EMPIRES
OF THE MIDDLE AGES
RULES OF PLAY


Read this First:
The rules of this SPI simulation game are organized in a format known as the Case System. This system of organization divides the rules into Major Sections (each of which deals with an important aspect of play). These Sections are numbered sequentially as well as being named. Each of these Major Sections is introduced by a General Rule, which briefly describes the subject of the Section. Many times this General Rule is followed by a Procedure which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of Cases. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth Primary Case of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into Secondary Cases. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:
Major Section Number

<table>
<thead>
<tr>
<th>Primary Case Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secondary Case Number</td>
</tr>
</tbody>
</table>

[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:
Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the titles of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they’re not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for Empires of the Middle Ages
257 Park Avenue South
New York, N.Y. 10010
[1.0] INTRODUCTION

Empires of the Middle Ages simulates the flow of medieval European history on an international scale. The period covered in the game spans from 771 A.D., the time of Charlemagne's reign, to 1465, the time of the final collapse of the Byzantine Empire. Empires of the Middle Ages is a multi-player game in which each Player controls an historical kingdom or empire. The game includes a Grand Scenario, which covers the entire period from 771 to 1465; and several shorter scenarios, each covering a period of 50 to 100 years. The shorter scenarios may be played by as few as two Players or by as many as six. There is also a solitary scenario included in the game. The Grand Scenario could be played by six Players, although it may be played by fewer.

[2.0] DEFINITION OF TERMS

Area. The Empires of the Middle Ages game map is divided into Sea Areas and Land Areas, each of which is represented by an oval or rectangular display called an Area Register. Each Sea Area Register contains only the name of the Area. Each Land Area Register contains the name and basic characteristics of the Area. In essence, the action of the game centers on the maintenance, acquisition, and loss of Land Areas, which Players accomplish through various Endeavors.

Claims. A Claim represents a Player's legal right to the ownership of an Area. If, at the end of the game, a Player possesses both an Area and a Claim to that Area, he receives a Victory Point bonus.

Conquest. Conquest is the Endeavor by which a Player may capture an independent Area or an Area belonging to another Player.

Court Area. In the scenario descriptions, one Area in each Player's Empire is designated the Court Area. The Court Area is the "home" Area of the Empire's Leaders, and consequently the linguistic and religious characteristics of those Leaders are considered to be those of the original Court Area. The linguistic and religious characteristics of a Leader are used in determining the Leader's Effectiveness Rating when undertaking an Endeavor or against an Area.

Defense. By conducting a defensive campaign in an Area, a Player reduces an enemy's chance of success in attempting to conquer or pillage that Area.

Diplomacy. Through a Diplomacy Endeavor, a Player may form a Diplomatic Tie between his Leader's dynasty and an Area. Diplomatic Ties are the primary means by which a Player may obtain Claims.

Effectiveness Rating. An Effectiveness Rating is a numerical representation of a Leader's ability to successfully accomplish a task in a particular situation. Effectiveness Ratings are used in determining Endeavor results. The Effectiveness Rating is based on the Leader Stature of the Player undertaking the Endeavor. The Stature number is modified according to whichever conditions are relevant to that Endeavor and to the particular characteristics of the Area involved. The Leader Stature, modified for a given situation, produces the Leader's Effectiveness Rating.

Empire. The Land Areas which a Player controls at any given time constitute that Player's Empire. The Areas which each Player controls at the start of the game are listed in the scenario instructions.

Endeavors. Endeavors are certain voluntary activities which a Player may undertake. A Player undertakes an Endeavor by announcing which particular activity he wishes to perform, and then playing a Year Card, which is used to determine his success. There are six types of Endeavor: Conquest; Defense; Diplomacy; Pillage; Fortification; and Ruling.

Fortification. The construction of Fortifications in an Area reduces the likelihood of successful Conquest or Pillaging in that Area. Moreover, Fortifications reduce the chances that an Area will rebel or enter a State of Unrest.

Gold and Taxation. Undertaking an Endeavor, other than Ruling or Pillaging, requires the expenditure of a set amount of gold. Moreover, gold may be used as a diplomatic tool in multi-Player games. Players raise gold by taxing the Areas within their Empires and by Pillaging foreign Areas.

Language, Religion, Population. The Language, Religion, and Population of the Areas are indicated in the Area Register boxes on the map. These characteristics modify a Leader's Stature in determining the Leader's Effectiveness Rating for an Endeavor involving that Area.

Leader Stature. The only active piece in the game for each Player is his Leader counter. The strength of a Leader — that is, a Leader's ability to successfully carry out various activities in the game — depends on the Leader's Stature Ratings. Each Leader has three Stature Ratings, which indicate his skill in military, administrative, and diplomatic affairs. There are five levels of Leader Stature: 1 (inept); 2; 3; 5; and 9 (brilliant). A Leader's Stature is the basis for determining his Effectiveness Rating vis-a-vis any Endeavor undertaken. At times, Players must re-determine the Stature of their Leaders. Each Leader's Initial Stature Ratings are provided in the scenario descriptions.

Pillage. By pillaging a neighboring independent or enemy Area, a Player may reduce the Social State of that Area and acquire one or more points of gold.

Plunder. Plunder is a special form of Taxation, by which a Player may obtain more gold from an Area than would normally be possible. Unlike Taxation, however, Plunder deceptively affects the Social State of the Area involved and automatically increases the likelihood that the Area will rebel.

Ruling. The Ruling Endeavor has two purposes, the first of which is administration. The successful administration of an Area, which is in a State of Unrest, brings the Area out of Unrest, thus greatly decreasing the possibility of Rebellion in the Area. The second purpose of a Ruling Endeavor is to increase an Area's Social State.

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

Social State Norm. On each Area's Social State Register, the Social State Norm is given in parentheses. For example, in the scenario descriptions, each Area begins the game with its Social State Level at the Norm. Furthermore, an Area's Social State may never be increased more than two levels above its Social State Norm. The Social State Norm does not affect how low the Area's Social State may fall.

Unrest and Rebellion. Under certain circumstances, an Area may enter a State of Unrest or Rebellion. When a Player's Area is in a State of Unrest, the Player's ability to undertake Endeavors and to Tax in the Area is inhibited by an increased chance of Rebellion. When a Player's Area is in Rebellion, the Player loses control over the Area, and the Area becomes independent.

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

Important Note: Old Saxo (230) and Old High German (240) have been inadvertently color coded on the map to indicate the area's language and the language code used. Use the number codes to distinguish these two languages. Hungary's Area Register is incorrectly color coded; its number code correctly identifies the Area's language as non-Indo-European.

The Empires of the Middle Ages game map shows all of Europe except the northernmost reaches of Scandinavia and the easternmost continental marches. Also shown on the map are Asia Minor, the northern Levant, and parts of the African Mediterranean Coast. Superimposed over the geographical contours of the map is a system of interconnected rectangular and oval Area Registers, which designate the ethnic and geographic regions about which play revolves.

[3.11] There are two general types of Area represented on the map by Area Registers: Land Areas and Sea Areas. All Sea Areas possess identical characteristics at all times, and their effect on play never changes. Consequently, a Sea Area Register contains only the name of that Area. Land Areas, however, possess a number of characteristics, the status of each being subject to possible change in the course of play. A Land Area's original characteristics, in most scenarios of Empires of the Middle Ages, are indicated in the Area Register. Any changes to these characteristics during the game are recorded in the Area Register through the use of game markers. In some scenarios, certain Areas begin the game with characteristics which differ from those indicated in the Area Registers. Such differences are listed in the scenario descriptions.

[3.12] Sample Area Register

<table>
<thead>
<tr>
<th>Area Name</th>
<th>Religion</th>
<th>Population</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLANDERS</td>
<td>++</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

Language/Religion Code (See Key on map)

[3.14] The lines by which the Land Area Registers interconnect indicate geographic adjacency. Only Area Registers that are directly linked by a connecting line represent Bordering Areas.

[3.14] There are two types of lines connected to Sea Areas. The connecting lines between Land Areas and Sea Areas indicate which Land Areas have access to the Sea Areas. The lines connecting Sea Areas indicate adjacent Sea Areas.

[3.2] THE YEAR CARDS

Provided with the game are 56 Year Cards, which form one deck. These cards are used to determine the results of Endeavors.
### [3.3] EVENT CARDS
Also provided are 56 Event Cards (including Holding Cards), which form a second deck. The effects dictated by an Event Card, applied immediately upon being played, usually adversely affect the Player receiving the card. The effects of a Holding Card are applied only when the Player who holds the card sets to reap its benefit.

### [3.4] CHARTS, TABLES AND DISPLAYS
Various visual aids have been provided with the game in order to simplify and illustrate certain game functions. These include the Unrest and Reduction Table, Leader Status Change Table, Conversion Rating Chart, Schism Table, Raider Activity Schedule, Magnate Appearance Table, Magnate Matrices, Syrian Magnate Appearance Table, Pillage/Plunder Table, Effectiveness Rating Summaries, and Linguistic/Religious Modifier Matrix.

### [3.5] THE COUNTERS
[3.51] Most of the cardboard playing pieces — or counters — in the game are used as markers to record changes in the status of a Player's Areas. There are six sets of differently colored counters used by the Players to indicate the status of their imperial domains. There are also neutral markers. Note that the number of counters provided is in no way a limiting factor in the game. Although it is doubtful that the need would arise, Players should feel free to supplement the counter supply with makeshift markers.

### [3.52] Summary of Counter Types

#### PLAYER'S MARKERS

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Leader Marker" /></td>
<td><img src="image" alt="Leader Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Social State Marker" /></td>
<td><img src="image" alt="Social State Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Court Social State Marker" /></td>
<td><img src="image" alt="Court Social State Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Diplomatic Tie Marker" /></td>
<td><img src="image" alt="Diplomatic Tie Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Claim Marker" /></td>
<td><img src="image" alt="Claim Marker" /></td>
</tr>
</tbody>
</table>

#### NEUTRAL MARKERS

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Independent Social State Marker" /></td>
<td><img src="image" alt="Independent Social State Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Magnet State Marker" /></td>
<td><img src="image" alt="Magnet State Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Independent Fortification Marker" /></td>
<td><img src="image" alt="Independent Fortification Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Crusader State Marker" /></td>
<td><img src="image" alt="Crusader State Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Gold Marker" /></td>
<td><img src="image" alt="Gold Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Unrest Marker" /></td>
<td><img src="image" alt="Unrest Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Stature Marker" /></td>
<td><img src="image" alt="Stature Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Social State Marker + 4" /></td>
<td><img src="image" alt="Heretical Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Religion Marker" /></td>
<td><img src="image" alt="Orthodox Marker" /></td>
</tr>
<tr>
<td><img src="image" alt="Colonization in Progress" /></td>
<td><img src="image" alt="Colonization Completed" /></td>
</tr>
</tbody>
</table>

### [3.6] INVENTORY OF GAME PARTS
One 22" x 34" game map
One rules booklet
Three 200-counter sections (600 total counters)
112 playing cards
Two six-sided dice
One game package
If any of these parts are damaged or missing, fill out the enclosed Complaint Card and return it to SPI with the appropriate items indicated on the card. Note: The process used in the manufacture of the die-cut counters provided in SPI games sometimes results in colors from one counter overlapping the color of other neighboring counters, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

### [4.0] PREPARING FOR PLAY

#### COMMENTARY:
In order to hasten the rules-learning process, Players are encouraged to play through a trial game while reading the rules. The Charlemagne scenario serves as the best introductory game by virtue of its relative simplicity. When Players feel sufficiently familiar with the rules to undertake a Multi-Player game, they should first examine the several scenarios described in 25.0. The number of Players is an important consideration in deciding which scenario will be played; although most of the scenarios in Empires of the Middle Ages can accommodate different numbers of participants, each has an optimum number. The optimum, maximum, and minimum number of Players for each scenario is indicated in the scenario descriptions.

Once the Players have decided which scenario to play, they must decide which Empire each will control. Each Player then receives one set of colored counters, which will serve as his markers during the game. The location of the Court Area and the initial Leader Status for each Empire, as well as a list of all the Areas in the Empire, are provided in the scenario description.

#### PROCEDURE:
1. Each Player places his Court Area Social State marker on the indicated Area's Social State Register. The marker, positioned to indicate the Court Area's Social State Norm, is placed on top of the bracketed number on the Social State Register, with the sign showing on the marker corresponding to the sign of the bracketed number, either positive (+) or negative (−). If the Social State Norm of the Area is zero, the marker may be placed with either side showing.
2. Each Player places one of his Social State markers on the Social State Register of each of his Areas to indicate the Area's Social State Norm.
3. Each Player places a Leader counter on the Social State marker of his Court Area. Each Player then places three Status markers, bearing the appropriate Status numbers, on his Leader Status Display.
4. Each Player places an appropriate number of Gold markers in his Treasury Display to represent 12 Gold Points.
5. Each Player places any Fortification, Diplomatic Tie, and Claim markers on the map required by the instructions in the scenario description.
6. The Players place Independent Social State markers on the Social State Registers of all Land Areas that are not included in any of the Players' Empires. The markers are positioned to indicate each Area's Social State Norm.
7. If any Areas are indicated in the scenario description to have characteristics differing from those indicated in the Area's Registers, the Players should place the appropriate markers in the Registers.
8. The Game-Turn marker is placed in the appropriate position on the Game-Turn Record Track to indicate the year at which the scenario begins.
9. The Year and Event Card decks are shuffled.
[5.0] GENERAL DESCRIPTION OF PLAY

The structure of the sequence of activities in Empires of the Middle Ages has four tiers: the Game-Turn; the Round; the Player-Turn; and the play of a Year Card. Each scenario is played for a designated number of Game-Turns. Each Game-Turn consists of five Rounds. In each Round, there are as many Player-Turns as there are Players. During each Player-Turn, one of the participants plays some or all of his five Year Cards. The play of a card represents, for each Player, the activities of one of his five Areas. Each Area, each Round equals five years, and the play of a whole Game-Turn represents the passage of 25 years.

At the beginning of each Game-Turn, the Players must determine which, if any, Raider forces will be active during that Game-Turn. The Raiders are not controlled by any Player, but rather follow a course of action described in the rules. After the Players have determined the status of the Raider forces, the first Round may begin. If any Raider forces are active, one of the Players executes the Raiders' actions. Next, the Players determine whether a Magnate will be activated during the first Round and, if so, one of the Players executes the actions of the Magnate. Then the Players determine the order in which they will execute their Player-Turns according to the Status of their Leaders.

The Player with the highest Leader Status has first choice, the Player with the second highest Status has second choice, and so on. Once the order of Player-Turns has been determined, each Player receives his Year Cards and the active Year Card sequence begins. Each Player then has the option to buy or sell Areas or to use any other Area-specific options. After the Players have made their choices, the first Round of the Game-Turn begins. The Players then proceed through the Sequence of Play. All events in the game must occur strictly within the order dictated by the Game-Turn Sequence.

GAME-TURN SEQUENCE

I. EVENT CARD SEGMENT

All discarded and/or unused Event Cards are shuffled into one deck, and the deck is shuffled. Note that Holding Cards which are still possessed by the Players are not returned to the deck (see 19.6).

II. THEOLOGICAL POLITICS SEGMENT

The Players determine the status of the Christian Churches as described in the rules for Schism (see 23.1).

III. THE ROUNDS

A. First Round

1. Year Card Distribution Phase

The Players shuffle the deck of Year Cards, and five Year Cards are dealt to each Player.

2. Crusade Determination Phase

The Players determine whether there will be a Crusade during this Round (see 23.3). Note that there can be only one Crusade per Game-Turn.

3. Raider Phase

The Players determine which, if any, Raiders are active during the current Game-Turn. If there is an active Raider force, the Players determine which Areas are to be attacked by the Raiders and then execute those attacks (see 24.0).

4. Magnate Phase

The Players determine whether a Magnate appears during the current Game-Turn. If a Magnate does appear, its location, status, and intentions are determined, and its activities are carried out (see 24.0).

5. Crusader Phase

If the Players have determined that there will be a Crusade during the current Round, the Players whose Leaders are Roman Catholic conduct a Crusade, as described in 23.3.

6. Initiative Determination Phase

During this Phase, the Players determine the order by which the Player-Turns shall be played. The Player who has the highest Stature Rating total (i.e., the sum of his three Stature Ratings) announces in which position the Round he wishes to place his Game-Turn. The remainder of the Players then plaus their Game-Turns, in order of decreasing Stature Rating total, with the Player choosing the highest position last

7. First Player-Turn

The Players choose which card is to be played. The Players then proceed through the Sequence of Play. All events in the game must occur strictly within the order dictated by the Game-Turn Sequence.

[6.0] SEQUENCE OF PLAY

GENERAL RULE:

Empires of the Middle Ages is played in successive Game-Turns. Each Game-Turn consists of five Rounds. Each Round consists of five Player-Turns. During each Player-Turn, one of the participants plays some or all of his five Year Cards. The play of a card represents, for each Player, the activities of one of his five Areas. Each Area, each Round equals five years, and the play of a whole Game-Turn represents the passage of 25 years.

The game starts with the first Round of the first Game-Turn. During the first Round, the Players determine the status of the Raider forces, the Players then proceed through the Sequence of Play. All events in the game must occur strictly within the order dictated by the Game-Turn Sequence.

8. Second Player-Turn

The Players choose which card is to be played. The Players then proceed through the Sequence of Play. All events in the game must occur strictly within the order dictated by the Game-Turn Sequence.

9. Remaining Player-Turns

The remaining Players carry out their Player-Turns in the determined order. At the end of the last Player-Turn, any Players who have unplayed cards must turn those cards face up and carry out any required Stature checks. The passage of five years is then recorded on the Turn Record Track by advancing the Turn marker.

10. Colonization Record Phase

The Players currently attempting to colonize any Areas now record any changes to their colonization Point totals (see 25.0).

B. Second round through Fiftieth Rounds

The Players carry out the actions of any active Raiders or Magnates, determine the order of Player-Turns, and play those Turn, as described in the preceding outline.

F. End of Game-Turn

The passing of the 25th year is represented by the Game-Turn being recorded on the Game-Turn Record Track by advancing the Game-Turn marker.

[7.0] THE NATURE OF EMPIRE

GENERAL RULE:

At the beginning of the game, each Player is granted an imperial domain of one or more Areas. The Player's only active piece is his Leader counter, which represents the current monarch of the Empire's ruling house. The Player's basic goal is to maintain his original Empire, to increase the number of Areas he possesses, and to increase the number of Areas in his Empire. The Player attempts to accomplish these goals by...
engaging his Leader in various Endeavors, through which he may strengthen his own Area—
and attaining the titles of his neighbors. The Player finances his Endeavors primarily through Taxa-
tion of his Areas.

Each Area has four basic characteristics which in-
fluence the outcome of any Endeavors involving
that Area. These characteristics are Religion, Lan-
guage, Population, and Social State Level. Of
these characteristics, only the Social State Level
will change frequently during the game. The Reli-
gion and Language are changed only under ex-
traordinary circumstances. Population values are
never changed. The characteristics of each Area
are marked on the Area Register on the map.

Finally, during the Player's Empire, designed by
the Player’s Court Area, has certain special
properties.

During the game, as the Social State Levels of a
Player’s Areas wax and wane, the Player moves
the Social State markers along the Registers to
record the changes. The Social State Level of each
Area may drop as low as -3 in the course of play.
The social state level of each area may be raised to
no higher than two levels above the Area’s Social
State Norm. If, at any time, the Religion or
Language of an Area changes and is thus at
variance with the Religion, Language, or Popula-
tion printed on the Area’s Register, the
appropriate marker is placed in that Register.

CASES:

[7.1] SOCIAL STATE
The Social State of an Area directly affects the
resolution of any Endeavor involving the Area. An
Area’s Social State also affects the Area’s poten-
tial tax yield. The Social State of an Area may be
reduced as a result of either unsuccessful
attempts by the owner to fortify or economically
build the Area, or as a result of successful
attempts by other Players to Conquer or Pillage the
Area (see 10.0 and 11.0). A Player may activate the
Social State of an Area only through the play of a
Ruling Endeavor. An Area’s Social State may be
increased or decreased as the result of certain
Year Cards.

[7.11] The Social State Level of each Area may
drop as low as -3 regardless of the Area’s Social
State Norm. Results which dictate a decrease in
Social State for an Area with a Social State Norm
of -3 are ignored. No gold may be obtained from
an Area with a Social State of -3.

[7.12] The Social State of an Area may never be
raised more than two levels above that Area’s
Social State Norm. If a Player undertakes a Ruling
Endeavor in an Area whose Social State is already
two levels above its Social State Norm, a result in-
dicating an increase of Social State is ignored.

[7.13] The Social State Level of an Area may be
raised only through the play of a Ruling Endeavor
by the owning Player in that Area (see 15.0). The
Social State Level of an Area may also be reduced,
however, through the play of a Ruling or Fortifi-
cation Endeavor (see 14.0).

[7.14] The increase or decrease of an Area’s Social
State Level is indicated as the result of the
Endeavor on the Year Card played. Such a change
is always an increment or decrement of one Social
State Level.

[7.15] When a Player undertakes a Conquest,
Pillage, or Diplomacy Endeavor, the Social State
Level of the Area from which the operation is be-
ing launched is added to the Player’s Leader
Stature in determining the Effectiveness Rating.
Similarly, when a Player undertakes a Fortifi-
cation Endeavor in one of his Areas, the Social State
Level of that Area is added to the Player’s Leader
Stature for determination of the Effectiveness Rating (see 9.5).

[7.16] When a Player undertakes a Conquest,
Pillage, or Diplomacy Endeavor, the Social State
Level of the Area against which the Endeavor is
directed is subtracted from the Player’s Leader
Stature in determining the Effectiveness Rating (see 9.5).

[7.17] When a Player undertakes a Ruling
Endeavor in one of his Areas, the Social State
Level of that Area is added to the Player’s Leader
Stature in determining the Effectiveness Rating, if
the Social State Level is a negative number. The
Social State Level of that Area is subtracted from
the Leader Stature, if the Social State Level is a
positive number. Thus, the Leader’s Effectiveness
Rating for a Ruling Endeavor is always unfavorably
affected by the Social State of the targeted
Area, except when the Area’s Social State is zero.

[7.2] RELIGION
The majority religious persuasion of an Area’s
population is indicated in that Area’s Register on
the map. There are four Religions represented in
the game: Paganism; Islam; Christianity; and
heretical Christianity. Christianity is divided into
two Churches: the Roman Catholic Church and the
Eastern Orthodox Church.

[7.21] Religion: Leader—Area Relationships
There are three Religion relationships possible be-
 tween a Leader and an Area. It is the nature of
the relationship between the Religion of an Area and
a Leader that determines the effect of Religion on
Effectiveness Ratings and Rebellion Values.

- The Leader and the Area may be of different
Religions (e.g., Moslem and Christian, or Chris-
tian and heretical Christian).

- The Leader and the Area may be of different
Churches (i.e., Roman Catholic and
Eastern Orthodox).

- The Leader and the Area may be of the same
Religion and/or Church (e.g., both Moslem or
both Roman Catholic).

[7.22] The Religion of each Pagans Area is dif-
ferent from the Religions of all other Pagan Areas,
as well as different from Moslem and Christian
Areas, for all game purposes.

[7.23] The Religion of an Area may be changed
only through the process of Conversion (see 22.2).

[7.3] LANGUAGES
AND LANGUAGE GROUPS

Although the ecclesiastical and intellectual com-
munities throughout Eastern and Western Eu-
ropes were linked by their respective Churches and
Languages, these ties did not overcome the often
strong cultural differences between the many
ethnic groups of the continent. Cultural
similarities and differences coincided to a great
degree with similarities and differences of
Language. In Empires of the Middle Ages, the
Language of each Area is indicated by the color of the
Area Register. Moreover, each Language has been
assigned to the group of closely
Related Languages to which it belongs. The
following is a list of the Language Groups and
Languages in the game, together with a list of
the Areas belonging to each. Please note that, in
some cases, a given “Language” is actually a sub-
group, including two or more very closely related
tongues.

GERMANIC LANGUAGE GROUP
Low Frankish: Friesland, Flanders
Old High German: Franconia, Lorraine,
Bavaria, Austria, Switzerland, Swabia
Old Saxony: Saxony, Brandenburg
Anglo-Saxon: Wessex, Mercia, Northumbria
Old Norse: Denmark, Sweden, Norway

ROMANIC LANGUAGE GROUP
North Italian: Verona, Venice, Lombardy,
Tuscany, Rome, Corsica
South Italian: Naples, Apulia, Sicily, Sardinia
Langue d’Oïl: Ile de France, Normandy,
Champagne, Anjou
Langue d’Oec: Burgundy, Provence, Toulouse,
Aquitaine, Aragon, Valencia
Iberian: Leon, Portugal, Castille, Cordova,
Granada
Vlach: Wallachia

SLAVONIC LANGUAGE GROUP
West Slavonic: Poland, Pomerania, Bohemia,
Silesia, Volhynia
East Slavonic: Novgorod, Muscovy, Smolensk,
Ryazan, Kiev
South Slavonic: Croatia, Serbia, Bulgaria, Macedonia

CELTIC LANGUAGE GROUP
All Celtic Languages: Ireland, Scotland, Wales,
Brittany

HELLENIC LANGUAGE GROUP
Greek: Greece, Constantinople, Adrianople,
Trebizond, Asia, Cilicia

BALTIC LANGUAGE GROUP
All Baltic Languages: Lithuania, Prussia,
Lithuania

NON-INDO-EUROPEAN LANGUAGES
Hungary, the Steppes, Kazak, Georgia,
Anatolia, Syria, Jerusalem, Armenia (Armenian
is actually an Indo-European Language; however,
it is only distantly related to the
Languages of Europe.)

[7.31] Language: Leader—Area Relationships
There are three Language relationships possible
between a Leader and an Area. It is the nature of
the relationship between the Languages of an Area
and a Leader that determines the effect of
Language on Effectiveness and Rebellion Values.

- The Leader and the Area may be of Unrelated
Languages (e.g., Greek and Old Saxon).

- The Leader and the Area may be of Related
Languages (e.g., North Italian and Iberian).

- The Leader and the Area may be of the same
Language (e.g., both Baltic).

[7.32] As in the case of Pagan Areas (7.21), each
non-Indo-European Area is linguistically unre-
lated to all other Areas.

[7.33] The Language of an Area may be changed
only through Colonization (see 25.0).

[7.4] POPULATION
The size of each Area’s Population, relative to the
sizes of Populations in other Areas, is indicated in
the Area’s Register. Population is represented in
the Empires of the Middle Ages game system by
both negative and positive numbers. Population
affects only Conquest, Pillage, and Fortification
Endeavors. The Population of an Area affects the
Effectiveness Rating of a Leader in Pillage and
Fortification Endeavors; Population affects Con-
est Endorvers by determining the number of
Endeavors necessary to achieve Conquest (see 10.3).
Population has no effect on an Area’s Rebellion Value. See 9.34, Effectiveness Rating
Summaries, for specific effects of Population.

[7.41] Effect of Population on Pillage
The Population Value of an Area against which a
Player undertakes a Pillage Endeavor outside his
Empire is added to the Player’s Leader Stature in
determining the Effectiveness Rating.
[7.42] Effect of Population on Fortification
The Population Value of an Area in which a Player undertakes a Fortification Endeavor within his Empire is added to the Player's Leader Statute in determining the Effectiveness Rating.

[7.43] Effect of Population on Conquest
Population has no effect on determining the Effectiveness Rating for a Conquest Endeavor. If, however, the Target Area of a Conquest Endeavor has a positive Population Value, the Active Player must succeed in a number of Conquest Endeavors against that Area equal to the Area's Population Value (see 10.3).

[7.5] COURT AREAS
The Court Area of each Empire is the point of origin for that Empire's ruling house and also the seat of the imperial government. Consequently, the linguistic and religious characteristics of an Empire's Leader are those of the Empire's Court Area. Moreover, each Area in an Empire must be connected to the Court Area by routes within the Empire in order to be Taxed and used as bases and targets for Endeavors by the Empire's Leader. The Court Area is the only Area in a Player's Empire which is never subject to Unrest and Rebellion during Taxation and thus may be taxed without risk (see 16.0 and 17.0).

[7.51] A Player may never tax or undertake an Endeavor in a Court Area unless it is connected to the Court Area of his Empire. An Area is connected to the Court Area of its Empire if the two Areas are directly linked by a connecting line, or if the two Areas are linked through a chain of connected land Areas, all of which are parts of the same Empire. Such a chain of Areas, however, may also reach a maximum of two Sea Areas. There is no limit to the number of Land Areas which may be included in such a chain.

[7.52] If the Court Area of a Player's Empire is conquered by an opponent, the Player must immediately designate another Area to be the seat of his court. The new Court Area must be within the Player's Empire and have the same Language as the Player's Leader. If there is more than one eligible Area to which the Player may move his Court, he may select the new location. To signify the change of the court's location, the Player replaces the Social State Level marker of the designated Area with the Court Area Social State Level marker. The new Court Area is treated in all ways as a normal Court Area.

[7.53] If a Player's Court Area is conquered, and there is no Area in the Empire with the same Language as the Leader of the Player's Leader, the Player's Leader is forced into exile (see 21.0).

[7.54] A Player who has been forced to relocate his court later re-conquers his original Court Area, he may move his court back to its original location. The original Court Area is that Area so designated at the start of the game. If a Player re-conquers his original Court Area, he must immediately — before the play of the next Year Card — decide whether he will move his court back. The Player is not, however, compelled to move his court.

[7.55] A Player may re-locate his court after an opponent has conquered his Court Area, immediately after he has re-conquered his original Court Area, or immediately after the Player has resolved the effects of a "Leader dies heirless" Event Card. At no other time may a court be re-located.

[8.0] LEADERS

GENERAL RULE:
Each Player is represented in the game by one Leader counter, which stands for the individual rulers of the Player's Empire. The Leader counter is a Player's only active piece. Each Leader has a relative numerical Rating for his ability in each of three fields of leadership: combat, administration, and diplomacy. There are five possible Ratings, or Statutes: 1 (inept); 2; 3; 5; and 9 (brilliant). Each time a Leader undertakes an Endeavor, the appropriate Statue Level is used as the basis for determining the Leader's Effectiveness Rating. A Leader's Statue Level will change periodically, representing the ascent of a new monarch to the throne or significant changes in the abilities of the monarch in power.

PROCEDURE:
In the scenario descriptions, each Player's Leader is assigned a Statue Level for his combat, administrative, and diplomatic abilities. The Players place Statue Level markers bearing the appropriate Statue Levels on their Leader Statue Display, which are placed on the map. Each time a Player undertakes an Endeavor, he determines his Leader's Effectiveness Rating by adding to and subtracting from his Leader's Statue Level for certain modifiers (see 9.5). The relationships of a Leader's Language and Religion to those of an Area are among these modifiers (see 7.36). A Leader Statue check will occasionally be called for on a Year Card or Event Card. The Player playing the card must check to see if his Leader's Statue Levels have changed immediately after resolving the Endeavor for which the card is drawn (if it is drawn for an Endeavor). This check is performed by rolling two dice and comparing the dice roll with the results printed on the Leader Statue Table. This procedure is performed three times once for each of the Leader's three Statue Levels.

CASES:

[8.1] LEADER STATUTES
Each Leader has a Combat Statue, an Administrative Statue, and a Diplomacy Statue. There are five possible Statue Levels: 1 (inept); 2 (poor); 3 (average); 5 (very good); and 9 (brilliant). Each of these Statue Levels is used exclusively for certain Endeavors.

[8.11] Combat Statue Use
Whenever a Leader undertakes a Conquest or Pillage Endeavor, his Combat Statue is used to determine his Effectiveness Rating. Moreover, when a Leader undertakes a Defense Endeavor, his Combat Statue is deducted from the attacking Leader's Effectiveness Rating (see 13.0). A Leader's Combat Statue Level never affects a Ruling, Fortification, or Diplomacy Endeavor.

[8.12] Administrative Statue Use
Whenever a Leader undertakes a Ruling or Fortification Endeavor, his Administrative Statue Level is used to determine his Effectiveness Rating. A Leader's Administrative Statue Level never affects Conquest, Pillage, Defense, or Diplomacy Endeavors.

[8.13] Diplomacy Statue Use
Whenever a Leader undertakes a Diplomacy Endeavor, his Diplomacy Statue Level is used to determine his Effectiveness Rating. A Leader's Diplomacy Statue Level never affects any Endeavors other than Diplomacy.

[8.2] STATUTE CHECKS
On certain Year Cards in each deck, the word "Leader" appears, followed by one or more Statue Level numbers. These symbols constitute a Statue Check indication. Whenever a Player plays a card with a Statue Check indication in the course of resolving an Endeavor, and the Value of the Leader's Statue then being used is one of the Statue Level numbers indicated on the card, that Leader's Statue Levels must be checked. Example: If a Player were undertaking a Conquest Endeavor with a Leader whose Combat Statue Level were 3, and he played a card on which appeared the word "Leader: 1, 2, 3," that Player would then have to check his Leader's Statue Levels, using the Leader Statue Table (see 8.3).

[8.21] If a card with a check indication is played for the resolution of an Endeavor, a Statue Check is required only if the Value of the Statue being checked for that Endeavor appears on the card. The levels of the other two Statues never affect whether a check is required.

[8.22] If, at the end of a Round, a Player finds there is a Statue Check indication on a card which he did not use for an Endeavor during that Round, the Player determines whether he must check his Leader's Statue Levels according to the Level of his Administrative Statue. Thus, a Statue Check is necessary only if the Administrative Statue Level is included on the card. The Leader's Combat and Diplomacy Statue Levels have no effect on whether a check is required in this situation.

[8.23] Each time a Player plays a card which requires him to check his Leader's Statue Levels, the Player must make the indicated check. (Note that it is possible, though unlikely, that a Player could be required to check his Leader's Statue Levels five times in one Round.) Moreover, a Player may not initiate a Statue Check unless he has just played a card requiring him to do so.

[8.3] LEADER STATUE CHANGE TABLE
(see charts and tables)

[9.0] ENDEAVORs

GENERAL RULE:
There are six Endeavors which a Player may undertake to strengthen and expand his realm. These six Endeavors fall into two general categories: Foreign and Domestic. Foreign Endeavors are actions directed from one of a Player's own Areas (the base Area) against a neighboring enemy or independent Area (the target Area). The Foreign Endeavors are Conquest, Pillage, and Diplomacy.

Domestic Endeavors are Defense, Ruling, and Fortification. (Note, however, that under certain circumstances, Foreign Endeavors may be directed against a Player's own Areas.) In addition to being categorized as Foreign or Domestic, an Endeavor is also grouped according to the nature of the activities. Combat, Administration, and Diplomacy indicate which Statue Level is used as the basis of the Effectiveness Rating for each Endeavor. Conquest, Pillage, and Defense are Combat Endeavors. Ruling and Fortification are Administration Endeavors. Diplomacy is a Diplomacy Endeavor.

A Leader's Effectiveness Rating, in conjunction with the results printed on the Year Cards, is the means by which the effects of a Player's Endeavor are determined. The undertaking of an Endeavor always requires the play of one Year Card and usually requires an expenditure of gold. Note: The rules in this Section deal with all the Endeavors.
they require Leader Stature Checks (see 8.22). A Player may never play more than five cards during any single Round.

[9.13] A Player may undertake Conquest, Pillage, Diplomacy, Fortification, and Ruling Endeavors only during his own Player-Turn. Only Defense Endeavors may be undertaken during another Player’s Turn. Aside from this restriction, there is no limitation to the order of the Endeavors a Player may undertake.

[9.14] The Base Area for a Foreign Endeavor must always be an Area that belongs to the active Player’s Empire. Moreover, the Target Area for a domestic Endeavor must always be an Area that belongs to the active Player’s Empire. Thus, a Player may never undertake a Foreign Endeavor using an Area outside his Empire as the Base Area. Similarly, a Player may never undertake a Domestic Endeavor in an Area outside his Empire.

[9.15] A Player may use only one Area in his Empire — linked to his Court Area as described in 7.51 — as a Base Area for a Foreign Endeavor. A Player may undertake a Domestic Endeavor only in an Area in his Empire that is linked to his Court Area (see 7.51). Note that the effects of Sea Areas on Endeavors are detailed in 9.5.

[9.16] The Target Area of a Conquest or Pillage Endeavor must directly border the Base Area (see 7.51) or be connected to the Base Area by a chain of Sea Areas (see 9.5). A Diplomacy Endeavor may be directed toward any Area on the map, regardless of the number of Areas between the Player’s Garrison Area and the Target Area.

[9.17] A Player may not undertake an Endeavor if he does not possess sufficient gold to pay for that Endeavor.

[9.18] A Player may not undertake an Endeavor for which his Leader’s Effective Rating is less than zero. If the active Player commits himself to undertaking an Endeavor (i.e., turns a Year Card face up) and then realizes his Leader’s Effective Rating is less than zero, only those results that are detrimental to the active Player are applied.

[9.19] If a Player uses one of his Areas that is a State of Unrest as a Base for a Foreign Endeavor or as a Target Area for a Domestic Endeavor, and through that Endeavor he causes the Area’s Social State Level to decrease, that Area is subject to possible Rebellion (see 17.0).
[10.0] CONQUEST

GENERAL RULE:
Conquest is a Foreign Endeavor by which a Player may capture an Independent Area or an Area belonging to another Player. When a Player fully conquers an Area, that Area becomes a part of his Empire for all game purposes. To fully conquer an Area with a Population Value of one or less, the Player need carry out only one successful Conquest Endeavor. An Area that has a Population Value greater than one, however, is fully conquered only if a Player has achieved a number of successful Conquest results against that Area equal to its Population Value. This is called Multiple Conquest. In addition to a Conquest result, a Conquest Endeavor may effect a change in the Social State of the Base and/or Target Areas.

CASES:
[10.1] CONQUEST ENDEAVOR COSTS
A Player must expend two Gold Points each time he undertakes a Conquest Endeavor. If the line of communications from the active Player’s Court Area to the Target Area includes any Sea Areas, additional costs may be incurred (see 9.5). A Player may elect to spend additional gold in order to increase his Leader’s Effectiveness Rating (see 9.23).

[10.2] CONQUEST RESULTS
There are three possible results of a Conquest Endeavor listed on the Year Cards:
C (Conquest): The Target Area has been partially or fully conquered by the Active Player. If fully conquered, it becomes a part of this Player’s Empire. The Active Player then places his Area’s Social State marker and replaces it with one of his own Social State markers. If the fully conquered Area contains Fortifications, those Fortifications are reduced (see 14.4). An Unrest Marker is placed on the Conquered Area’s Register (see 17.0).

–1(#) (Target Area’s Social State Decreased): The Social State of the Target Area is decreased one Level. The Active Player’s Social State marker is moved to indicate the change.

–1(##) (Base Area’s Social State Decreased): The Social State of the Active Player’s Base Area is decreased one Level. The Area’s Social State marker is moved to indicate the change.

[10.3] MULTIPLE CONQUEST PROCEDURE
To fully conquer an Area that has a Population Value greater than one, a Player must achieve a number of successful Conquest results against that Area equal to the Area’s Population Value. The Player undertakes Conquest Endeavors against the Area normally. If the Player achieves a C result against the Area, he places one of his Partial Conquest markers on the connecting line between his Base Area and the Area he is conquering. For each successive C result he achieves, he adds the marker to show how many C results he has against the Area. When the Player has achieved a number of C results against the Area equal to its Population Value, he removes the Partially Conquered marker and replaces the Area’s Social State marker with one of his own.

[10.31] When conquering an Area with a Population Value greater than one, the individual Conquest Endeavors need not be performed successively. Moreover, they need not be undertaken in the same Round or Game-Turn. Thus, an Area may remain partially conquered indefinitely.

[10.32] While conquering an Area with a Population Value greater than one, a Player may use any number of his appropriate Areas as Bases for Conquest Endeavors against that Area. A Partially Conquered marker must be placed for each C result to indicate the Area achieved from each of the Player’s Bases. When the sum of the C results achieved from all the Player’s Base Areas equals the Population Value of the partially conquered Area, that Area is fully conquered.

[10.33] The owner of an Area that has been partially conquered by another Player may use that Area as a Base for Foreign Endeavors and as a Target for Domestic Endeavors. However, when he does so, his Effectiveness Rating is reduced by a number equal to the number of C results achieved against that Area. Thus, if a Player undertakes an Endeavor using an Area against which three C results have been achieved, his Effectiveness Rating for that Endeavor is reduced by three.

[10.34] A Player who owns a partially conquered Area may tax that Area normally.

[10.35] A Player who has only partially conquered an Area may not use that Area as a Base for Foreign Endeavors nor as a Target for Domestic Endeavors.

[10.36] A Player may remove an Enemy’s C result against one of his partially conquered Areas. He does so by undertaking a Conquest Endeavor against the Enemy Area through which the C result was achieved. The partially conquered Area may be used as a Base to actually conquer the enemy Area and inflict C results on the opponent’s Area. In effect, the connecting line between the Areas must first be cleared.

[10.37] If a Base Area is conquered, after it has been used to inflict any C results against a partially conquered enemy Area, all C results achieved from that Base Area are removed.

[10.38] If two Players simultaneously attempting to conquer an Area with a Population Value greater than one, each Player must attempt to achieve a number of C results equal to the Population Value of the Area. The first Player to do so gains possession of the Area, and the other Player’s C results are removed.

[11.0] PILLAGE

GENERAL RULE:
Pillage is a Foreign Endeavor by which a Player may decrease the Social State Level of an Independent Area or an Area belonging to another Player and obtain gold. A Pillage Endeavor may not be undertaken against an Area with a Social State of 3.

CASES:
[11.1] PILLAGE ENDEAVOR COSTS
A Player expends no Gold Points to undertake a Pillage Endeavor. However, if the line of communications from the Active Player’s Court Area to the Target Area includes any Sea Areas, gold costs may be incurred (see 9.5). A Player may elect to spend additional gold in order to increase his Leader’s Effectiveness Rating (see 9.33).

[11.2] PILLAGE RESULTS
There are three possible results of a Pillage Endeavor listed on the Year Cards:

–1(##) (Target Area’s Social State Decreased): The Social State of the Target Area is decreased one Level.
[12.0] DIPLOMACY

GENERAL RULE:
Diplomacy is a Foreign Endeavor by which a Player may form a diplomatic tie between his Court and another Area. These ties represent liaisons based on either family ties or diplomatic agreement, between an Emperor and the local ruling power within a specific Area. Diplomatic ties are primarily useful as a means to obtain Claims to Areas (see 18.0), though they also serve as offensive and defensive tools through their effect upon Unrest and Rebellion (see 17.0). The Diplomacy Endeavor is the only Endeavor for which a Leader’s Diplomatic Status Rating is used. Several special characteristics distinguish Diplomacy from the other Foreign Endeavors.

CASES:

[12.1] SPECIAL CHARACTERISTICS OF THE DIPLOMACY ENDEAVOR

[12.1.1] The Base Area for a Diplomacy Endeavor must always be the Active Player’s Court Area.

[12.1.2] The Target Area of a Diplomacy Endeavor may be any Area on the map (Exception: Court Areas), regardless of how many Areas lie between the Target and the Base. Moreover, Sea Areas have no effect on the undertaking of a Diplomacy Endeavor. No chain of connected Areas between the Target and the Base of a Diplomacy Endeavor need be considered.

[12.1.3] A Player may form a Diplomatic Tie with any Area, regardless of whether the Area lies within or without that Player’s Empire.

[12.1.4] A Player may never have more than one Diplomatic Tie with a given Area at any given time. If a Player has a Diplomatic Tie with an Area, he may still undertake a Diplomacy Endeavor against that Area in hopes of attaining a C results. Any additional T results, however, would be ignored.

[12.1.5] Any number of Players may have concurrent Diplomatic Ties with the same Area.

[12.1.6] A Player may never undertake a Diplomacy Endeavor against an Area which is currently serving as another Player’s Court Area.

[12.1.7] Whenever a Player undertakes a Diplomacy Endeavor against an Area which belongs to an opposing Player, that opposing Player’s Diplomatic Status Rating is automatically subtracted from the Active Player’s Leader Effectiveness Rating. Whenever a Player undertakes a Diplomacy Endeavor against any Independent Area except Venice, 5 is subtracted from the Player’s Leader Effectiveness Rating (it is assumed that the Area’s ruler is of average diplomatic ability). When undertaking a Diplomacy Endeavor against an Independent Venice, 5 is subtracted from the Effectiveness Rating (the Venetians were consistently adept at maintaining their independence).

[12.2] DIPLOMACY ENDEAVOR COSTS

A Player must spend one Gold Point each time he undertakes a Diplomacy Endeavor. Additional costs due to Sea Areas are never incurred when undertaking a Diplomacy Endeavor. However, a Player may elect to spend additional gold in order to increase his Leader’s Effectiveness Rating (see 9.33).

[12.3] DIPLOMACY ENDEAVOR RESULTS

A Diplomacy Endeavor may have two possible results in addition to having no effect:

T (Diplomatic Tie Formed): If a Player achieves a T result, he has successfully formed a Diplomatic Tie between his Empire and the Target Area. The existence of the Tie is indicated by the placement of a Diplomatic Tie marker on the Area’s Register.

C (Diplomatic Conquest of Target Area): The Target Area has been conquered by the Active Player, and the Social State marker of the Area is immediately replaced with a marker belonging to the Active Player.

[12.3.1] When a Player achieves a C result through the play of a Diplomacy Endeavor, the Conquest is total, regardless of the Population Value of the Area. Moreover, the Area does not enter a State of Unrest, and Fortifications are not reduced as they are when an Area is conquered by means of a Conquest Endeavor.

[12.3.2] If, through a Diplomacy Endeavor, an Active Player whose Leader is Christian, conquers an Area belonging to an opponent whose Leader is also Christian, the opponent may contest the Conquest by calling for a Diplomatic Parley (see 20.4).

[12.4] EFFECTS OF DIPLOMATIC TIES

[12.4.1] In general, a Player may obtain a Claim to an Area only by establishing a Diplomatic Tie to the Area, although the exact means by which a Player may obtain a Claim varies according to the status of the Area involved. The procedures for obtaining Claims are described fully in 18.0.

[12.4.2] Diplomatic Ties affect Rebellion Values (see 17.0) in the following manner:

1. The Rebellion Value of an Area is reduced by two if the Player who possesses the Area has a Diplomatic Tie to the Area.

2. The Rebellion Value of a Player’s Area is increased by two if one or more of the Player’s Diplomatic Ties to that Area. An opponent may, however, temporarily waive the effect of his Tie on the Rebellion Value of the Player’s Area, if he so desires. If more than one opponent has a Tie to the Area, each opponent must waive the effect of his Tie in order for there to be no increase of the Rebellion Value of the Player’s Area.

[12.4.3] A Diplomatic Tie can be broken only as a result of the play of certain Event and Holding Cards (see 19.0), or if the Player who established it decides to remove it. There is no limit to the longevity of a Diplomatic Tie.

[13.0] DEFENSE

GENERAL RULE:
The Defense Endeavor is a Domestic Endeavor by which a Player may reduce the Effectiveness Rating of an opponent who is undertaking a Conquest or Pillage Endeavor against one of the Player’s Areas. The Defense Endeavor is the only Endeavor which a Player may undertake during another Player’s Turn. A Player must announce his intention to undertake a Defense Endeavor before the opponent who is undertaking the Conquest or Pillage Endeavor has played his Year Card. After the Player has announced that he is undertaking a Defense Endeavor, the Player and the attacking opponent each play a Year Card. The results of the attacking Player’s Endeavor are then determined.

PROCEDURE:
If an opponent, during his own Player-Turn, declares he is undertaking either a Conquest or Pillage Endeavor against a Player’s Area, and that Player still has a Year Card, the Player may undertake a Defense Endeavor in the following manner:

1. The Player must first announce that he is undertaking a Defense Endeavor.

2. The attacking Player must then announce the Effectiveness Rating of his Leader for the Endeavor he is undertaking. Once the attacking Player does so, he may not change his Leader’s Effectiveness Rating by spending more gold.

3. The defending Player announces how much additional gold, if any, he is spending to decrease the attacking Player’s Leader Effectiveness Rating.

4. The attacking Player’s final Effectiveness Rating is determined, and the Endeavor is resolved.

CASES:

[13.1] DEFENSE ENDEAVOR COSTS AND RESTRICTIONS

[13.1.1] A Player must expend one Gold Point each time he undertakes a Defense Endeavor. If the line of communications from the defending Player’s Court Area to the Area he is defending includes any Sea Areas, additional costs may be incurred (see 9.5). A Player may elect to spend additional gold in order to further decrease his opponent’s Effectiveness Rating (see 9.33).

[13.1.2] A Player may never conduct more than four Defense Endeavors in the course of a Round.

[13.1.3] A Defense Endeavor requires the play of a Year Card. Consequently, if a Player has used all five of his Year Cards for a given Round during his own Player-Turn, and that Player is subsequently attacked during an opponent’s Player-Turn, that Player would be unable to undertake a Defense Endeavor.

[13.2] EFFECTS OF DEFENSE ENDEAVOR

[13.2.1] By playing a Defense Endeavor in response to an opponent’s Conquest or Pillage Endeavor, a Player decreases the opponent’s Effectiveness Rating for that Endeavor by a number equal to the Combat Status of the Player’s Leader. Example: If the opponent were undertaking a Conquest Endeavor against an Area belonging to a Player whose Leader’s Combat Status Rating was 5, a Defense Endeavor undertaken by that Player would reduce the opponent’s Effectiveness Rating by 5.

[13.2.2] Defense Endeavor results on a Card played by a defending Player are ignored. However, if the play of a Defense Endeavor causes the attacking Player’s Effectiveness Rating to drop below zero, the attacking Player must nonetheless play his Year Card. In this situation, any C, D, or G result is ignored. However, if an E (−6#) result is obtained, that result is applied.
[14.0] FORTIFICATION

GENERAL RULE:
The Fortification Endeavor is a Domestic Endeavor by which a Player may construct Fortifications in one of his Areas. When there are Fortifications in an Area, the Effectiveness Rating of any Player who is conducting a Conquest or Pillage Endeavor against that Area is reduced by a number equal to the strength of the Fortifications. Moreover, the Rebellion Value of an Area in which there are Fortifications is reduced by a number equal to the strength of those Fortifications (see 17.26). When Fortifications are constructed in an Area in which there are no Fortifications, a Fortification marker is placed on the Area Register indicating a Fortification strength of two. The strength of the Fortifications in an Area may be increased to a strength of three through the successful play of another Fortification Endeavor. The strength of an Area’s Fortifications may never exceed three.

CASES:

[14.1] FORTIFICATION ENDEAVOR COSTS

A Player must expend two Gold Points each time he undertakes a Fortification Endeavor. If the line of communications from the Active Player’s Court Area to the Target Area includes any Sea Areas, additional costs may be incurred (see 9.5). A Player may elect to spend additional gold in order to increase his Leader’s Effectiveness Rating (see 9.33).

[14.2] FORTIFICATION RESULTS

There are two possible results of a Fortification Endeavor, in addition to no result:

F (Fortification Constructed): The Active Player has successfully constructed Fortifications in the Target Area. If there are no previous Fortifications in the Target Area, the new Fortification marker is placed in the Area Register with the F2 side showing. If the Area already has a marker showing the F2 side, the marker is flipped so that the F3 side is showing.

−1(#P) (Target Area Social State Decreased): The Social State of the Target Area is decreased by one Level. The Social State marker of the Area is adjusted to indicate the change.

[14.3] EFFECTS OF FORTIFICATIONS

[14.3.1] A Player’s Effectiveness Rating is reduced by two when undertaking a Conquest or Pillage Endeavor against an Area in which there are Fortifications at a strength of two. If the strength of the Fortifications is three, the attacking Player’s Effectiveness Rating is reduced by three.

[14.3.2] The Rebellion Value of an Area is reduced by two when there are Fortifications in the Area at a strength of two. If the Fortifications are at a strength of three, the Rebellion Value is reduced by three (see 17.25).

[14.4] DESTRUCTION OF FORTIFICATIONS

[14.4.1] When a Player, by means of a Conquest Endeavor, fully conquers an Area in which there are Fortifications at a strength of three, the Player removes the enemy Fortification marker and replaces it with one of his own indicating a strength of two. When a Player fully conquers an Area (by Conquest Endeavor) in which there are Fortifications at a strength of two, he removes the enemy Fortification marker and does not replace it.

[14.4.2] When a Player conquers an Area by means of a Diplomacy Endeavor, the Player replaces any Fortification marker in that Area’s Register with one of his own markers. The strength of the Fortifications remains the same.

[14.4.3] A Player may at any time voluntarily reduce the strength of the Fortifications in his own Areas during his own Player-Turn.

[15.0] RULING

GENERAL RULE:
The Ruling Endeavor is a Domestic Endeavor by which a Player may attempt to increase the Social State Levels of his Areas. Moreover, by successfully playing a Ruling Endeavor in an Area which is in a state of Unrest, a Player may quell the unrest, thereby greatly reducing the chances that the Area will rebel (see 17.9).

CASES:

[15.1] RULING ENDEAVOR COSTS

A Player expends no Gold Points to undertake a Ruling Endeavor. However, if the line of communications from the Active Player’s Court Area to the Target Area includes any Sea Areas, gold costs may be incurred (see 9.5). A Player may increase his Effectiveness Rating for a Ruling Endeavor through the expenditure of gold (see 9.2).

[15.2] RULING ENDEAVOR RESULTS

There are two possible results of a Ruling Endeavor in addition to no result:

+1(#P) (Target Area Social State Increased): The Social State of the Target Area is increased by one level. The Social State marker of the Area is adjusted to indicate the change (see also 7.12).

−1(#P) (Target Area Social State Decreased): The Social State of the Target Area is decreased by one level. The Social State marker of the Area is adjusted to indicate the change.

[15.3] QUELLING UNREST

When a Player undertakes a Ruling Endeavor in an Area that is in a state of Unrest (see 17.0), the Unrest marker is immediately removed from that Area’s register if the Player achieves an +1(#P) result or no result. Thus, an Area’s Unrest marker remains in place only if the Ruling Endeavor result is −1(#P).

[16.0] GOLD, TAXATION AND PLUNDER

GENERAL RULE:
The amount of gold represented by each Gold marker is indicated by the number printed on the marker. The markers are in denominations of 1, 2, 5, and 10. Markers of one denomination may be exchanged freely for markers of other denominations, on an equivalent basis. At the beginning of the game, each Player receives twelve Gold Points. The Player places his Gold markers on his Treasury Display on the map. Those markers which are not in use by the Players are kept aside.

Players must expend Gold Points in order to undertake certain Endevours. Players may also use gold as a diplomatic tool. During the game, Players may tax Areas in his Empire which have positive Social States. A Player may initiate taxation at any point during his Player-Turn: before he has played any Year Cards; after he has played all of his Year Cards; or at any point in between. Once a Player

PROCEDURE:

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

Taxation: After the Active Player has announced that he is initiating his taxation for that Player-Turn, he announces which Area he intends to tax first and how many Gold Points he will attempt to obtain from that Area. The Active Player then determines the Rebellion Value of the Area he is taxing (see 17.2). The Player then rolls two dice and compares the dice roll result with the results printed on the Unrest and Rebellion Table. If no result or an Unrest result is indicated on the table, the Area has been successfully taxed. If the Rebellion result is indicated on the table, the Area’s Social State marker is immediately replaced with an Independent Social State marker, and the Player obtains no gold. The Active Player carries out this procedure for each of his Areas that he wishes to tax during that Player-Turn, he announces that he has finished, and he resumes his play of Year Cards (or allows the next Player’s turn to begin).

Plunder: A Player may plunder his Areas only during the Taxation Segment of his Player-Turn. During the Taxation Segment, the Active Player indicates which Area he intends to plunder and then carries out the following procedure:

1. The Social State of the Area being plundered is immediately reduced one Level. The decrease is indicated with the Area’s Social State marker.

2. If the Area being plundered is not in a state of Unrest, it immediately enters a state of Unrest, which is indicated by placing an Unrest marker on the Area’s register. If the Area being plundered is already in a state of Unrest, it is immediately checked for Rebellion. If the Area rebels, it immediately becomes an Independent Area, and the attempt to plunder it fails. Note that, when determining the Rebellion Value of an Area that is being plundered, it is assumed that the Player is attempting to obtain three Points of gold (see 17.25).

3. If the Area has not become independent as the result of a Rebellion Check in Step 2, the Player determines how much gold he has obtained by plundering the Area. The Player determines the amount of gold obtained by rolling one die and comparing the die roll result with the results printed on the Pillage/Plunder Table (11.3).

4. The Player collects the gold from markers not in play and places them on his Treasury Display.

CASES:

[16.1] TAXATION

During each of his Player-Turns, a Player may tax Areas in his Empire which have positive Social States. A Player may initiate taxation at any point during his Player-Turn: before he has played any Year Cards; after he has played all of his Year Cards; or at any point in between. Once a Player
has announced that he is taxing his Areas, he must tax all those Areas he intends to tax during that Player-Turn, before the play of another Year Card.

The amount of gold which can be obtained from an Area through taxation is determined by the Social State of that Area. A Player may obtain a number of Gold Points equal to the Social State Level of the Area being taxed. Thus, if an Area has a Social State of 3, the Player can attempt to obtain three points of gold from that Area through taxation. Note that Areas that have negative Social States may not be taxed normally; they must be plundered to yield gold (see 16.2).

16.11 Taxation is purely voluntary. A Player is never required to tax any of his Areas.

16.12 A Player may tax only those Areas which are within his Empire and have positive Social States.

16.13 A Player may tax his Areas only during his own Player-Turn of each round. Moreover, a Player must tax all those Areas he intends to tax during a given Player-Turn at the same point within that Player-Turn. That is, a Player may not tax some Areas, undertake an Endeavor, and then tax other Areas.

16.14 Each Area may be taxed only once during any given Player-Turn. There is, however, no restriction on the number of Player-Turns during which a given Area may be taxed.

16.15 Each time a Player taxes an Area, he may attempt to obtain a number of Gold Points from that Area equal to the Social State Level of that Area. However, a Player may elect to attempt to take fewer than the maximum number of Gold Points from an Area. Thus, a Player could tax an Area with a Social State of 3 for one, two, or three Gold Points.

16.16 For each Gold Point a Player attempts to obtain from an Area through taxation, one is added to the Rebellion Value of that Area (see 17.2).

16.17 A Player may always tax his Court Area without risk of Unrest and Rebellion. Thus, when a Player taxes his Court Area, he does not have to determine the Area’s Rebellion Value or make a check on the Unrest and Rebellion Table. In effect, during each friendly Player-Turn, a Player may automatically collect a number of Gold Points equal to his Court Area’s Social State, if his Court Area’s Social State is positive.

16.2 PLUNDER

Plunder is a special form of taxation by which a Player may attempt to obtain more gold from an Area than normally would be possible. Whereas a Player may normally tax only those Areas in his Empire which have positive Social States (as described in 16.1), a Player may plunder any Area in his Empire, unless its Social State is negative. Thus, Areas that have negative or zero Social States may be plundered, though they may not be taxed. During any given Player-Turn, an Area that has a positive Social State may be taxed or plundered, but not both. An Area may be plundered once by the owning Player during each of his Player-Turns. For the effects of plunder on an Area’s Rebellion Value, see 17.0, Procedure.

17.0 UNREST AND REBELLION

GENERAL RULE: Resistance to the authority of an Empire’s leader is represented in the game by Unrest and Rebellion. There are a number of circumstances under which a Player’s Area will enter a state of Unrest. Moreover, there are a number of circumstances under which an Area may rebel. When a Player’s Area is in Unrest, the chances that Area will rebel are greatly increased. When a Player’s Area rebels, the Area becomes independent, and the Player loses his control over it.

PROCEDURE:
The following is a list of the circumstances under which an Area might be caused to enter a state of Unrest or to rebel. Note that the effects of the various circumstances on the Unrest and Rebellion procedure differ.

Taxation: When a Player taxes one of his Areas (see 16.1), he must determine the Area’s Rebellion Value and perform a Rebellion Check on that Area.

Plunder: When a Player plunders an Area (see 16.2) which is not in Unrest, that Area automatically enters a state of Unrest. When a Player plunders an Area which is in Unrest, the Player must determine the Area’s Rebellion Value and perform a Rebellion Check on the Area.

Failed Endeavor: When a Player uses an Area that is in Unrest as the Base for a Foreign Endeavor or as the target of a Domestic Endeavor, and that Endeavor results in that Area’s Social State being reduced to a level, the Player must immediately determine the Area’s Rebellion Value and perform a Rebellion Check on the Area. Note that his check applies only if the Area is in Unrest when the Endeavor is undertaken.

Newly Conquered Areas: When a Player fully conquers an Area by means of a Conquest Endeavor, that Area automatically enters a state of Unrest. When the Player changes the conquered Area’s Social State to a level, he also places an Unrest value on the Area’s register. Note that the State of the Area before it is conquered has no effect on the State of the Area after it is conquered.

Areas not Connected to the Court: When the line of communications between a Player’s Area and the Player’s Court Area is broken, the Area automatically enters a state of Unrest. If the Area is already in Unrest, it remains so.

“Leader Dies, Heirs!” Event Card: These cards cause trouble for all or some Areas in a Player’s Empire to enter a state of Unrest. Then, each of the Areas in Unrest must be checked for rebellion (see 19.1).

CASES:

17.1 EFFECTS OF UNREST AND REBELLION

17.11 When an Area enters a state of Unrest, an Unrest marker is placed on the Area’s register. An Area in Unrest which is plundered or used as the Base or Target of a failed Endeavor must undergo a Rebellion Check.

17.12 When an Area in Unrest undergoes a Rebellion Check, the Area’s Rebellion Value is increased by five (see 17.2) for the purpose of that check.

17.13 An Area that is in Unrest may be used normally as the Base or Target of an Endeavor. That is, the Unrest does not affect the resolution of the Endeavor. However, if the Endeavor fails, as described above, the Area must be checked for rebellion.

17.14 An Area that is in Unrest may be taxed normally or plundered. Unrest does not affect the resolution of taxation or plundering, but only increases the chances of rebellion during the subsequent Rebellion Check.

17.15 When a Player’s Area rebels, that Area no longer is a part of the Player’s Empire. Therefore, the Area’s Social State marker is replaced with an Independent Social State marker. If the Area was in Unrest when it rebelled, the Unrest marker is removed. If there were any fortifications in the Area when it rebelled, their strength is reduced from two to one, or from two to zero.

17.2 REBELLION VALUES

17.21 When a Player’s Area must be checked for rebellion, the Player must first determine the Area’s Rebellion Value. The Rebellion Value is determined by making the appropriate additions to and subtractions from the Area’s Basic Rebellion Value for various circumstances. The Basic Rebellion Value of each Area is zero. The modifications to the Basic Rebellion Value are simple and are explained in this Case, and a summary has been provided on the Summary Sheet.

17.22 Rebellion Value Summary

(see charts and tables)

17.23 The Rebellion Value of an Area is decreased by the strength of any fortifications in the Area. Thus, if there were fortifications in an Area at a strength of three, and that Area had to undergo a Rebellion Check, the Rebellion Value of the Area would be decreased by three.

17.24 If the Player who owns an Area has a Diplomatic Tie to the Area, the Rebellion Value of that Area is reduced by two. However, the Rebellion Value of an Area is increased by two if the Player has an unfriendly Diplomatic Tie to that Area (Exception: 12.42).

17.3 REBELLION CHECKS

A Rebellion Check for an Area is performed by determining the Rebellion Value of the Area, rolling a die (see 17.5), and consulting the appropriate Rebellion Value chart on the Unrest and Rebellion Table.

17.4 UNREST AND REBELLION TABLE RESULTS

There are three possible results to a Rebellion Check:

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

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

There is no change in the status of the Area. If the Area were being taxed, the gold is obtained.

17.5 UNREST AND REBELLION TABLE

(see charts and tables)

18.0 CLAIMS

COMMENTARY:

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

GENERAL RULE:
A Player who has a Claim to an Area places one of his Claim markers on the appropriate space on the Area's register. At the beginning of the game, each Player places Claim markers on the registers of those Areas to which his Leader historically had a Claim, as indicated in the scenario description. During the game, Players attempt to maintain the Claims they possess and to gain Claims to any Areas they acquire in the course of play. Players obtain Claims through the use of Diplomatic Ties and through the results of certain Event Cards. If, at the end of the game, a Player possesses both an Area and a Claim to that Area, he receives a Victory Point bonus (see 26.0). Any number of Players may have Claims to the same Area. However, a Player may never have more than one Claim to an Area.

PROCEDURE:
The following is a list of the ways by which Players may obtain Claims. These procedures refer to the rules for Diplomatic Ties and to certain Event Cards. Consequently, Players should read this in conjunction with 12.0 and 19.0.

1. At the beginning of the game, each Player places a Claim marker on the register of each Area to which his Leader historically had a Claim. Note that in some cases, a Player will have Claims to Areas which he does not possess. Moreover, in certain instances, more than one Player will have a Claim to an Area.

2. When a Player possesses an Area to which no Player has a Claim, he may automatically obtain a Claim either by forming a Diplomatic Tie with the Area or by playing a "Recognition of Claim" Holding Card. He must then place a Claim marker on the Area Register. Note: A Player may obtain a Claim to an Area he possesses in these fashion only if no other Player has a Claim to that Area and regardless of whether or not other Players have Diplomatic Ties to that Area.

3. When a Player possesses an Area to which one or more other Players have Claims, that Player may obtain a Claim to the Area by either of the following two means: (a) forming a Diplomatic Tie with the Area and then playing a "Recognition of Claim" Card; or (b) if the Player does not have a "Recognition of Claim" Card and does not wish to wait until he obtains one, he may obtain a Claim by forming a Diplomatic Tie with the Area and by receiving a favorable decision during a Claim Resolution Parley (see 18.2).

4. When a Player has a Diplomatic Tie to an Area, he may obtain a Claim to that Area by playing a "Dymanic Inheritance" Card. Note that a Player may always obtain a Claim in this fashion, regardless of whether or not other Players have Ties or Claims to the Area.

CASES:

[18.1] CLAIM RESTRICTIONS

[18.11] A Player may never have more than one Claim to any given Area.

[18.12] There is no restriction to the number of Areas to which a Player may have Claims.

[18.13] There is no restriction to the number of Players who may concurrently have Claims to the same Area.

[18.14] A Player may never possess a Claim to an Area whose Religion differs from that of his Leader. Note that this prohibition applies only if there is a difference of Religion; if the Player's Leader is of one Christian Church while the Area is of the other Christian Church, the Player may possess a Claim to that Area.

[18.2] RESOLVING CLAIMS THROUGH PARLEYS

Though a sovereign might personally claim the reality of an Area, his Claim meant little if it were not recognized by the Church or his peers. In the game, when a Player calls for a Diplomatic Parley to settle a Claim, he is seeking public acknowledgment of a Claim's legality. Like other parleys in the game, a Claim Resolution Parley is performed through balloting, with each Player having a number of votes equal to his Leader's Diplomatic Status (see 26.5). The question to be decided by a Claim Resolution Parley is whether the Player who called the Parley should receive a Claim to the Area. The Players do not cast their ballots on the basis of any merit of the Claim, but purely out of self-interest.

[19.0] EVENT CARDS

GENERAL RULE:
The deck of 65 Event Cards actually includes two different types of Cards: Event Cards and Holding Cards. Event Cards cause certain occurrences over which the Players have little or no control. Holding Cards are tools which may be used to the advantage of the Players possessing them. The effect of each Card is described on the Card itself and in the notes provided in this Section.

PROCEDURE:
At the beginning of the game, the Event Card deck is shuffled. At the beginning of each Player's turn during each Round, the Player draws one Card from the top of the Deck. If the Card drawn is an Event Card, it is immediately placed face up beside the Event Card deck, and any action described by the Holding Card is immediately carried out. If the Card is a Holding Card, the Player may retain possession of the Card and reap the benefits derived therefrom as he sees fit. All Event Cards and any discarded Holding Cards are placed face down in a pile beside the Event Card deck. At the beginning of each Game- Turn, the cards are placed back in the deck, which is then shuffled thoroughly. Holding Cards that are still in the possession of the Players are not returned to the deck at the start of the Game-Turn.

CASES:

[19.1] EVENT CARDS

An Event Card must always be played immediately after it is drawn from the deck. The Card is turned face up and placed beside the deck of unplayed Event Cards. The effects of the Event Card must be applied immediately (i.e., not before the Player undertakes any other action). Note that the Event Cards do not necessarily affect the Empire of the Player who has drawn the Card. The following is an annotated list of the various types of Event Cards:

Year of Plenty. There are nine Year of Plenty Cards. On each of these Cards, there is a list of Areas, the Social States of which are increased one Level when the Card is played (from the appropriate column, thought that an Area's Social State may never rise to more than two Levels above its Social State Norm). These Cards represent the natural occurrences which would boost an Area's economy, such as good harvests and good fishing.

Year of Famine. There are nine Year of Famine Cards, each of which corresponds to one of the Year of Plenty Cards, the Social States of the Areas listed on a Year of Famine Card are reduced one Level when the Card is played (from the appropriate column, thought that an Area's Social State may never fall to less than zero). These Cards represent the natural disasters which could seriously affect an Area's economy.

Epidemics and the Plague. There are two Epidemic Cards in the Event Cards deck. When a Player draws an Epidemic Card, the Social States of all Areas in that Player's Empire which have positive Population Values are immediately reduced one Level. However, under certain circumstances, the epidemic is assumed to be bubonic plague, the Black Death, the effects of which differ greatly from those of an ordinary epidemic. The circumstances under which the Black Death spreads are (1) an Epidemic Card is drawn during the 1200 Round or any subsequent Round and (2) at least one of the Areas that would be affected by the epidemic is connected to any one of the following Sea Areas: Aegean Sea, Ionian Sea, Adriatic Sea, Tyrrhenian Sea, or Western Mediterranean. If these two conditions are met, the ordinary results of the Epidemic Card are ignored and instead the following rules come into effect.

1. The Social State of Constantinople is reduced to two levels. Players then determine the route by which the plague will spread.

2. The plague spreads only to those Areas which have a Plague Susceptibility Rating of 1 or greater. The Plague Susceptibility Rating of an Area is simply the sum of the Area's current Social State and its Population Value.

3. The plague spreads from Constantinople to each susceptible Area to which it is directly connected. Moreover, the plague spreads to each susceptible Area which is connected to Constantinople through one Sea Area. Finally, the plague automatically spreads to Venice. The Social State of each Area to which the plague spreads is reduced by two.

4. The plague then spreads from each affected Area in a similar fashion; that is, the plague spreads from an affected Area to an Area through two Sea Areas. The plague also never spreads over an Area that is not susceptible to the plague.

5. Note that the plague never spreads to an Area with a Plague Susceptibility Rating that is less than one. Moreover, the plague never spreads from an affected Area to an Area through two Sea Areas. The plague also never spreads over an Area that is not susceptible to the plague.

6. An Area may be affected by the plague only once. Moreover, the Black Death may occur only once in the course of the game. Once the Black Death has spread across the map, it may not reappear, and any Epidemic Card drawn after the Black Death has occurred is treated normally.

Note: The major reason for the spread of the plague was the rebirth of trade in the late Middle Ages. The rodents who carried the infection undoubtedly made their way to Europe as stowaways on trading vessels (in the appropriately named) Black Sea. Once the disease had appeared in the Greek trading centers in the East, it was only a matter of weeks before it spread to trading centers further west. The rebirth of trade, as well as resulting in the arrival of the plague, had earlier brought about the tremendous growth of the cities, which served as the perfect breeding ground for pathological disaster. The two most important factors in the spread of the disease were, then, the
presence of trade and a high population density: hence the Plague Susceptibility Rating. The rules employed for the spread of the disease simply mimic the trade routes. Finally, while the effect on Social State should need no explanation, one might well wonder why there is no decrease of Population Values in the affected Areas. The omission is intentional and based on the fact that since so much of Europe was affected so intensely, population densities remained relatively similar—at least sufficiently so to avoid adding much record keeping to the game.

Outbreak of Heresy. There is one Outbreak of Heresy Card in the Event Card deck. The Card has relevance only if drawn by a Player whose Leader is Christian and in whose Empire there is at least one Christian Area in Unrest. If the Card is drawn by a Player who does not fit this description, it is simply discarded. The Outbreak of Heresy Card affects play in the following manner:

1. The Player drawing the Card determines which of his Areas has become heretical by considering the Christian Areas in his empire that are in Unrest. Of these Areas, the one with the highest Social State and Population Value (their sum) is the heretical Area. In ties, roll a die, the Area with the higher roll becoming heretical.
2. The heretical Area automatically becomes Independent and has a Heresy marker placed on its Register. Note: A heretical Christian Area is considered not of the Christian Religion (7.2).
3. The Player who drew the Card must conquer the heretical Area during his current Player-Turn, or else the effect is lost at the end of his Player-Turn to all Christian Areas (either Church) directly connected overland to the heretical Area which have the same language as the heretical Area. Areas to which heresy spreads becomes Independent and have a Heresy marker placed on their Register. Heresy may never spread to a Player’s Court Area, and a given outbreak of heresy spreads only once.
4. A heretical Area remains heretical until it is reconverted to Christianity (see 22.2).

Note: The reasoning behind the determination of which Area becomes heretical cannot involve historical causes, for on a game of this scale, such intracacies in the rule do not follow historical precedent insofar as of the major heresies in Europe, all appeared in Areas that were populous, prosperous, and in a state of political upheaval of some sort. Examples of such heresies are the Provincials and Waldensians, the “Pauperes Lombardi,” the Bohemian Hussites, and the Lollards. More often than not, heresies had to be corrected through military means.

Leader Dies Heirless. There are five Leader Dies Heirless Cards in the Event Card deck. Each of these Cards causes the Player who has drawn it to immediately perform a Leader Status Check. The Player must also remove all of his Diplomatic Tie markers from the map and he must remove any Claims he has to Areas which he does not possess. The Leader Dies Heirless Cards also cause Unrest and Rebellion. However, the Cards differ by which Areas they so affect. Three of the Cards cause all those Areas in the Player’s Empire which have a leader from that of his Leader to enter a state of Unrest. Two of the Cards cause all the Areas in the Player’s Empire (including the Court Area) to enter a state of Unrest. In both cases, the Player must check each Area in Unrest in his Empire for Rebellion (including any Areas that were in Unrest before the Card was drawn). The Player conducts the Rebellion Checks normally but with one exception: when a “no effect” result is received for an Area on the Unrest and Rebellion Table, the Unrest marker is removed from that Area’s Register. After the Player has finished the Rebellion Checks, he may relocate his Court to any Area that has the same Language and Religion as his Leader (note that a Player would be forced to do this to lose his Court Area to rebellion).

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

[19.2] HOLDING CARDS

When a Player draws a Holding Card from the Event Card deck, he is compelled to play the Card immediately. Rather, he may retain the Card indefinitely without revealing its identity. A Holding Card may be played at any time during the game. A Player plays a Holding Card by revealing its identity and announcing its use. Note that while some Holding Cards must be discarded immediately after they are played, others may be played and retained until their loss is dictated by some occurrence. A Player may never retain more than three Holding Cards; should a Player with three then draw a fourth from the Event Card deck, he must immediately discard (i.e., not play) one of the Cards. A Player may discard a Holding Card at any time.

Recognition of Claim. There are seven of these Cards in the Event Card deck. A Recognition of Claim Card is only useful as a means to obtain a Claim to an Area which a Player already possesses. A Recognition of Claim Card may only be used to obtain a Claim to one Area. Once the Card is played, it must be discarded.

Dynastic Inheritance. A Dynastic Inheritance Card enables a Player who has a Diplomatic Tie to an Area to obtain a Claim to that Area. Immediately, whenever the Card is played, the Player replaces the Claim to the Area. The Card may also be used by a Player who has a Claim to an Area to obtain possession of that Area; immediately, whenever the Card is played, the Player obtains the Area and, unless it is currently owned by an opponent, he replaces its Social State marker with one of his own. If the Area is currently owned by an opponent, that opponent may contest the inheritance by calling for a Parley (see 20.4). Through the parley, the Players decide whether the opponent must relinquish possession. If the parley results in a decision that the opponent must relinquish possession and he does not, he is excommunicated (see 22.1). Note, however, that if the Dynastic Inheritance Card is played against an opponent who has just drawn a Leader Dies Heirless Card, before that opponent undertakes his first Endeavor after drawing the Card, that opponent may not contest the inheritance by calling for a parley. Once the Card is played, it must be discarded.

Three of the Dynastic Inheritance Cards enable a Player to obtain a Claim to or possession of one Area. Two of the Cards, however, enable the Player to obtain Claims to or possession of a group of Areas. The Player must have either a Diplomatic Tie or a Claim to each Area in the group. The Player cannot hold Areas directly connected overland to at least one other Area to which the Player has a Tie or Claim. When he plays the Card, he obtains Claims to those Areas to which he has Ties and possession of those Areas to which he has Claims.

Influence in Church Hierarchy. There are three of these Cards in the Event Card deck. These Cards have use only when played during a parley. The Player who plays an Influence Card receives five votes in addition to those he receives for his Leader’s Diplomatic Status. Once the Card is played, it must be discarded.

Diplomatic Coup. There are seven of these Cards in the Event Card deck. By playing one of these Cards, a Player may remove any one Diplomatic Tie on an Area in his Empire. Once this Card is played, it must be discarded.

Enlargement of King’s Personal Demesne. There are five of these Cards in the Event Card deck. Once a Player plays one of these Cards (i.e., announces its use), he automatically receives one additional Point of gold over and above any Area taxation, during taxation each Round. If, after a Player has one of these Cards, his Leader dies heirless, the Card is immediately discarded.

Technological Weapons. Advance/Tactical Systems. There are one of each of these Cards in the Event Card deck. Once either of these Cards is played, the Effectiveness Rating of the owner’s Leader is increased by three each time he undertakes a Conquest or Pillage Endeavor. Moreover, when the owner undertakes a Defense Endeavor, the attacker’s Player’s Effectiveness Rating is reduced by three in addition to the reduction for the Defender’s Combat Statute. Note that a Player may possess both of these Cards simultaneously, his Effectiveness Rating would be increased by six. These Cards represent those weapons and tactical innovations which had an extraordinary effect on warfare during the Middle Ages, such as crossbows, longbows, artillery, and wagon and pike formations. These Cards may be played repeatedly.

Masonic Fellow. There is one Masonic Fellow Card in the Event Card deck. This Card facilitates conversion by halving the Conversion Differential of each Area that the owner attempts to convert (see 22.2). This Card may be kept indefinitely and played repeatedly.

[20.0] GRAND DIPLOMACY

GENERAL RULE:

Whereas the rules for Diplomatic Ties, Claims, and Unrest and Rebellion deal primarily with the relationship between an emperor and his vassals, there are few mechanisms per se that deal with the relationship between two emperors. Since the Players are in effect the emperors, the relations are left to them that is not to say the Players have a free hand in conducting agreements between themselves; there are certain restrictions which may not be broken. Nevertheless, Players should feel free to add their own “house” rules for diplomacy. Of course, such rules should be unanimously agreed upon before the start of the game. Moreover, Players should be aware that if they do excess violence to the game with unreasonable adjustments, the game will not work as intended.

CASES:

[20.1] EXCHANGEABLE ITEMS

There are three commodities in the game which may be freely exchanged: gold, die differences, and claims. There are no restrictions whatever on the flow of gold between Players; it may be traded, given, borrowed, and lent. Similarly, Players may freely exchange existing Claims to Areas. The Areas
themselves may also be freely traded and sold. When an Area changes hands in this manner, its Social State marker is changed to indicate the new ownership. If the Area is in Unrest, it must remain so for a turn after the play of a Ruling Endeavor. The status of fortifications in the Area is negotiable, as is the status of Diplomatic Ties. However, whereas fortifications may change ownership, Diplomatic Ties may not.

A Tie may be created only through the play of a Diplomatic Endeavor, and it may be removed only by its owner or through another Player’s use of a Diplomatic Coup Holding Card.

There are certain items which may never be exchanged between Players: Leaders, Year Cards, and Holding Cards. To exchange these items would be an act of excessive violence to the game system.

[20.2] TIME RESTRICTIONS

Players must decide upon their own time limits for the conduct of diplomatic affairs lest they allow the game to become intolerable. One restriction that is strongly recommended is to disallow Players to conduct exchanges or agreements during their own Player-Turns. In place of this approach, Players might simply put a time limit to the length of each Player-Turn (a limit of two or three minutes with allowances for such catastrophes as heinous Leader deaths is quite reasonable).

[20.3] BINDING AGREEMENTS

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

[20.4] CONDITIONS UNDER WHICH A DIPLOMATIC PARLEY MAY BE CONVENED

Under certain circumstances, a Player may call for a Diplomatic Parley in order to settle a dispute.

[20.41] A Player may call for a parley in order to contest a conquest of one of his Areas through a Diplomatic Endeavor. The parley decides who the rightful owner of the Area is. If the rightful owner is determined to be the Player who called for the parley, he maintains possession of the Area. If it is decided that his opponent is the rightful owner, the Player must either relinquish control of the Area or else be automatically excommunicated. If the parley results in a tie, the Player who called for the parley retains control of the Area.

[20.42] A Player may call for a parley in order to obtain a Claim to an Area he possesses and to which he has a Diplomatic Tie (see 18.2). A tie in the voting results in the Player obtaining the Claim.

[20.43] When an opponent attempts to obtain possession of a Player’s Area or Areas through the play of a Dynastic Inheritance Card, the Player may contest the opponent’s inheritance. The parley must decide who is the rightful owner of the Area. If it is judged to be the Player who called for the parley, he retains possession of the Area. If it is judged to be his opponent, the Player must relinquish control of the Area or else be automatically excommunicated (see 22.4). A tie in the results of the parley may call for the parley maintaining control over the Area. Note that a Player whose Leader has just died heinous may not contest a Dynastic Inheritance Card that has been played against him (see Card notes, 19.2).

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

[20.45] A Player who has been excommunicated may call for a parley, the purpose of which would be to decide whether the excommunicated Player should be reinstated as a member of the Church.

[20.5] DIPLOMATIC PARLEY PROCEDURE

A parley may be increased only by a Player whose Leader is Christian. As soon as a parley is called, a vote is taken on the issue at hand. Each Player has a number of votes equal to his Leader’s Diplomatic Status. Each Player’s vote must be cast as he pleases. Only those Players whose Leaders are Christian may participate in the voting.

[20.51] A Player who plays an Influence in Christ Hierarchy Holding Card receives five votes in addition to those he receives for his Leader’s Diplomatic Status. A Player may play more than one Influence Card for a single parley.

[20.52] If a parley is called concerning a Claim or the possession of an Eastern Orthodox Area, the Byzantine Player receives five votes in addition to any others to which he is entitled. If the parley concerns a group of Areas, only some of which are Eastern Orthodox, the Byzantine Player receives no additional votes.

[20.53] A Player who is attempting to gain a Claim to a given Area may call for a parley concerning that Area any number of times in the course of the game, but only once per Round.

[20.54] If a Player is contesting the conquest of one of his Areas through a Diplomatic Endeavor, that Player must call for the parley immediately after the Area is conquered (i.e., before another Endeavor is undertaken). Moreover, a Player must call for a parley concerning the breaking of a binding agreement at the moment the agreement is broken. A Player who fails to call for a parley concerning a given issue at the appropriate time may not later call a parley concerning that issue.

[20.55] A Player who has been excommunicated may call once per Round for a parley in order to be readmitted to the Church.

[21.0] EXILE

GENERAL RULE:

A Player who has lost possession of his Court Area and who is unable to establish a new Court Area within the restrictions described in 7.52, is forced into exile. While in exile, he maintains possession of the gold in his treasury and any Diplomatic Ties and Claims he has established. While in exile, a Player continues to perform his Player-Turns. He may not, however, tax any Areas. He may perform only Diplomatic Endeavors, and those only if he has been granted asylum by another Player. A Player in exile may continue to make diplomatic agreements with other Players without restriction. A Player returns from exile when he acquires a suitable Court Area.

CASES:

[21.1] CONDITIONS OF EXILE

At the instant a Player loses possession of his Court Area and is unable to establish a new Court Area, he loses his ability to undertake Endeavors and collect gold through taxation. Nevertheless, the Player in exile conducts his Player-Turns, choosing a position during Initiative Determination, drawing an Event Card, and playing five Year Cards. Unless the exile has been granted asylum and is therefore capable of undertaking Diplomatic Endeavors (see 21.2), he merely plays his Year Cards as he normally would unused Year Cards. Any Stature Checks indicated by the Year Cards must be carried out. The exile is fully subject to the effects of Event Cards and may retain possession of any Holding Cards he draws.

[21.2] ASYLUM

A Player who has been forced into exile may conduct only Diplomatic Endeavors, and those only if he has been granted asylum by another Player. When a Player grants an exile asylum, he allows the exile to use his Court Area as a Base for Diplomatic Endeavors. Thus, when an exile determines his Effectiveness Rating for a Diplomatic Endeavor, he uses the Social Status Level of his host’s Court Area. Note that religious and linguistic differences are determined between the Leader and the Target Area involved, and never the Base Area. Once an exile obtains a suitable Court Area, the conditions of asylum immediately cease. A Player is never compelled to grant an exile asylum, nor is an exile compelled to seek asylum. A Player who has granted an exile asylum may revoke the asylum status at any time.

[21.3] RETURNING FROM EXILE

A Player returns from exile at the instant he re-acquires a suitable Court Area. A suitable Court Area is any Area which is of the exact same Language and Religion as the Player’s Leader. The ways by which a Player may acquire an Area while in exile are the following:

1. An exile may acquire an Area by achieving a Conquest result through the play of a Diplomatic Endeavor (see 12.0).

2. An exile may acquire an Area through the play of a Dynastic Inheritance Card (19.2).

3. An exile may acquire an Area through diplomatic agreement or exchange (20.0).

4. An exile automatically acquires any Area of the exact same Language and Religion as his Leader that belongs to a Magnate that he controls (23.0).

[22.0] EXCOMMUNICATION AND RELIGIOUS CONVERSION

GENERAL RULE:

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

CASES:

[22.1] EXCOMMUNICATION

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

[22.11] When a Player is excommunicated, his Leader is considered pagan for the determination of Effectiveness Ratings and Rebellion Values.

[22.12] An excommunicated Player may not participate in any parleys, except those in which the players are a candidate for readmission to Christianity. An excommunicated Player cannot contest any Diplomatic Conquests or Dynamic Inheritance that are played against him. He may only call for a parley, the subject of which is his readmission to Christianity.

[22.13] There are only two means by which an excommunicated Player may be readmitted to Christianity. The player is automatically readmitted if his Leader dies without or if he receives a favorable decision from a parley.

[22.2] RELIGIOUS CONVERSION

In order to convert an Area’s Religion, a Player must possess the Area and announce his intention to convert the Area. Then the Player must determine the Conversion Differential for the conversion by subtracting the Proselytic Ability Rating of the Player’s Religion from the Convictional Strength Rating of the Religion of the Area to be converted. These ratings are listed on the Conversion Rating Chart. The Conversion Differential equals the number of times that the Player must achieve a C result through Conquest Endeavors against the Area. Note that in this situation, the Player will be attacking Areas he already possesses. The Conquest Endeavors are undertaken and resolved normally in all ways. However, each time the Social State of the Area is decreased as a result of a Conquest Endeavor, the Area enters a state of Unrest. The Unrest Roll and Rebellion Check must be made. If the Area rebels, a Conquest Endeavor of the Area to regain possession of it does not count toward the conversion. The Player should record each C result he achieves against the Area on a sheet of paper. When the Player has achieved a number of C results equal to the Conversion Differential, the Area is considered converted and a marker bearing the appropriate religious symbol is placed on its Register.

[22.21] A Player need not convert an Area by placing all the Conquest Endeavors against is successfully. That is, an Area may remain partially converted for any length of time. However, if an Area that is partially converted is conquered by another Player, all the first Player’s Conquest results are negated and any subsequent conversion effort must start from scratch. If an Area changes hands other than by means of a Conquest Endeavor, they may agree to also transfer that Area’s partially converted status.

[22.22] An Area may be converted any number of times in the course of a game.

[22.23] If the Player who is attempting to convert an Area possesses a Missionary Fervor Holding Card, the Conversion Differential is automatically halved. Fractions are rounded down.

[22.24] The Conversion Differential is automatically halved if the Player who is attempting to convert an Area has a Diplomatic Tie to the Area. Fractions are rounded down. Note that a Conversion Differential may be halved for the possession of a Missionary Fervor Card, and then halved for the presence of another Religion. Example: All the South Slavonic Areas are pagan. Moreover, all are Independent except Croatia, which belongs to a Roman Catholic Player, and Serbia, which belongs to an Eastern Orthodox Player. If the Eastern Orthodox Player converts Serbia, all independent South Slavonic Areas are automatically converted to Eastern Orthodoxy. However, Croatia would remain pagan until it is itself converted.

[22.25] Areas of the following types must be converted individually: Roman Catholic, Eastern Orthodox, Baltic Pagan, Moslem, Christian Heretic.

[22.26] The Convictional Strength Rating of all Iberian Moslem Areas is zero. (In Spain and Portugal, the Islamic rulers were a minority living in the midst of the Roman Catholic masses.) Consequently, at the instant an Iberian Moslem Area is conquered by a Player whose Leader is Christian, the Area’s Religion changes automatically to Roman Catholicism. Note: Such a change of Religion is not considered a conversion attempt for purposes of Victory Points (see 22.28).

[22.27] A Player receives five Victory Points for the conversion of an Area to his Leader’s Religion. Once a Player receives Victory Points for a conversion, he cannot lose those Points, even if later in the game the Area is reconverted to another Religion.

[22.28] CONVERSION RATING CHART

(see charts and tables)

[23.0] THE SCHISM AND THE CRUSADES (Optional Rules)

COMMENTARY:

The use of these optional rules will result in a more realistic game. However, the game will also somewhat longer. The Players should decide before the start of the game whether they will employ either or both rules.

GENERAL RULE:

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

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

1. It is a Round during the 1001 Game-Turn or any Game-turn thereafter up to and including the 1276 Game-Turn.

2. There is a schism in the Christian Religion.

3. Both Syria and Jerusalem are controlled by a Magnate that is based in Syria (see 24.7).

4. If conditions 1, 2 and 3 are met, a Crusade is automatically caused if the Byzantine Player calls for a Crusade. He does so simply by announcing that he wants there to be a Crusade. A Crusade may also be caused if a Player whose Leader is Roman Catholic calls for a Crusade parley, and during that parley, the Players decide to undertake a Crusade. All Players whose Leaders are Christians (Roman Catholic or Eastern Orthodox) may vote in a Crusade parley, however, only Players whose Leaders are Roman Catholic participate in the Crusade. A Crusade is the conquest of both Syria and Jerusalem.

PROCEDURE:

The Schism. At the beginning of each Game-Turn, as in the Sequence of Play (6.6), the Players must determine the status of the Christian Churches. They do so by assessing the extent of Byzantine influence over the Rome Area, rolling two dice, and referring to the Schism Table. The Players cross-reference the condition of Byzantine influence over Rome and the die roll result. The different conditions of Byzantine influence are shown in the following table:

1. The Byzantine Player possesses Rome and is the only Player with a Diplomatic Tie to that Area.

2. The Byzantine Player possesses Rome and a Diplomatic Tie to Rome, but one or more other Players also have Diplomatic Ties to Rome.

3. The Byzantine Player possesses a Diplomatic Tie to Rome, but no one possesses Rome.

4. No Player possesses Rome and no Player has a Diplomatic Tie to Rome.

5. No Player possesses Rome, but one or more other Players other than the Byzantine Player have Diplomatic Ties to Rome.

6. Rome is possessed by a Player other than the Byzantine Player.

The Crusades. In a Round in which a Crusade is undertaken, the sequence of activities is changed by the addition of a Crusader Phase. Immediately after the Players have determined that there will be a Crusade and carried out all Raider and Magnate activities for the current Round, those Players whose Leaders are Roman Catholic undertake a Crusader Phase, the activities of which are as follows:

1. The Crusaders determine who will lead the Crusade. If the Crusade was caused by a Crusade parley, the Player who called for that parley is automatically the Leader of the Crusade. If the Crusade was caused by the Byzantine Player, the Leader is the Crusader whose Leader has the highest Combat Statute. If there is more than one Player with the highest Combat Statute, then the Leader is the Player with the highest Total Statute (the sum of all three Statutes).

2. The Crusaders determine the order by which they will undertake Endeavors during the
CRUSADER PHASE. The Crusader with the highest Combat Statute goes first. The Crusader with the second highest Combat Statute goes second, and so on. If there is a tie, the Players should flip a coin to see who goes first. During the Crusader Phase, the Players undertake one Endeavor successively, according to the order determined. Each Player must pay for the Endeavor he undertakes. If a Player does not have enough gold to pay for a Conquest Endeavor during a Crusader, he may undertake a Pillage Endeavor, or he may borrow money from another Player.

3. THE LEADER OF THE CRUSADE DETERMINES THE ROUTE THE CRUSADERS WILL FOLLOW TO SYRIA AND JERUSALEM. During a Crusader, all Areas that belong to Players participating in the Crusade and all Independent Roman Catholic Areas are considered friendly to the Crusaders. Thus, the Crusaders may trace a line of connected Areas to their Courts through all such Areas. Any of these friendly Areas may be used as Bases for the Crusaders’ Endeavors. Note that the Leader of the Crusade has two basic choices of route: he may launch the Crusade from a suitable Area connected to one of the Mediterranean Sea or the Levant, or he may launch the Crusade overland through an Area such as Byzantium or Syria.

5. The object of the Crusade is to conquer both Syria and Jerusalem. After gaining access to these Areas, the Crusaders can conquer the Byzantine Empire through the Area. If the Byzantine Empire grants it, the Crusaders may pass through the Area, if necessary. If the Byzantine Empire refuses the Crusaders passage through the Area, the Crusader Leader may decide to either conquer the Area or seek another route.

Upon the completion of the Crusader Phase, all Players participate in an Initiative Determination Phase and then conduct their Player-Turns according to the order upon which they’ve decided. Of course, the Players who participated in the Crusade may have fewer than five Year Cards or no Year Cards remaining for play during their Player-Turns. The Players must undertake their Player-Turns regardless of how many cards they have remaining. If, for example, a Player has no Cards remaining, he would still have to draw a Card from the Event Card deck and he could collect gold through taxation.

CASExS:

(23.11) A die roll on the Schism Table can have any one of the following three results:

A (Union of the two Churches). All Roman Catholic and Eastern Orthodox Leaders and Areas are considered to be of the same Church for all game purposes. Moreover, the Byzantine Emperor does not receive five extra votes in parleys concerning Areas that bear the Eastern Orthodox cross.

S (Schism). Roman Catholic Areas and Leaders are considered to be of a different Church from those of the Eastern Orthodox Church.

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

In addition to the check on the Schism Table, at the beginning of each Game-Turn, a check on the Schism Table must be made whenever the status of Byzantine influence on Rome changes. Example: If, during his Player-Turn, the Byzantine Player formed a Diplomatic Tie to Rome, he would immediately make a check on the Schism Table. If the Byzantine Player then conquered Rome in that same turn, he would again have to make a check on the Schism Table.

(23.2) SCHISM TABLE

The ostensible cause of the First Crusade was the capture of Syria and Jerusalem by the Seljuk Turks and their subsequent refusal of passage to the Holy Land to Christian pilgrims. In calling for a Crusade, the Holy See expressed not only a desire to liberate and protect Christian shrines in Palestine from the infidels, but the desire to aid the Byzantines, collapsing under the pressure of Turkish expansion, and to attempt a reunitification of all Christendom in one truly Catholic Church. Nevertheless, as aspiring as the Pope’s call made on the Western nations, the Crusades ultimately proved to be an economic blessing due to the increase in trade they helped bring about. Moreover, although the Church benefited at first from the enthusiasm the Crusades inspired and from the growth of its bureaucracy, eventually the Crusades helped decrease Papal prestige and fostered anti-clerical feelings in the West. Finally, while the Crusades were originally intended to aid the Byzantines in their struggle with the Moslem Turks, they were in the end one of the major causes of the final collapse of the Greek Empire.

A Crusade lasts until either both Syria and Jerusalem have been conquered or until each Crusader has played all five of his Year Cards. A Crusade may last for only one Round. If, after having played all their Year Cards, the Crusade is simply considered a failure. Since there may be only one Crusade per Game-Turn, the Crusaders would have to wait until the appropriate conditions exist during a subsequent Game-Turn to conduct another Crusade.

Any Areas conquered by the Crusaders are considered Independent Crusader States until they are conquered by a Player or Magnate. A Crusader State Social State marker is placed on the Register of such an Area. Crusader States are never controlled by any Player. They are treated as Independent Areas in all ways but one: during any Crusader Phase Crusaders may pass through Crusader States without having first to conquer them.

The Social State of each Area that is not Roman Catholic nor Roman Catholic-controlled through which the Crusaders pass is automatically reduced one Level. Note that this reduction is in addition to any suffered as a result of the play of an Endeavor. Moreover, Byzantine Areas through which the Crusaders are allowed passage are so affected.

PREPARATION: RAIDERS AND MAGNATES (Optional Rule)

COMMENTARY: Although it is possible and perhaps preferable to represent only the five or six largest Empires in a given scale, it is not necessarily an exaggeration to represent the entire range of major powers. For while the larger nations continuously made their mark on international affairs, many smaller nations momentarily rose up and had their moment of glory before fading once again into the background. On some occasions, these smaller nations had little more going for them than an intelligent and aggressive Leader. On other occasions, their rise was attributable to a burst of national energy. The rules in this Section are intended to deal with the activities of the nations not represented by Players in the game. The activities of the year 1100 and only the Saracen Emirate's empire are not altered or simplified, so that the patterns and must be carried out by the Players. The employment of these rules will add to the realism of the game to a considerable degree. However, Players should note that it will also add to the length of the game.

GENERAL RULE:

The Raiders are those people who, during the early Middle Ages, made the systematic pillaging of Europe their way of life. The Raiders represented in the game are the Vikings, the Saracen Pirates, and the Magyars. The activities of the Raiders occur in accordance with schedules listed in 24.14. During the Raider Phase of each Round in which a particular Raider is indicated to be active, the Players carry out Pillage Endavors on behalf of the Raider against Target Areas determined by the rules for that Raider. Magnates represent Leaders of small or unstable nations who, thanks to their above average abilities, were able to rise briefly to a position of international power. The appearances of Magnates depend upon chance. During a Magnate Phase of each Round, the Players determine where, if at all, a Magnate has appeared. Then, the Players carry out their activities in accordance with the rules described in 24.2.

PROCEDURE:

Raiders. During the Raider Phase of each Round, the Players determine which Raiders are active during that Round. This is done by consulting the Schedule for each of the three different Raider peoples. Note that one of the Raiders is active after the year 1100 and only the Saracen Pirates are active after the year 1000. On each of the Raider Schedules, there is a Leader Stature listed for each Game-Turn during which the Raider is active. During the Raider Phase, five Year Cards are dealt out for each active Raider. Each of the Raiders’ five Cards are used in the following manner: of the possible Target Areas that the Raider can attack, the Players determine which Area has the highest combined Social State and Population Value. Using the Raider’s Status, and the characteristics of the Raider’s Base Area. The Players conduct a Pillage Endeavor against the Target Area and apply results normally. Note, however, that gold is never collected on behalf of a Raider. A Pillage Endeavor cannot be conducted if the Raider’s Effectiveness Rating for it is less than zero. If the Raider’s Effectiveness Rating for a Pillage Endeavor against the Target with the highest combined Social State and Population is less than zero, the Raider attacks the Target with the next highest combined Social State and Population. If two or more Areas have the same total combined Social State and Population, the
Players should choose the Target by means of a die roll. Note that if a Raider attacks an Area owned by a Player, that Player may play a Defense Endeavor. If a Defense Endeavor drops the Raider's Effectiveness Rating below zero for the Endeavor, the Raider's Year Card for that Endeavor must still be played. In effect, the Raider was committed to the Endeavor, just as a Player would be.

Magnates. During the Magnate Phase of each Round, the Players determine whether or not a new Magnate will appear during the current Round. This is accomplished in the following manner:

1. First, one die is rolled, and the Magnate Appearance Table (24.99) is consulted. Note that if, at the beginning of a Round, there are already three Magnates currently active, no die rolls are made for the appearance of a new Magnate. There may never be more than three magnates on the map at any given time.

2. If the Magnate Appearance Table die roll result is one or two, the Player must refer to the appropriate Magnate Matrix, which is used in the following ways: first, one die is rolled to determine which column to refer to, then a second die is rolled to determine which row is referred to. At the intersection of the column and the row, the Players will find the name of the Area in which the Magnate will appear.

3. When a Magnate's Area of an appearance is found on either of the Magnate Matrices, the Area immediately becomes the court of the Magnate if the Area is currently Independent or if it is possessed by a Player and is in a state of Unrest. If the Magnate is to appear in an Area which is controlled by a Player but is not in Unrest, the Magnate does not appear; in this case, it is considered that no new Magnate appears during the Round in progress. However, Magnates in Syria and the Mongols appear regardless of the status of the Areas in which they appear. If a new Magnate is determined to appear in an Area in which there already is a Magnate, no new Magnate appears during that Round.

4. Once the Players have determined which Area a Magnate has appeared in, they replace the Area's Social Status marker with a Magnate Social Status marker. If the Social Status of the Magnate's Court is below its Social Status Norm at the instant the Magnate appears, it is immediately raised to the Magnate's Social Status Norm Level. The Magnate receives five Year Cards and during the Magnate Phase, the Players undertake Endeavors on behalf of the Magnate.

CASES:

24.1 THE VIKINGS

24.11 Viking Bases
The Bases for the Viking Raiders are Norway and Denmark. For each Pillage Endeavor undertaken by the Viking Player, the Players should use the Base that has the Higher Social State.

24.12 Viking Targets
The possible Targets for Viking Raids are all those Areas (excluding Norway and Denmark) which are connected to the following Sea Areas: North Sea, North Atlantic, English Channel, and the Bay of Biscay.

24.13 Viking Conquests
If, at any time, there is no possible Target Area for a Viking Raid that has a combined Social State and Population Value greater than zero, then the Vikings automatically undertake a Conquest Endeavor against whichever of the possible Targets is adjacent to the Area(s) with the highest combined Social State and Population Value. Note that this Area will usually be either Norway, Flanders, or Aquitaine. The Vikings continue to undertake such Conquest Endeavors until either the Area is conquered or there is a possible Target with a combined Social State and Population Value greater than zero. Once such an Area is conquered, any Areas adjacent to it become possible Targets.

24.4 Cessation of Viking Raids
A Viking Raid may not be launched from either Denmark or Norway if they are controlled by any Player. Moreover, if any of the Norse Pagan Areas is converted to Christianity, Viking Raids cease for the remainder of the game. After the year 1000, Viking Raids cease automatically.

24.2 THE MAGYARS

24.21 Magyar Bases
Hungary is always the Base for all Magyar Raids.

24.22 Magyar Targets
All Areas which are connected directly to Hungary and all Areas which are connected to Hungary through only one Area are possible Targets of Magyar Raids. Note that a Magyar Raid may be carried out against an Area which is not directly adjacent to Hungary. This is an exception to the rules for undertaking Pillage Endeavors.

24.23 Cessation of Magyar Raids
If, at any time, Hungary is controlled by any Player, no Magyar Raids are carried out until Hungary again comes under Magyar control. Magyar Raids cease for the remainder of the game if Hungary is converted to Christianity. The Magyar Raids automatically cease after the year 1000.

24.3 SARACEN PIRATES

24.31 Saracen Raids
The Saracens have no Base Area on the map. Their Social State Level is always considered zero. The Saracens are Moslem and speak a non-Indo-European language.

24.32 Saracen Targets
The possible Targets of Saracen Raids are all those Areas connected directly to the Western Mediterranean and Turkey. Saracen Raids are always either 1, 2, or 3.

24.33 Cessation of Saracen Raids
Saracen Raids cease for the remainder of the game after the year 1100. Moreover, each Round the Players must roll one die to determine if there will be Saracen Raids during the current Round. If the die roll result is five or six, there are no Saracen Raids during the current Round.

24.4 RAIDER ACTIVITY SCHEDULES
(see charts and tables)

24.5 MAGNATE ACTIVITIES
Whereas the primary activity of a Raider is to pillage, a Magnate's primary activity is conquest. The Conquest Status of a Leader is always either five or nine. His religious and linguistic characteristics are always those of the Area in which he first appears. That Area is considered the Magnate's Court Area. Note that a Magnate never expends or collects gold.

24.51 The Magnate automatically undertakes Conquest Endeavors against the Area with the highest Social State which is adjacent to his Court. If there is more than one Area with the same such Social State, the Magnate attempts to conquer the Area most similar to him in Religion and Language. If there are still two or more Areas which are of the same status, a die roll should be used to determine which Area is attacked. Each time a Magnate conquers an Area, the next Area to be attacked is chosen from all the Areas which are directly linked to any of the Magnate controlled Areas and to which the Magnate can trace a chain of connected Areas from his Court Area. The Social State marker of each Area a Magnate controls is replaced with the appropriate Magnate controlled marker.

24.52 If a Magnate's Effectiveness Rating to conquer an Area is less than zero, but his Effectiveness Rating to pillage that Area is greater than zero, then the Magnate pillages the Area until either he is able to attempt to conquer it or there is another possible Target Area with a Higher Social State.

24.53 A Magnate may undertake only Combat Endeavors. Moreover, a Magnate must always undertake four Conquest and/or Pillage Endeavors during the Magnate Phase. One of the Magnate's Cards is always reserved for Defense. The Card for Defense is automatically played in response to the first Conquest or Pillage Endeavor taken against an Area belonging to the Magnate.

24.54 Any Magnate, regardless of whether his Status is 5 or 9, immediately ceases to be active when a Leader Status Check is indicated for Leaders with a Status of 5 on any Year Card he plays. No Status Check is performed; but rather, all of the Magnate controlled Areas immediately return to normal Independent status. The Magnate controlled Social Status markers are replaced with Independent Social Status markers.

24.6 NORMAL MAGNATES
When the Players determine in which Area a Magnate may appear through the use of either Magnate Matrix, they must then adjudicate whether a Magnate appears in that Area. If the Area is Independent or if the Area belongs to a Player and is in a state of Unrest, the Magnate appears. If the Area is controlled by a Player and is not in Unrest, no new Magnate appears during that Round. A Magnate that appears in an Area from either Matrix always has a Combat Status of five.

24.7 SYRIAN MAGNATES
During each Round during each Game-Turn, starting with the 1001 Game-Turn, a die roll result of 3 on the Initial Magnate Appearance Check Table means that there is a possibility of the appearance of a Magnate in Syria. The Players must then roll one die to determine whether there is a Magnate in Syria and, if so, what his Status is. On a roll of 1, 2, or 3, there is a Syrian Magnate with a Combat Status of 5. On a die roll of 4, there is a Syrian Magnate with a Combat Status of 9. A die roll of 5 or 6 means no Magnate appears during that Round. A Magnate appears in Syria regardless of the status of the Area. The procedure for undertaking the activities of a Syrian Magnate differs from the normal procedure in one major respect: a Syrian Magnate's Effectiveness Rating is never reduced because of religious or linguistic differences or similarities. Remember that any Magnate is removed from play when he plays a Card indicating a Status Check for Leaders of Status 5, even if the Magnate's Status is 9.

24.8 THE MONGOLS
During each Round during Game-Turns 1201 through 1276, a die roll result of 4 on the Initial Magnate Appearance Check Table automatically means that a Mongol horde has arrived in the steppe, regardless of the status of that Area. The Mongol's Magnate's Combat Status is 9. The procedure for undertaking the activities of a Mongol Magnate differs from that employed for other Magnates in several major respects. During each Magnate Phase, the Mongol Magnate receives ten Year Cards. All of these Cards must be used for Conquest and Pillage Endeavors. No Card is saved for a Defense Endeavor. Moreover, the Mongol Magnate's Effectiveness Rating is never reduced because of religious or linguistic differences or similarities.
[25.0] COLONIZATION (Optional)

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

GENERAL RULE:
In the game, a Player may effect a change of the Language of an Area that lies within his Empire. Such a change of Language is the result of Colonization. Colonization is performed passively over a number of Rounds. At the end of each Round, the Player obtains a number of Colonization Points for each Area he is colonizing. When the Player has obtained the specific number of Colonization Points for the Colonization of a particular Area, the Language of the Area is considered to have been changed. Since the Colonization of an Area requires the passage of many Rounds, it is suggested that this rule be used only in the Grand Scenario.

PROCEDURE:
1. A Player initiates an attempt to colonize an Area by simply announcing his intention during his Player-Turn. The Player must announce which Area will be colonized and which Area or Areas will be used as the Base for that Colonization. The Player then places a Colonization marker on the Register of the Area being colonized.
2. At the end of each Round, beginning with the Round in which a Colonization marker is placed on the Area’s Register, the Player determines the number of Colonization Points he has accrued. The number of Points received each Round is determined in the following fashion:
3. The Player determines the Colonization Value of the Area or Areas being used as the Base for the Colonization. The Colonization Value of an Area is the sum of its Population Value and its Social State Level. If the Player is using more than one Area as the Base for the Colonization, the Colonization Values of all the Base Areas are then added together to produce the total base Colonization Value. The Colonization Value of the Area being colonized is also determined.
4. The Colonization Value of the Area being Colonized is then subtracted from the Colonization Value of the Base. (Note that as when determining Effectiveness Ratings, either figure may be negative.) The result of this subtraction is the number of Colonization Points that the Player has accrued during the Colonization attempt during the current Round.
5. Each Round, the Player records the number of Colonization Points he has obtained on a sheet of paper. When the Player has achieved a sufficient number of Points, the Colonization marker is flipped over to indicate the change of the Area’s Language.

CASES:
[25.1] COLONIZATION RESTRICTIONS
[25.11] A Player may only initiate a Colonization attempt of an Area that lies within his Empire. When undertaking a Colonization, the Base Area or Areas for that Colonization must also lie within the Player’s Empire.
[25.12] When a Player announces his intention to colonize an Area, he must designate one or more Base Areas for that Colonization attempt. Each Base Area must be directly connected to the Area being Colonized. Moreover, all of the Base Area must be of the exact same Language.
[25.13] During any Colonization Record Phase, the Player may designate additional Areas as Bases for Colonization. However, once an Area has been designated a Base for Colonization, its Colonization Value must be employed in each subsequent Colonization Record Phase, until the Colonization is either completed or abandoned.
[25.14] An Area may be used as a Base for only one Colonization attempt each Round. That is, a Base Area’s Colonization Value may affect only one Colonization attempt per Round.
[25.15] At any given time, a Player may never currently be undertaking more than two Colonization attempts.

[25.2] COLONIZATION POINTS
Each Round the Players must record the number of Colonization Points they currently have. In addition to the Points the Player obtains normally through the determination of Colonization Values, the total of Colonization Points may be affected by certain occurrences.

[25.21] If, during the Colonization Record Phase of any Round, an Area that a Player is attempting to colonize is not in his possession, the number of Colonization Points that the Player has obtained for that Area is immediately halved. Fractions are rounded up.
[25.22] If, during the Colonization Record Phase of any Round, a Base Area for a particular Colonization attempt is in Unrest, that Area cannot function as a Base for Colonization. Thus, unless the Player undertaking the Colonization has another Base for that Colonization attempt, he could receive no Points that Round.
[25.23] If, during the Colonization Record Phase of any Round, an Area that a Player is attempting to colonize is in Unrest, no Colonization Points are awarded to that Player that Round.
[25.24] An Area is considered to have been successfully colonized when the Player undertaking the Colonization has obtained a sufficient number of Colonization Points for that Area. The number of Points needed for the completion of a Colonization attempt varies according to the population of the Area being colonized. For Areas that have a Population Value less than one, the number of Colonization Points needed is 100. For an Area with a Population Value of 2, a total of 150 Points must be obtained. For Areas with Population Values of 3 and 4, the total number of Points required is 175 and 200, respectively.

[25.3] EFFECTS OF COLONIZATION
When a Player has obtained the required number of Colonization Points for a particular Area, the Colonization marker on the Area’s Register is flipped over to show the Colonization Complete side. From that time on, until the Area is relocalized, the Language of the Area is considered to be exactly the same as the Language of the Base Areas used for that Colonization. A Player who successfully colonizes an Area receives five Victory Points at the end of the game. The Player receives these Victory Points regardless of whether or not the Area is later relocalized by another Player.

[26.0] VICTORY CONDITIONS

GENERAL RULE:
At the end of the game, each Player receives Victory Points according to the size and well-being of his Empire. Victory Points are awarded in the following fashion: Each Player receives a number of Victory Points for each Area in his Empire at the end of the game, in which he could currently undertake a Ruling Endeavor (disregarding his Leader’s Stature). Thus, Players receive Victory Points only for those Areas which are connected to their Court Area through a chain of friendly Areas. The number of Points awarded for each Area is determined in the following way: The current Social State Level of the Area is added to three. Thus, an Area with a Social State of +2 would be worth only one Victory Point, and an Area with a Social State of +3 would be worth six Victory Points. In addition to these Points, a Player receives one Victory Point for each Area he possesses at the end of the game, to which he has a Claim. Each Player also receives five Victory Points for successful Conversion and Colonization he carries out in the course of the game, regardless of the status of the Area’s Religion or Language at the end of the game.

[27.0] CHARLEMAGNE AND THE FRANKISH EMPIRE

INTRODUCTION:
This scenario is intended for solitaire play and is a good means by which to learn the basic mechanics of the Empires of the Middle Ages game system. In the solitaire version of this scenario, the Player controls the Frankish Empire. The scenario may, however, be played between two Players, in which case the second Player controls the Byzantine Empire.

CASES:
[27.1] INITIAL LEADER STATUSES
Frankish Empire: 9-9-9 (Charles the Great)
Byzantine Empire: 5-3-3 (Constantine V)

[27.2] IMPERIAL POSSESSIONS AND CLAIMS

[27.21] Possessions
Frankish Empire: Lorraine (court), Franconia, Swabia, Switzerland, Friesland, Flandres, Champagne, Ille de France, Normandy, Anjou, Aquitaine, Toulouse, Burgundy, Provence.
Byzantine Empire: Constantinople (court), Adrianople, Greece, Trebizond, Asia, Cilicia, Anatolia, Macedonia, Apulia, Sicily.

[27.22] Claims
Frankish Empire: The Frankish Player has a Claim to each of the Areas he possesses at the start of the game. Moreover, he possesses Claims to Lombardy, Tuscany, and Rome.
Byzantine Empire: The Byzantine Player has a Claim to each Area he possesses at the start of the game, with the single exception of Anatolia.
Moreover, he possesses Claims to Naples, Rome, Tuscany, and Venice.

[27.3] INITIAL SOCIAL STATE LEVELS
All Areas begin the game at their Social State Norm except those indicated below (the initial Social State Level is indicated in parentheses following the Area's name):
Lorraine (+3), Friesland (+2), Wessex (+1), Northumbria (+2), Rome (+1), Constantinople (+3), Greece (+2).

[27.4] FORTIFICATIONS
The following Areas begin the game with Fortifications of the strength indicated in parentheses:
Saxony (+3), Friesland (+2), Flanders (+2), Lorraine (+2), Venice (+3), Constantinople (+3).

[27.5] RELIGION
At the start of the scenario, the religion or church to which certain Areas belong is different from the Religion or church indicated on the Area Register, as indicated below:
Pagan: Denmark, Norway, Sweden, Saxony, Austria, the Steppes, Khazar, all Slavonic Areas, all Baltic Areas.
Moslem: Leon, Castille, Aragon, Portugal, Valenica, Cordova, Granada.
Eastern Orthodox: Apulia, Sicily.

[27.6] LANGUAGE
At the beginning of this scenario, the Language of certain Areas differs from the Language indicated on the Area's Register, as indicated below:
Brandenburg (West Slavonic): Austria, Bulgaria, Wallachia (non-Indo-European).

[27.7] SPECIAL RULES
Charlemagne's Longevity: During the first seven Rounds, any Leader Stature checks that the Frankish Player would normally be required to make are not made. Note: This includes Stature Checks caused either by Year Cards or Event Cards. In the case of the Leader Dies Heirless Event Card, all Card effects are ignored. In effect, Charlemagne can neither die nor lose his wits before 806. Leader Stature Checks required during Rounds 8 and 9, however, are performed normally.

[27.8] GAME LENGTH
The scenario begins with the year 771 A.D. and continues through the play of nine Rounds to the year 815.

[27.9] VICTORY CONDITIONS
[27.9.1] Solitaire Version
In the solitaire version of this scenario, the Player compares his performance to the historical achievements of Charlemagne. At the end of the game, the Player determines the number of Victory Points he has received as described in Section 26.0, and compares his Point total with the performance levels listed below:

<table>
<thead>
<tr>
<th>Victory Point Total</th>
<th>Performance Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>131 or more</td>
<td>Excellent</td>
</tr>
<tr>
<td>111–130</td>
<td>Very Good</td>
</tr>
<tr>
<td>91–110</td>
<td>Good</td>
</tr>
<tr>
<td>71–90</td>
<td>Mediocre</td>
</tr>
<tr>
<td>61–70</td>
<td>Poor</td>
</tr>
<tr>
<td>60 or less</td>
<td>Very Poor</td>
</tr>
</tbody>
</table>

[27.9.2] Two-Player Version
In the two-Player version of the scenario, victory is based upon which Player has the highest Victory Point total. At the end of the game, each Player receives Victory Points as described in Section 26.0. Then the Frankish Player subtracts 40 from his total. The Players' totals are compared after the subtraction and the Player with the highest total is the winner.

[28.0] MILLENNIUM
976–1075 A.D.

INTRODUCTION:
The scenario can be played with from 2 to 6 participants. The optimum number of Players is five. The Players should consult the list of Initial Leader Statutes (28.1) and Imperial Possessions (28.2) to determine which empires they will play. When choosing empires, the Players should choose first from the top of the Initial Leader Statute list. Thus, if there are three Players, the three empires should be the first three on that list. This is, however, only a suggestion and not an absolute necessity.

CASES:
[28.1] INITIAL LEADER STATUTES
German Empire: 3-3-3 (Otto II)
Kingdom of France: 2-2-2 (Lothair)
Kingdom of Burgundy: 3-3-3 (Rudolf III)
Kingdom of Denmark: 5-5-5 (Harold Bluetooth)
Kingdom of Poland: 3-3-3 (Mieszko I)
Byzantine Empire: 5-5-5 (Basil II)
Kievian Russian Empire: 3-5-5 (Vladimir the Saint)

[28.2] IMPERIAL POSSESSIONS AND CLAIMS

[28.3] SOCIAL STATE LEVELS
All Areas begin the game at their Social State Norm except those indicated below (the initial Social State Level is indicated in parentheses following the Area's name):
Denmark (+2), Sweden (+1), Poland (+2), Novgorod (+1), Muscovy (+1), Kiev (+1), Syria (+2), Constantinople (+3), Tuscany (+2), Lombardy (+3), Sicily (+1), Provence (+1), Burgundy (+3).

[28.4] FORTIFICATIONS
The following Areas begin the game with Fortifications of the strength indicated in parentheses:
Denmark (2), Constantinople (3), Venice (3).

[28.5] RELIGION
At the start of this scenario, the Religion to which certain Areas belong is different from the Religion on the Area's Register as indicated below:
Pagan: Norway, Sweden, the Steppes, Khazar, all Baltic Areas.
Moslem: Portugal, Castile, Valencia, Cordova, Granada.

[28.6] LANGUAGE
At the beginning of this scenario, the Language of certain Areas differs from the Language indicated on the Area's Register as indicated below:
Brandenburg (West Slavonic): Austria, Bulgaria, Wallachia (non-Indo-European).

[28.7] GAME LENGTH
The scenario begins with the year 976 A.D. and continues through the play of 20 Rounds, through the year 1075.

[28.8] VICTORY CONDITIONS
Victory is based on the accumulation of Victory Points, as described in Section 26.0. At the end of the game, each Player's Victory Point total is determined. To each Player's Victory Point total is added the appropriate number of Points for his empire's handicap. The handicap values are as follows:

<table>
<thead>
<tr>
<th>Empire</th>
<th>Handicap Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Empire</td>
<td>0</td>
</tr>
<tr>
<td>Byzantine Empire</td>
<td>5</td>
</tr>
<tr>
<td>Kingdom of France</td>
<td>10</td>
</tr>
<tr>
<td>Kievian Russian Empire</td>
<td>20</td>
</tr>
<tr>
<td>Kingdom of Burgundy</td>
<td>30</td>
</tr>
<tr>
<td>Kingdom of Denmark</td>
<td>30</td>
</tr>
<tr>
<td>Kingdom of Poland</td>
<td>30</td>
</tr>
</tbody>
</table>

At the end of the game, the Player with the highest final Victory Point total is the winner.

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

INTRODUCTION:
This scenario can be played with from 2 to 6 participants. The optimum number of Players is six. When determining which empires will be played, the Players should choose from the top of the list in Case 29.1.

CASES:
[29.1] INITIAL LEADER STATUTES
German Empire: 3-3-3 (Lothair II)
Kingdom of France: 3-3-3 (Louis VI, "the Fat")
Kingdom of England: 3-3-3 (Stephen)
Kingdom of Sicily: 5-5-5 (Roger II)
Byzantine Empire: 5-3-3 (John Comnenus)
Principality of Poland: 5-5-5 (Boleslaw III, "Wry-mouthing")

[29.2] IMPERIAL POSSESSIONS AND CLAIMS

[29.3] SOCIAL STATE LEVELS

[29.4] FORTIFICATIONS

[29.5] RELIGION

[29.6] LANGUAGE

[29.7] GAME LENGTH

[29.8] VICTORY CONDITIONS

[29.9] VICTORY CONDITIONS
[30.0] DEFEAT IN THE EAST 1201-1300 A.D.

INTRODUCTION:
This scenario can be played with from 2 to 6 participants. The optimum number of Players is five. When determining which empires will be played, the Players should choose from the top of the list in Case 30.1.

CASES:

[30.1] INITIAL LEADER STATUSES

German Empire: 2-2-2 (Frederick II regency)
Kingdom of France: 5-5-5 (Philip II)
Kingdom of England: 2-2-2 (John, “lackland”)
Principality of Poland: 2-2-2 (Leszek I)

[30.2] IMPERIAL POSSESSIONS AND CLAIMS

[30.21] Possessions

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

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

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

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

At the end of the game, the Player with the highest final Victory Point total is the winner.

[30.6] GAME LENGTH

The scenario begins with the year 1201 A.D. and continues through the play of 20 Rounds, through the year 1300.

[30.7] VICTORY CONDITIONS

Victory is based on the accumulation of Victory Points, as described in Section 26.0. At the end of the game, each Player’s Victory Point total is determined and to this is added the Player’s handicap points. The handicap values are as follows:

<table>
<thead>
<tr>
<th>Empire</th>
<th>Handicap Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Empire</td>
<td>0</td>
</tr>
<tr>
<td>Byzantine Empire</td>
<td>10</td>
</tr>
<tr>
<td>Kingdom of France</td>
<td>15</td>
</tr>
<tr>
<td>Kingdom of England</td>
<td>15</td>
</tr>
<tr>
<td>Kingdom of Sicily</td>
<td>20</td>
</tr>
<tr>
<td>Principality of Poland</td>
<td>20</td>
</tr>
</tbody>
</table>

At the end of the game, the Player with the highest final Victory Point total is the winner.

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

INTRODUCTION:
This scenario can be played with from 2 to 6 participants. The optimum number of Players is six. When determining which empires will be played, Players should choose from the top of the list in Case 31.1.

CASES:

[31.1] INITIAL LEADER STATUSES

German Empire: 2-2-2 (Wenzel)
Kingdom of Poland and Lithuania: 3-3-3 (Jagiello, titled Vladislav V)

[31.2] IMPERIAL POSSESSIONS AND CLAIMS

[31.21] Possessions

German Empire: Lorraine, Swabia, Franconia, Bavaria, Austria, Switzerland, Saxony, Brandenburg, Bohemia, Verona, Lombardy, Tuscany.

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

[31.4] FORTIFICATIONS

The following Areas begin the game with fortifications of the strength indicated in parentheses:

<table>
<thead>
<tr>
<th>Empire</th>
<th>Handicap Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Empire</td>
<td>0</td>
</tr>
<tr>
<td>Byzantine Empire</td>
<td>5</td>
</tr>
<tr>
<td>Kingdom of France</td>
<td>15</td>
</tr>
<tr>
<td>Kingdom of England</td>
<td>15</td>
</tr>
<tr>
<td>Kingdom of Sicily</td>
<td>20</td>
</tr>
<tr>
<td>Principality of Poland</td>
<td>20</td>
</tr>
</tbody>
</table>

At the end of the game, the Player with the highest final Victory Point total is the winner.

[30.5] RELIGION

At the start of this scenario, the Religion to which certain Areas belong is different from the Religion indicated on the Area’s Register, as indicated below.

<table>
<thead>
<tr>
<th>Empire</th>
<th>Handicap Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Empire</td>
<td>0</td>
</tr>
<tr>
<td>Byzantine Empire</td>
<td>10</td>
</tr>
<tr>
<td>Kingdom of France</td>
<td>15</td>
</tr>
<tr>
<td>Kingdom of England</td>
<td>25</td>
</tr>
<tr>
<td>Kingdom of Sicily</td>
<td>25</td>
</tr>
</tbody>
</table>

Pagan: The Steppes, Khazar, all Baltic Areas.

Moslem: Granada, Cordova, Valencia, Portugal.

[31.21] Possessions

German Empire: Sicily, Apulia, Naples

[31.5] INITIAL SOCIAL STATE LEVELS

All Areas begin the game at their Social State Norm except those indicated below (the initial Social State Level is indicated in parentheses following the Area’s name).

Wessex (+3), Ile de France (+3), Flanders (+3), Lorraine (+2), Bavaria (+2), Saxony (+1), Lombardy (+3), Verona (+3), Venice (+3), Naples (+1), Sicily (+2), Greece (+2), Constantinople (+3), Trebizond (+1), Novgorod (+1), Poland (+2), Silesia (0), Aragon (+2), Valencia (+1).

[31.6] GAME LENGTH

The scenario begins with the year 1386 A.D. and continues through the play of 13 Rounds to the year 1465.

[31.7] VICTORY CONDITIONS

Victory is based on the accumulation of Victory Points, as described in Section 26.0. At the end of the game, each Player’s Victory Point total is determined and to this is added the Player’s handicap points. The handicap values are as follows:
[31.3] INITIAL SOCIAL STATE LEVELS
All Areas begin the game at their Social State Norm except those indicated below (the initial Social State Level is indicated in parentheses after the Area's name).

Wessex (+3), Flanders (+3), Friesland (+1), Saxony (+2), Lorraine (+2), Bohemia (+3), Poland (+2), Silesia (0), Lithuania (+1), Kiev (0), Constantinople (+3), Trebizond (+1), Asia (+2), Adrianople (+2), Venice (+3), Aragon (+2), Sicily (+1), Valencia (+1).

[31.4] FORTIFICATIONS
The following Areas begin the game with fortifications of the strength indicated in parentheses.
Venice (3), Constantinople (3), Trebizond (2), Hungary (2).

[31.5] RELIGION
At the start of the game, Granada is Moslem. The Steppes and Khazar are Pagan. All other Areas' Religions are as indicated on the map.

[31.6] LANGUAGE
The Language of each Area is as indicated on the map with the following exceptions: Adrianople, Asia, Cilicia, Anatolia, Armenia are all considered to be of the Turkish Language. The Turkish Language is considered unrelated to all other Languages represented in the game (see 31.7).

[31.7] SPECIAL RULES
Zeal of the Turks: As conquerors, the Turks did not much resemble western adversaries. Fueled by a volatile mixture of religious fervor, political desire, and economic need, the Turks did not conquer lands only with the intention of changing the ruling classes in them. Rather, they conquered with the intention of converting, colonizing, completely dominating territories. The fear and hatred that they inspired in Europeans does not seem to have been sufficient to help them defeat the Turks. Consequently, when undertaking Conquest endeavors, the Turkish Player is given the following advantage: differences of Religion and Language between the Turkish Leader and the Target of a Conquest endeavor do not affect the Effectiveness Rating of the Turkish Leader.

Turkish Military Superiority: The Turkish Player has in his possession at the beginning of the game the Tactical Systems Holding Card. The Turkish Player may lose that Card normally, as described in the rules for that Card's use.

Diplomatic Isolation of the Turks: As intruders, the Turks were abhorred by Christendom and for the most part any sort of dealings with them were considered anathema. Of course, hatred has been a one-way street, and the Turks undoubtedly found Christians as loathsome as Christians found them. Consequently, a Player whose Leader is Christian may never form a Diplomatic Tie with any Area belonging to the Turkish Player. Similarly, the Turkish Player may never form a Diplomatic Tie with any Area that belongs to a Player whose Leader is Christian. Moreover, if at any time any Player whose Leader is Christian makes a diplomatic agreement with the Turkish Player, the other Christian Players may call a parley to bar any intention of excommunicating their errant brother. Such a parley should be called immediately as the Players learn of the agreement with the Turk. Such a parley may be called once per Round so long as the agreement between the Christian and the Turk remains in effect.

[31.8] GAME LENGTH
The scenario begins with the year 1386 A.D. and continues through the play of 16 Rounds to the year 1465.

[31.9] VICTORY CONDITIONS
Victory is based on the accumulation of Victory Points, as described in Section 26.0. At the end of the game, each Player's Victory Point total is determined and to this total is added the Player's handicap points. The handicap values are as follows:

<table>
<thead>
<tr>
<th>Empire</th>
<th>Handicap Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Empire</td>
<td>0</td>
</tr>
<tr>
<td>Kingdom of Poland/Lithuania</td>
<td>15</td>
</tr>
<tr>
<td>Kingdom of France</td>
<td>15</td>
</tr>
<tr>
<td>Kingdom of England</td>
<td>15</td>
</tr>
<tr>
<td>Turkish States</td>
<td>15</td>
</tr>
<tr>
<td>Kingdom of Aragon</td>
<td>20</td>
</tr>
</tbody>
</table>

Moreover, if at the end of the game, the Turkish Player has possession of Constantinople, he is awarded 25 points in addition to those he receives for the Areas itself. At the end of the game, the Player with the highest final Victory Point total is the winner.

[32.0] THE GRAND SCENARIO
INTRODUCTION:
The Grand Scenario deals much less with the specific historical alignment of nations than the shorter scenarios. Indeed, the intention of the Grand Scenario is to simulate the historical trends of the Middle Ages rather than the actual history of the period. This scenario should be played by no fewer than four participants and optimally should be played by six. The scenario begins with the play of the two-Player version of the Charlemagne Scenario using the set-up described in Section 27.0. The Players may either select two Players to conduct the Charlemagne Scenario or they may control both empires by committee. The play of the scenario continues normally until the end of the Round during which the Frankish Player conducts his second Stature check of the game. At that point, play ceases and the Players undertake the following procedure for determination of which empire each will play for the duration of the game.

PROCEDURE:
1. The Player (or Players) who controlled the Frankish Empire during the Charlemagne Scenario divides his empire into three kingdoms. Each Area is each kingdom must be connected directly overland to another Area in that same kingdom. If an Area can only be joined to a kingdom through sea connections, it is joined to the nearest kingdom. Moreover, within each kingdom, there must be a group of at least three Areas that are all either Roman Catholic or Eastern Orthodox and that are all of the same language, each of which is connected to another of the group. If there are not at least three possible groups of three such Areas, groups of two Areas may be substituted. If there are more than three such groups, the Player may align the kingdoms as he sees fit.
2. One of the three Areas of the same Language in each kingdom is designated the Court Area of the kingdom. The Court of each kingdom must be of a Language different from those of the other two kingdoms' Courts.
3. Social State markers of different colors are placed to demarcate the three kingdoms. Existing Claims and Fortifications in the Areas are transferred to the control of the kingdoms in which they are included. All Diplomatic Ties formed by the Frankish Empire Player are removed. The Frankish treasury is emptied and each of the three kingdoms receives 10 Gold Points.
4. Leader Statures for the three kingdoms are determined. This is done by rolling the dice three times and comparing the dice roll results with the results printed under the Current Stature 3 Column. In effect, the Player is conducting Stature Checks for Leaders of Statures 3-3.5.
5. The Players now determine which Player receives which kingdom or empire. First, each of the three kingdoms formed from the Frankish Empire is assigned a number from one to three. The Byzantine Empire is assigned the number four. The numbers five and six represent Kingdoms that will probably enter play later in the game (see Step 6 below). Each Player rolls one die, and the result indicates the kingdom he will receive. If a Player rolls a number which has already been rolled, he rolls the die again until he receives a result that has not yet been accounted for.
6. The Players who receive a die-roll result of five or six obtain kingdoms in the following fashion: If, at the time that the Players determine the ownership of the kingdoms and empires, there are two or more mutually connected land Areas which are either Roman Catholic or Eastern Orthodox, independent, and of the same Language, the Player who rolled five in Step 5 may obtain one of those Areas as his kingdom. He may designate any one of the Areas as his Court. He receives 10 Gold Points and determines his Leader's Statures as described in Step 3. If there is no such group of Areas, the Player who rolled five takes the first such group of Areas to appear on the map as his kingdom. If the Player who rolled six takes the second such group of Areas to appear as his kingdom. If, when the Players are determining who receives which kingdom, there are two or more such groups of Areas, the Player who rolled five has first choice of which group he will make his kingdom.

CASES:

[32.1] GAME LENGTH
The Grand Scenario begins with the year 771 A.D. and continues through the play of 140 Rounds to the year 1470. Needless to say, the play of 140 Rounds will require a considerable amount of time. Players who do not wish to play the entire 140 Round game should feel free to agree upon a shorter length. However, the game should last at least 40 or 50 Rounds.

[32.2] VICTORY CONDITIONS
Victory in the Grand Scenario is based on the accumulation of Victory Points, as described in Section 26.0. There are no handicap points in this scenario. The Player who has achieved the highest total of Victory Points at the end of the game, is the winner.

DESIGN CREDITS
Game Design and Research: James F. Dunnigan
Physical Systems and Graphics: Redmond A. Simonsen
Development, Design, and Research: Anthony F. Bucelli, Redmond A. Simonsen
Rules Editing: Brad Hessel
In-House Testing: Joe Tyslau, Bart Campbell, Darryl Esakof, Jason Winfield, John Zmirk
Blindtesting: Richard Aitwood, Blue Grass Wargamers, Robert Sikora, Sam Hutchinson III
Production: Dave Engler, Rosalind Fruchtman, Ted Koller, Colleen McAvoY, Manfred F. Miklnhun, Michael E. Moore, P. J. Snyder, Bob Ryder
[9.35] RELIGION/LANGUAGE MODIFIER MATRIX

<table>
<thead>
<tr>
<th>ENDEAVOR</th>
<th>CONQUEST</th>
<th>PILLAGE</th>
<th>RULING</th>
<th>DIPLOMACY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Relationship</td>
<td>MODIFIER</td>
<td>MODIFIER</td>
<td>MODIFIER</td>
<td>MODIFIER</td>
</tr>
<tr>
<td>Same Language</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Related Language</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Unrelated Language</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Same Religion/Church</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Different Church</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Different Religion</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Results are the Language/Religion modifiers which are inserted in the appropriate places in the Target Area Modifiers portion of the Effectiveness Rating Summary (9.35) in determining the Effectiveness Rating for a particular Endeavor.

[9.34] RELIGION/LANGUAGE MODIFIER MATRIX

ENDOEV| CONQUEST | PILLAGE | RULING | DIPLOMACY |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Relationship</td>
<td>MODIFIER</td>
<td>MODIFIER</td>
<td>MODIFIER</td>
<td>MODIFIER</td>
</tr>
<tr>
<td>Same Language</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Related Language</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Unrelated Language</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Same Religion/Church</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Different Church</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Different Religion</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Results are the Language/Religion modifiers which are inserted in the appropriate places in the Target Area Modifiers portion of the Effectiveness Rating Summary (9.35) in determining the Effectiveness Rating for a particular Endeavor.

[10.3] PILLAGE/PLUNDER TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>Gold Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

A Player who has received a G result on a Pillage Endeavor consults the Pillage/Plunder Table to determine whether he has obtained any gold.

[11.3] CONVERSION RATING CHART

<table>
<thead>
<tr>
<th>Religion</th>
<th>Proselytic Convictional Ability Rating</th>
<th>Strength Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roman Catholic</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>East Orthodox</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>East Moslem</td>
<td>8</td>
<td>20</td>
</tr>
<tr>
<td>Iberian Moslem</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Germanic Pagan</td>
<td>0</td>
<td>16</td>
</tr>
<tr>
<td>Slavonic Pagan</td>
<td>0</td>
<td>14</td>
</tr>
<tr>
<td>Baltic Pagan</td>
<td>0</td>
<td>16</td>
</tr>
<tr>
<td>Christian Heretic</td>
<td>0</td>
<td>16</td>
</tr>
</tbody>
</table>

1. The Conversion Differential is obtained by subtracting the Proselytic Ability Rating of the Player's Religion from the Convictional Strength Rating of the Area's Religion.
2. Religions with a Proselytic Ability Rating of zero cannot be spread through conversion.
[17.5] UNREST AND REBELLION TABLE

Rebellion Value of Area

<table>
<thead>
<tr>
<th>DICE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>U</td>
<td>U</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>3</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
</tr>
<tr>
<td>4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
</tr>
<tr>
<td>5</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
</tr>
<tr>
<td>6</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>7</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>8</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>9</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>10</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>11</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
</tr>
<tr>
<td>12</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
</tr>
</tbody>
</table>

U = Area enters state of Unrest. If the Area is already in a state of Unrest, it remains so. Taxes are collected. R = Area rebels. Taxes are not collected. = Status of Area does not change. Taxes are collected. Note: Areas with a Rebellion Value less than one are checked on the “1” column. Areas with Rebellion Values of 13 or greater rebel immediately when upon being checked.

[23.2] SCHISM TABLE

Status of Byzantine Influence over Rome

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Byzantine possession of and exclusive Tie to Rome</td>
<td>U</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>U</td>
</tr>
<tr>
<td>Byzantine possession of and non-exclusive Tie to Rome</td>
<td>U</td>
<td>U</td>
<td>-</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>U</td>
<td>S</td>
<td>-</td>
</tr>
<tr>
<td>Byzantine Tie to Rome</td>
<td>U</td>
<td>S</td>
<td>S</td>
<td>-</td>
<td>S</td>
<td>-</td>
<td>-</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>U</td>
</tr>
<tr>
<td>No possession of or Tie to Rome</td>
<td>U</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>U</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
</tr>
<tr>
<td>No possession of Rome but non-Byzantine Tie</td>
<td>U</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
</tr>
<tr>
<td>Non-Byzantine possession of and Tie to Rome</td>
<td>U</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>S</td>
</tr>
</tbody>
</table>

U = The union of the Roman Catholic and Eastern Orthodox Churches is achieved. S = Schism between the two Christian Churches. = No change in the status of the Christian Churches.

[24.4] RAIDER ACTIVITY SCHEDULES

**VIKING RAIDER SCHEDULE**

<table>
<thead>
<tr>
<th>Game-Turn Leader Stature</th>
<th>801</th>
<th>826</th>
<th>851-876</th>
<th>901-926</th>
<th>951-976</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3</td>
<td>5</td>
<td>9</td>
<td>9</td>
<td>5</td>
</tr>
</tbody>
</table>

**MAGYAR RAIDER SCHEDULE**

<table>
<thead>
<tr>
<th>Game-Turn Leader Stature</th>
<th>901</th>
<th>926-951</th>
<th>976</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

**SARACEN RAIDER SCHEDULE**

<table>
<thead>
<tr>
<th>Game-Turn Leader Stature</th>
<th>776-826</th>
<th>851-901</th>
<th>926</th>
<th>951-1001</th>
<th>1026-1076</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3</td>
<td>5</td>
<td>9</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

[24.92] MAGNATE MATRICES

**MAGNATE MATRIX 1**

<table>
<thead>
<tr>
<th>SECOND DIE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Scotland</td>
<td>Saxony</td>
<td>Saxony</td>
<td>Saxony</td>
<td>Saxony</td>
<td>Saxony</td>
<td>Normandy</td>
</tr>
<tr>
<td>2 Northumbria</td>
<td>Saxony</td>
<td>Saxony</td>
<td>Saxony</td>
<td>Saxony</td>
<td>Saxony</td>
<td>Normandy</td>
</tr>
<tr>
<td>3 Mercia</td>
<td>Denmark</td>
<td>Denmark</td>
<td>Denmark</td>
<td>Denmark</td>
<td>Denmark</td>
<td>Normandy</td>
</tr>
<tr>
<td>4 Wessex</td>
<td>Denmark</td>
<td>Denmark</td>
<td>Denmark</td>
<td>Danish</td>
<td>Danish</td>
<td>Normandy</td>
</tr>
<tr>
<td>5 Wessex</td>
<td>Norway</td>
<td>Bavaria</td>
<td>Nâples</td>
<td>Burgundy</td>
<td>Burgundy</td>
<td>Normandy</td>
</tr>
<tr>
<td>6 Sweden</td>
<td>Norway</td>
<td>Swabia</td>
<td>Lombardy</td>
<td>Normandy</td>
<td>Anjou</td>
<td>Normandy</td>
</tr>
</tbody>
</table>

**MAGNATE MATRIX 2**

<table>
<thead>
<tr>
<th>SECOND DIE</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Provence</td>
<td>Aragon</td>
<td>Cordova</td>
<td>Serbia</td>
<td>Kiev</td>
<td>Poland</td>
<td></td>
</tr>
<tr>
<td>2 Valencia</td>
<td>Aragon</td>
<td>Cordova</td>
<td>Bulgaria</td>
<td>Novgorod</td>
<td>Poland</td>
<td></td>
</tr>
<tr>
<td>3 Portugal</td>
<td>Aragon</td>
<td>Granada</td>
<td>Bulgaria</td>
<td>Novgorod</td>
<td>Bohemia</td>
<td></td>
</tr>
<tr>
<td>4 Leon</td>
<td>Castille</td>
<td>Castille</td>
<td>Muscovy</td>
<td>Volhynia</td>
<td>Bohemia</td>
<td></td>
</tr>
<tr>
<td>5 Leon</td>
<td>Castille</td>
<td>Hungary</td>
<td>Muscovy</td>
<td>Lithuania</td>
<td>Khazar</td>
<td></td>
</tr>
<tr>
<td>6 Aquilia</td>
<td>Castille</td>
<td>Hungary</td>
<td>Smolensk</td>
<td>Lithuania</td>
<td>The Steppes</td>
<td></td>
</tr>
</tbody>
</table>

Magneate appears in Area indicated by cross-indexing dice rolls, provided the Area is either Independent or in a state of Unrest.

[24.93] SYRIAN MAGNATE APPEARANCE TABLE

<table>
<thead>
<tr>
<th>DICE</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Magnate appears in Syria, Stature 5.</td>
</tr>
<tr>
<td>4</td>
<td>Magnate appears in Syria, Stature 9.</td>
</tr>
<tr>
<td>5-6</td>
<td>No Magnate appears during the current Round.</td>
</tr>
</tbody>
</table>

[24.91] MAGNATE APPEARANCE TABLE

<table>
<thead>
<tr>
<th>DICE</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Consult Magnate Matrix 1.</td>
</tr>
<tr>
<td>2</td>
<td>Consult Magnate Matrix 2.</td>
</tr>
<tr>
<td>3</td>
<td>Before 1000 A.D.: No Magnate appears. After 1000 A.D.: Consult Syrian Magnate Table.</td>
</tr>
<tr>
<td>5</td>
<td>No Magnate appears.</td>
</tr>
<tr>
<td>6</td>
<td>No Magnate appears.</td>
</tr>
</tbody>
</table>
Empires of the Middle Ages is a dynamic simulation game in which as many as six players may assume the role of dynast and attempt to forge their historical kingdoms into vast and enduring empires. Each player, representing one of the great ruling houses of Europe, must capitalize on the strengths of his own leader while exploiting the weaknesses of his opponents. The resolution of such essential undertakings as conquest and diplomacy is a matter of skillfully playing Year Cards while maneuvering for advantage, and such world-shaking occurrences as heretical outbreaks, plague, and technological advances can thwart or promote the most carefully laid plans. Empires of the Middle Ages includes one 22" x 34" game map, rules booklet, 600 cardboard playing pieces, 112 playing cards, and various playing aids.

BUYER'S GUIDE FOR EMPIRES OF THE MIDDLE AGES
Age Range: 12 years and adult.
Number of Players: 1 to 6.
Average Playing Time: From 2 hours for a brief game, to 75 hours for the Grand Scenario.
Complexity: Moderate (6.2)
For purposes of comparison, the game of Monopoly is considered to have a complexity rating of 2.34.

GAME-TURN SEQUENCE
I. Event Card Segment
II. Theological Politics Segment
III. The Rounds
A. First Round
   1. Year Card Distribution Phase
   2. Crusade Determination Phase
   3. Raider Phase
   4. Magnate Phase
   5. Crusader Phase
   6. Initiative Determination Phase
   7. First Player-Turn
   8. Second Player-Turn
   9. Remaining Player-Turns
   10. Colonization Record Phase
B. through E. Second through Fifth Round

[21-3]: CONVERSION RATING CHART

<table>
<thead>
<tr>
<th>Religion</th>
<th>Protestant</th>
<th>Cathedrals</th>
<th>Ability Rating</th>
<th>Strength Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roman Catholic</td>
<td>10</td>
<td>20</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East Orthodox</td>
<td>10</td>
<td>20</td>
<td></td>
<td></td>
</tr>
<tr>
<td>East Modern</td>
<td>8</td>
<td>20</td>
<td></td>
<td></td>
</tr>
<tr>
<td>German Protestant</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slavonic/Slavonic</td>
<td>10</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Baltic/Pagan</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Christian Heretic</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. The Conversion Differential is obtained by subtracting the Player's Ability Rating from the Conversion Strength Rating of the Area's Religion.
2. Religions with a Protestant Ability Rating of zero are immune to spreading conversion.

20.0 Grand Diplomacy
20.1 Exchequer
20.2 Time Relationship
20.3 Binding Agreements
20.4 Conditions Under Which a Diplomatic Peace May Be Concluded
20.5 Diplomatic Charity

21.0 Exile
21.1 Conditions of Exile
21.2 Treaty
21.3 Returning from Exile

22.0 Government and Governmental Corruption
22.1 Reorganization
22.2 Religious Conversion
22.3 Conversion Rating Chart

23.0 The Turks and the Crusades (Optional)
23.1 The Turks
23.2 Sultanate
23.3 The Crusades

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