion (10.1) in a City Affected by FAMINE or TAXES. Players may add one or more REBELLION Cards to the City at the same time to increase the Rebellion's effect. The BURGHER and REBELLION Card effects are cumulative.



Take Secret Routes, just like a PASSAGE Card

The Player must spend **1 Treasure for each** BURGHER Action taken.

11.3 TREASURES

Each Player has 2 Treasure Markers in their color. A Player must **pay 1 Treasure** to initiate a:

- BURGHER Card Parliament Vote
- BURGHER Card Rebellion
- BURGHER Card Passage
- TAX Card Tallage (2.8)
- TAX Card Tithe

Each Treasure Marker is placed onto the played card's Action image.

At Round end, used Treasure Markers are returned to the Player Board for use in future Rounds.

Ex 11-1: George has a BURGHER Card on his Family Board. A FAMINE hit the Midlands. George decides to start a Rebellion with his BURGHER Card in Dave's Stronghold of Norwich which is defended by 1 Knight, 1 Archer, 2 Men-at-Arms, and the Noble Estrid.

George places one Treasure Marker on his BURGHER Card's 'Rebellion' icon to start the Rebellion with **1 Battle Die +1f Hit**. However, a Stronghold cancels one Rebellion (10.1). So George places his second Treasure Marker on his BURGHER Card for a **PASSAGE**, which negates the Stronghold's defenses.



In addition, George plays a REBELLION Card, increasing the Rebellion attack to **2 Battle Dice +2f** (one Battle Die for the BURGHER Rebellion Action and a second Battle Die for his REBELLION Card).

Kirsten, seeing George's brilliant Rebellion against her arch-nemesis Dave, decides to add a REBELLION Card from her Hand to the Norwich Rebellion, increasing its attack to **3 Battle Dice +3f**.

All together, **3 Battle Dice + 3f** are rolled resulting in a 'f', blank, and 'fff' for 4 Hits plus 3 Bonus Hits for a total of 7 Hits! Dave loses all of his Troops occupying Norwich (1x Knight (3f), 1x Archer (1f), and 2x Men-at-Arms (2f) for a total of 6f).

With the final 'f', the fair Estrid is paraded through the City in irons to the river, where she is promptly drowned. Her Character Card is removed from the game and any Titles transferred to another available Family member (4.8).

Lastly, the Norwich Mill and Stronghold are destroyed by the rebels in a state of frenzy. The Rebels have won....

A Rebellion always ends after its one Battle Dice roll is resolved. The Player Troops never roll any Battle Dice since there are no actual attacking Units in a Rebellion.



Relics

During Setup, the 4 Relic Markers are secretly placed face-down on Cities with a Cathedral Symbol.

12.0 DISCOVERY

When a Bishop or Archbishop moves into HIS Religious District's Cathedral City, its Relic is revealed and placed face-up on the revealing Noble's Card. An Abbess can reveal and take possession of a Relic in **any** Cathedral City.

If the Relic is in a Stronghold or Fortified City, a Church Noble needs the controlling Player's permission to enter.

When captured by Invaders, a Relic is revealed and removed from the game.

When pillaged after a Battle (2.13), the Relic is revealed and placed on the Noble's card (along with the Heresy Marker).

Relics can be given or sold to another Noble in the same City.

A Relic moves with its Noble. Unlike Troops, a Relic can be passed to another Noble, and movement continued beyond any one Noble's 2 Move limit.

A Relic can be recovered by another Noble in the same City, if the one who held it is ASSASSINATED, AMBUSHED, taken captive, or slain in Battle.

A Relic can be left in a City or an Abbey where it can be picked up by any other Noble. **Reminder:** A Relic present in an Abbey earns 3 Shillings in Phase 3 - Income (3.1). This counts even if a Noble possessing a Relic is in the Abbey at the time.

A Noble with a Relic can automatically give it to the Sovereign King or Queen if they are in the same City.



The **Relic 1VP** Marker is given to the Player who **first** gives a Relic to the Sovereign. The Player keeps this 1VP Marker for the rest of the game. It is worth 1VP for victory conditions scoring (8.1).

12.1 THE HOLY GRAIL

The Holy Grail protects a defending Army in Battle. Attacker Dice showing 'ff' have **NO** effect. This power applies if the Noble that is carrying the Holy Grail is at the Battle and is not part of the Attacking side that initiated the Battle.

Historical Note: The Holy Grail is the sacred cup from which Christ drank at the Last Supper and which collected his blood when he was crucified.



12.2 THE CHASUBLE OF THOMAS BECKET

The Player that controls the Chasuble can move an in-play STORMS Card from one Sea to an adjacent Sea. This may be done once per Round, per Card, and in any Phase.

Ex: From Sea Region III a STORMS Card can be moved to Sea Region II or IV.

Historical Note: On the night of December 29, 1170, Thomas Becket, Archbishop of Canterbury, was murdered while celebrating Mass in Canterbury Cathedral, by four knights under orders from King Henry II of England. Soon, pilgrims flocked in great numbers to pray at the site of the murder. The main Relics of Thomas Becket are preserved in the crypt of the Basilica of Saints Boniface and Alexius in Rome. His chasuble is preserved in the chapel of the Lisieux Hospital. Source: Wikipedia



12.3 THE SKULL OF SAINT CARADOC

The Player that controls the Skull can use it **once per game** to resurrect any Noble in the City where they just died. This Action must be announced immediately after the Noble's death, who then remains alive and retains all of their Titles. The Skull then becomes inactive and can still be given to the Sovereign or kept in an Abbey.



Historical Note: Caradoc served as a harp player at the court of the Welsh King Rhys. There he was threatened with mutilation for losing two of his king's valuable Greyhounds. He left all of his worldly possessions, made his lance into a staff, and traveled to become a hermit to practice his faith. He was ordained a priest several years later, displaying divine healing powers such as curing a woman's edema with the touch of his Hand. He died in 1124 and later was buried in the church of St David, where his remains were the 'cause of many miracles'.

12.4 SAINT EANSWITH'S SHINBONE

The Noble that possesses the Shinbone may discard one or more FAMINE Cards from the entire Ecclesiastic District they are located in. This Action can be performed as many times as needed.



Historical Note: Eanswith was an Anglo-Saxon princess and nun in the 7th century. Daughter of King Eadbald, she was the founder of Folkestone Abbey in Kent. A pagan king of Northumbria asked her to marry but she rejected his advances because she had chosen an immortal Bridegroom. Eanswith performed further miracles before and after her death, including giving sight to a blind man and casting out a demon of a possessed man. After the destruction of the Abbey by Vikings, the monastic community of Folkestone was moved to a new site in 1137.

Source: Wikipedia

Royal Guard

13.1 ROYAL GUARD



When a Lord becomes the Sovereign King or Queen, they immediately receive 2 Royal Knight Markers. Each is worth 3SP in Battle and is defeated with 3 Hits.



The King's Queen wife or the Sovereign Queen's husband receives 2 Royal Men-at-Arms Markers. Each is worth 1 SP in Battle is defeated with 1 Hit.

Royal Guards can neither be bought nor leave the side of their Lord.

During Battles, each Royal Guard Marker adds +1f Hit to each Melee Battle Die roll.

When their Lord is Slain or taken captive, the Royal Guards are removed and returned to supply.

Defeated Royal Guard Markers return only when a new King or Sovereign Queen is elected.

Excalibur

13.2 DRAW THE EXCALIBUR SWORD

A Nobleman (even if not a Lord) in the same City as Excalibur, with the exception of Bishops/Archbishops, can attempt to draw Excalibur from the stone it is magically embedded in.

The Nobleman may make **two attempts** per Round, once each during his Turn on Phase 5 - **Move** and Phase 7 - **Battle**. A d6 result of:

- **6: Success for your Noble!** Excalibur is placed on the Noble's Card, 'Sword out of the Rock' face-up.

- **4 - 6: Success for the Noble Arthur.**

Excalibur is placed on Arthur's Card, 'Sword out of the Rock' face-up.

New King: In the absence of a Sovereign King or Queen, the first Nobleman to draw Excalibur automatically becomes King!

Battle: Excalibur adds **+1f** Hit to the total Battle Dice result during a Melee Attack (7.3).

Income: Excalibur in an Abbey provides **3 Shillings** income.

Invaders: May not attempt to draw Excalibur.

New King: Excalibur can be **picked up or taken** any other non-clergy Nobleman if the one who held it dies in Battle, is assassinated, ambushed, or taken captive. This new Noble immediately becomes the new King.



Order of the Garter

13.3 ORDER OF THE GARTER (x4)

This Title is given to a Lord (not just a Noble) by their Sovereign King or Queen, inducting them into the Order of the Garter for services rendered against Invaders. Said Lord either:

- Defeated an Invader Army, alone or as the head of a coalition.
- A Cleric or Abbess convinced the Invaders to leave England by Church Intervention (6.10) or bribing them to leave (6.9).

Only **one Garter Title** can be awarded **per Round**. A sitting Sovereign decides, at the time of the Action, if they want to give this Title to an eligible Lord. The Order of the Garter Title Marker is placed on the recipient Lord's Card.

- The Title is lost if the Lord dies.
- The Lord holder of the Title may not attack the Sovereign or take part in a coalition attack against their Sovereign.

Tie Breaker: The Order of the Garter Title breaks ties at the end of the game.

Historical Note: The Most Noble Order of the Garter is an order of chivalry founded by Edward III of England in 1348. The most senior order of knighthood in the British honours system, it is outranked in precedence only by the decorations of the Victoria Cross and the George Cross.

Appointments are at the Sovereign's sole discretion, typically made in recognition of national contribution, service to the Crown, or for distinguished personal service to the Monarch.

Source: Wikipedia



Sherwood Forest

13.4 BANDIT PATHS



The red Path lines that run through Sherwood Forest are Bandit Paths. They directly connect the Cities of York, Lincoln, King's Lynn, and Nottingham to each other through the dangerous Sherwood Forest for just **1 Move (5.0)**. But you risk being robbed or captured by Bandits!

Sherwood is not a City, so moving through it does not cost an extra Move.

Ex 13-1: A Noble and its Army could move from York to King's Lynn along the Bandit Paths for **1 Move**, instead of **3 Moves** by taking the Roads to Whitby, then Lincoln, then King's Lynn.

Each time you pass through Sherwood Forest, roll the d6.

On a **1 or 2 result**, you are captured by Bandits.

The Bandits demand the following Ransoms:

- 2 Shillings for each Noble with no Title.
- 4 Shillings for each Noble with a Lord Title.
- 5 Shillings for each Bishop, Archbishop, or Abbess without a Fiefdom Title.
- 10 Shillings for each Bishop, Archbishop, or Abbess with at least 1 Fiefdom Title.
- The Bandits ask nothing of the King or Queen.

Nobles unable to immediately pay become Captives in Sherwood until the Ransom is paid (their Standee is lain down on Sherwood). The other Nobles and Troops may continue their journey. If all Nobles remain captive, the Men-at-Arms and Archers join the Bandits and their markers are returned to their Stockpiles. Knights remain loyal to their Nobles and remain with them in Sherwood.

Once a Ransom is paid at the beginning of Phase 4 - Purchasing, a Noble is freed and their Standee is placed in the nearest City friendly to them (a Controlled or Independent City, or with another Family Noble).

King's Interdiction: Instead of a Ransom Payment, the King or Queen can spend one of their Carrier Pigeons to have a Captive of their choice immediately set free.

Extinction

13.5 DEATH OF A FAMILY

A Player whose Family no longer has a Noble or controls a City is not eliminated. They continue to draw cards and can influence the course of the game. They can then play a new Noble Character Card when available.

Setup Variant

13.6 RANDOM STRONGHOLD SETUP

During setup, in Turn order, each Player determines their starting Region by rolling the d6.

The Player then decides in which City they set up their Nobles and Troops.

There can be only one Player per Region - re-roll if necessary.

2 & 3 Player Games

13.7 TWO-PLAYER GAME

Setup: The game is set up like a four-Player game. However, each Player simultaneously manages 2 Allied Families, placing their Family Boards side by side in front of them.

Initiative: Each Round, the First Player Marker is passed to the opposing Player.

Gameplay: Each Phase, the First Player takes Turns with both of their Families first, one after the other in the order the Family Boards are placed in front of them. Then their Opponent takes Turns with both of their Families.

Ex 13-2: It is Phase 5 - Movement. Kirsten has initiative, so moves all of her Green Family Nobles and Troops first, then all of her Blue Family Nobles and Troops second.

Now George moves all of his Red Family Nobles and Troops first, then his Yellow Family Nobles and Troops second.

Ex 13-3: It is Phase 7 - Battles. Kirsten attacks with her Green Family's Army first. In one City, she combines her Green and Blue Family Armies into the Battle for a combined Attack (7.0).

Money: The Shillings of a Player's two Families are kept in a common pot to be used as needed.

Cards: Each Player has only one Hand of up to 5 Cards for both Families.

During Phase 2 - Cards, a Player can draw up to 4 new Cards, no more than **2 from the Character Deck**, without exceeding a **5 Card Hand limit**.

Marriage is only possible between a Player's two Families.

Victory: Win with 4VPs from Round 5 onwards. The Families must be allied **through Marriage** to win.

13.8 THREE-PLAYER GAME

Marriages are not allowed in a three-Player game.

Victory: Win with 3VPs from Round 5 onwards.

FAQ

Q: If a Player does not have any Troops or Nobles on the Map, are they eliminated from the game?

A: No, the Player can keep drawing cards, playing them, negotiating, etc. The Player can also still purchase and place Troops if they control a Stronghold or Fortified City. If they draw a new Noble, they can place it onto their Family Board and continue the game with their noble duties.

Q: Are a Player's Shillings (money) visible to others or secret?

A: It is kept secret.

Q: Are a Player's Troops visible to others or secret?

A: They are secret by keeping them face-down when placed and moved, but are shown when a Battle begins.

PHASE 1 - HEAR YE, HEAR YE

Q: Can I break an Alliance?

A: The only way to break an alliance is to end the marriage. And the only legal way to do that is to 'dispose of' your Spouse (through a Battle, Rebellion, Plague or Assassination).

Q: Can I attack my Ally, possibly taking his Fortified City and Title? Can I attempt to assassinate an Ally's Noble?

A: Yes, a Player can attack and assassinate their Ally. The Player can also take control of their Fortified City and Title. But, the Alliance stays in place until the marriage ends!

Q: Can we marry in a three Player game?

A: No. Only in 2 and 4 Player games.

Q: Can a Player decide not to vote in an election?

A: Yes, by not playing any Vote Markers during the election.

Q: Can a Noble have more than one Bishop / Archbishop Title?

A: No, a Noble can only have one Title of Bishop or Archbishop. But a Bishop can **replace** his Title with that of an Archbishop.

Q: Is the King or Sovereign Queen Title worth 1 VP?

A: No.

PHASE 2 - CARDS

Q: Can I play an Opportunity Card during the Discard Action?

A: Yes, the Player may play it instead of discarding it. The only time an Opportunity Card cannot be played is during the Draw Action.

Q: All of the Character Cards have been drawn. How can I get new Nobles?

A: When a Noble dies, their Card, Standee, and Retainer are removed from the game (4.8). There are a limited number of Nobles available in the game. Players may discard Noble Cards from their hand in Phase 2 - Cards. These are placed face up under the Character Draw Pile. Once all cards in the Draw Deck been drawn (face-up discard cards now showing), shuffle the discards and place them face-down as a new Draw Deck. The Player may now draw a new Character Card which may be a Noble.

Q: How do I get the Prince of Wales Marker?

A: When the Queen's family places a new male Noble Card onto their Family Board, he becomes the Prince of Wales. If the Queen's husband, the King of England, should die - her son becomes King... (you hear an evil laugh in the background).

PHASE 3 - INCOME

Q: If a Titled Lord who played a Tax Card dies before Phase 3 - Income (Assassination, Rebellion, or Justice), where does the tax income go?

A: If the Fiefdom's Title remains in the Family (4.8), they collect the Shillings. If the Fief's Title is now controlled by another Player, the other player receives the Shillings. If the Fief's Title remains unclaimed, no tax is collected. If the Bishop or Archbishop died, no Tithe is collected and the Mill owner generates the income as normal.

PHASE 4 - PURCHASING

Q: What happens if I want to buy something, but there are no markers remaining in the Stockpile?

A: The Player cannot purchase an item if there are no markers left. This applies to all purchasable things such as Men-at-Arms, Bombards, Mills, etc.

Q: The King can give my Noble a Fiefdom Title but demands that I give him 2 Shillings and the City of Nottingham as payment. Can he do this?

A: Yes, he can. If you do not want to pay him, you can always pay the full price for the Fiefdom Title to the money Stockpile.

PHASE 5 - MOVEMENT

Q: If several Players have Troops in a City through which I want to pass, from whom do I have to ask permission to pass?

A: One Player controls the City, while other Player Troops may be Allies. So you need to get permission from the opposing Player controlling the City. If that Player refuses to let you pass, you can try a Cavalcade or play a PASSAGE Card.

Q: Can a Player form a Cavalcade, move to fight, and if he wins decide to stay in that City instead of moving on?

A: No. The Player must continue moving to the next City, but the Player could move back again, if he has a Move remaining.

Q: Can a Cavalcade fight in its final Move?

A: No. This final move Battle will happen in the Battle Phase if the Opponent has not moved away.

Q: Can a Player initiate a Cavalcade from a besieged Stronghold or Fortified City?

A: Yes. The besieged Cavalcading Army must immediately fight against the besieging force. If the Cavalcading Army wins, it MUST move to an adjacent City.

PHASE 7 - BATTLES

Q: A Lord is alone in a City facing an opposing Army. Does he get to fight with 1 Battle Die?

A: No, Nobles/Lords with no supporting Troops are immediately taken captive.

Ex: Kirsten and Dave both have Nobles in a City with no Troops. Kirsten controls the City. During the next Purchase Phase, Kirsten purchases a Knight and places it in this City. Dave's Noble is captured if still there in the upcoming Battle Phase.

Why Fief England?

I had several goals while creating Fief England. To be in tune with the times, the challenge was to make a game where the role of women would be magnified. In England, historically, a woman could ascend the throne, but this was not possible in the kingdom of France, where the Salic Law prohibited a woman from being elected Sovereign Queen. In Fief France there are only six Ladies versus twelve Lords. In Fief England, there are as many females as male Lords. There is a new religious title, that of abbess. It gives a lot of power, including recovering Relics in any Cathedral City, Invader Church intervention, calming down Rebels, earning money by housing Relics in Abbeys, and more.

Another challenge was to speed up game play. This was achieved by reducing the number of players (from six to four), reducing the number of Fiefdoms (from eight to six), and reducing the number of game turns (now shown on the board). From the fifth Round onwards, the game can be ended if the target of 3 or 4VPs are gained by a Player or an alliance of Players. On the seventh Round, the game ends and Players determine who has the most and highest level Titles. Another objective of this modified game engine: to please myself! So the creation of over twenty Retainers with personalized powers, in keeping with the historical theme, was a real treat!

As always, the historical framework is important and is generally respected, but I took a few liberties to reinforce the fun aspect. That is why the Excalibur Sword is included in the base game: whoever can remove it from its rock will become King of England! I've also included Sherwood Forest, which offers an important shortcut, but where Robin Hood keeps watch and can capture any Noble who ventures there, ransoming them for their freedom. I also suggest the extensions "Robin Hood and His Companions" and "Ivanhoe - Tournaments and Jousts", two fables that speak to everyone, forming our universal culture that we take great pleasure in sharing, whatever our nationality.

In the year of our Lord 2024, narrative games are in vogue. Fief is a narrative game... where nothing is written! So anything is possible. The elements of the scenario and the characters are there, and it's up to you to bring them to life. Through your choices and decisions in the face of unforeseen events and the actions of your opponents, you will build a fabulous story, but a unique, unrepeatable story, witnessed only by you and the friends with whom you've created it.

I endorse the definition of the 'perfect' game given by Vincent Bonnard of Plato Magazine, which is as follows: "The perfect game is one that creates bonds and convivial exchanges around a table, and allows you to do everything you wouldn't necessarily allow yourself to do in real life."

Fief England doesn't quite live up to this definition, as the exchanges aren't always convivial, in the heat of the action... But yes, it does allow us to take a break from our everyday lives to get away from the real world and to play a role without too many constraints. The role of diplomat or warlord. Don't forget to use Carrier Pigeons for secret discussions away from the table!

Philippe Mouchebeuf

Definitions

Noble: A male / female Family member with or without a Title.

Lord: A Noble with a Fiefdom's Lord Title that include Baron or Baroness (2 City Fiefdom), Count or Countess (3 City Fiefdom), Duke or Duchess (4 City Fiefdom). A Lord is still a Noble.

Royal Titles: King, Queen, and Prince of Wales.

Ecclesiastic Titles: Abbess, Bishop, and Archbishop.

Sovereign: The elected King or elected Queen.

Queen: Spouse of the King.

Sovereign Queen: a Queen that was elected.

Prince of Wales: A new male Noble placed on a Queen's Family Board (he is her son) is marked with the Prince of Wales Marker. He will become King if the current King dies or if his 'mother', as the Sovereign Queen, dies.

Royal Family: The King, Queen, and Prince of Wales.

Sponsor: A Noble that initiated an Assassination (10.3).

Troops: Includes Archers, Men-at-Arms, Knights, and Crossbowmen.

Army: A Noble with Troops in the same City.

Strength Points (SPs): Each Troop has a number of SPs that determine how many Melee Battle Dice are rolled (7.3).

Region: One of the six designated land areas and its adjacent Sea. A Region is designated as a Fiefdom once a Noble purchases its Lord Title and becomes its Lord.

Fiefdom: A Region that is governed by a Lord.

Independent City: Not part of a Fiefdom and not occupied by Noble/Troops.

Controlled City: Occupied and Controlled by Troops. If part of a Lord's Fiefdom, it is controlled by the Lord even if unoccupied.

City: Any location, including Cities with a Stronghold, Fortification, or Abbey.

Victory Points (VPs): Are earned for each Lord Title and for presenting the first Relic to the King or Sovereign Queen.

Roman Numerals: Region Numbers are listed as Roman Numerals. When using a die roll to determine location they are mapped as: **I=1, II=2, III=3, IV=4, V=5, VI=6.**

Credits

Game Design: **Philippe Mouchebeuf**

Artistic Director: **Laurent Jorda**

Artistic Artist: **Nicolas Treil**

Illustrators: **Mailon Karr, Ricardo** aka Cptn Cosmos

English Rules: **Uwe Eickert**

Rules Layout: **Radek Jaszczuk**

Editors: **Doug Click, Jeff Merlin, Jason Latko, Matt Hancock, Aaron Isley, Richard Gavin, Jon Vespa, Jimmy Dean, Tristan Blasselle, John Parker, Joshua Griffiths**



Rulebook v31

Fief England AYG 5460

Copyright © 2024-2025 Academy Games, Inc.
thru license from International Team.

Academy Games, Inc
Richfield, Ohio USA
AcademyGames.com

Index

Abbess / Abbey	2.13
Alliance	9.0
Ambush	10.5
Archers	7.2
Assassination	10.3
Bishop / Archbishop	2.14
Bandits / Paths	13.4
Battle Dice	7.3
Battles	7.0
Battles - Invaders	6.4
Bombards	7.2
Bountiful Harvest	2.8
Buildings - Strongholds / Mills	4.2
Burgher	11.2
Captives	7.6
Carrier Pigeon	2.15
Cavalcade	5.2
Conversion	6.10
Combined Attack	7.0
Controlled City	5.1
Crossbowmen (Mercenaries)	7.2, 11.1
Danegeld	6.9
Death - Noble Slain	4.8
Destroy Mill, Abbey, or Stronghold	6.5/7.10
Dice	7.1
Discard Cards	2.10
Ecclesiastic District	Game Setup
End Round / Game	8.1
Excalibur	13.2
Extinction	13.5
Famine	2.5
Fog of War	4.1
Fortified City	4.4
GOOD WEATHER	2.8
Governed Region	4.3
Heresy & Justice	2.13/10.3-4
Income - Lord / Abbey	3.0
Independent City	5.1
Invaders	2.5/6.0
Invaders Tax Penalty	3.3
Losses	7.5
King's Will	4.5
Marriage Alliance / Rings	9.0
Melee Attacks	7.3
Melee Penalties	7.4
Mercenary (Crossbowmen)	11.1
Movement	5.0
Naval Movement	5.4
Nobles	2.11
Opportunity Card	2.6
Order of the Garter	13.3
Outskirts	5.0
Parliament	9.2
Pillage	7.10
Plague	2.5
Projectile Attacks	7.2
Men-at-Arms	4.0
Ransom	7.7
Rebellion	3.2/10.1
Relics	12.0
Religious Districts	2.14
Retainers	2.12
Rings	9.0
Royal Guard	13.1
Royal Stronghold	4.9
Scorched Earth	3.4
Passage	10.2
Siege	7.9
Storms	2.5/5.5
Strongholds - Purchase	4.2
Taxes= Tallage / Tithe	2.8
Titles	4.3
Treasures	11.3
Trebuchets	7.2
Troops= Men-at-Arms/Knights/Archers/Crossbow	4.0
Truce	7.8
Two & Three Player Games	13.7