

fief

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GAME RULES



ASYNCRON

PREFACE FROM THE EDITOR

You have just acquired **fief** and we thank you for that. The game you have in hands is born from our meeting in 2008 during the game festival of Parthenay with Philippe. This game's first edition was in 1984 and is considered to be a classical in the board games' universe.

A monument such as Fief had to benefit from a cure of rejuvenation and that is the challenge we made ours. It took us 3 years and a close collaboration with Philippe to reform Fief without losing the spirit of the game. This edition is the result of this labor and we hope you will have as much pleasure playing it as we had creating it.

We especially took care of the redaction and presentation of these rules.

However a "frequently asked questions" (FAQ) section is available page 23 of this book and this faq will be updated on our website at the following address :

<http://www.asyncron.fr/fief/faq>

If you have any questions, remarks surrounding Fief or even medieval strategies to submit, you can write us at : fief@asyncron.fr.

Good games !

A WORD FROM THE AUTHOR

Fief is not only a board game, it is also a life simulation of the lords of the Middle Ages. All the elements have an historical background: election of the king, tithe, tallage, peasants' revolt, pest and famine, heavy rain impeding war possibilities, siege engines and secret passage to take a castle by treachery.

Fief is also a role playing game where you will be many different personages : prince of the church, king, queen, woman of Arc, kind lord or even assassin.

All the elements for this adventure: sets, main characters and extras are available. It is up to you to make them live and write their scenario. Every game, you will live a new story, often similar to History.

My inspiration for this creation I found it between Historical studies at the Faculty of Literature in Bordeaux and the great representation of Middle Ages by Maurice Druon: "Les rois maudits" (literally: The cursed kings). A work composed of seven books that I read with passion in little weeks during my adolescence. Two television series in 1972 and in 2005 will be adapted from this awesome story.

Without any doubt, with this game I tried to give you all the elements to write a new chapter in the spirit of this saga.

The first version of this game will receive the "Pion d'Or" (literally: Golden Pawn) from the review "Jeux et Stratégies" in 1981 during the famous creators' contest of Boulogne Billancourt. The game will be out in 1984 under the name "Fief" edited by International Team France, a new version with new female characters will be out in 1989 with the name "Fief 2", edited in 6 languages by Eurogames.

The 2011's version name plainly Fief, is an edition totally reworked, the purpose of this rework was to get it up to date by simplifying the mechanisms and getting top materials.

Thanks to ASYNCRON for their marvelous work.

FAST OVERVIEW

Fief is a game based on conquest and diplomacy for 3 to 6 players.

Every player embodies a noble family trying to become the kingdom's most powerful.

The game is played on a board standing for a fictive kingdom of the Middle Ages. On the board you can find villages connected by paths; every village belonging to a fief but also to a bishopric.

The players will make what they can to gain the titles bound to the fiefs, and the high titles such as king, queen or pope.

Every player starts with a lord, a castle and some troops. He places them all on a village.

Every turn is made of several phases. Every phase is played by all the players before the next phase starts. At the end of each turn, we check if one or several players have won. Note that it is possible to win as a team by a marriage.

It is very hard to win alone; the players will have to negotiate, pass agreements and form alliances. To do so they own three tokens EMBASSY which can be played at any moment and allows you to initiate a private discussion with the player(s) of your choice. Use those tokens wisely as you have only 3 of them.

Every turn players draw cards. Those cards are either CHARACTER cards allowing to place new lords in game, or EVENT cards, such as taxes, fruitful harvest or good weather.

After that they can place cards they own to apply the effects, most of the time those effects go on a fief or a bishopric.

Some special cards can be played at any moment during the turn, and may mess everything: murder, secret passage allowing to invade a castle. Surprise assured!

Once this phase is over, it is time to collect your income: every village and mill controlled gets you crowns. Some bonuses can be obtained from cards such as taxes or from titles such as king.

With those incomes, players can buy troops and buildings that they place on the map.

Then they move their lords from village to village following the paths. Lords can bring their troops with them and troops cannot move without a lord.

Once all the players have made their moves, the fights take place on the different positions where players can be in conflict by having troops of different players, if one of them decides to attack.

The fight is going on for several rounds; each round the strength of every army is calculated, the number of fighting dices that you throw depends on this strength. Losses are directly applied on the opponent. The fight stops when one side is decimated or surrenders. Castles and cities give defensive bonuses.

Once all the villages from a fief are controlled by the players, a player owning at least one of them can try to get the title and give it to one of their lords. Once a lord has a title, it can be taken only by assaulting the capital of the fief or if the lord with the title dies and has no heir.

Votes are used to distribute the following titles: bishops, king and pope. Those titles will give different advantages.

Titles also mean Victory Points (VP), if you have the title of classical fief you get 1 VP, the title of king and the title of pope also give you 1 VP. A player wins with 3 VP and an alliance of players only need 4 VP to win.

MATÉRIEL

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90 counters	48 counters	18 counters	12 counters
SERGEANTS	KNIGHTS	LORD	SIEGE ENGINES
			
15 for each color	8 for each color	6 women and 12 mans	

18 counters	6 counters	12 counters	18 counters
TAXES	WEDDING	VOTE	EMBASSY
			
3 for each color	1 for each color	2 for each color	

22 cards	24 cards	10 cards	17 cards	1 cards
CHARACTER	EVENT	DISASTER	TITLE	FIRST PLAYER
				

12 tiles	8 tiles	8 special fighting dice with two different colors
CASTLE	CITY	
CASTLE under siege	CITY under siege	
		

15 counters	CROWN pawns with a value of 1, 2 and 5	2 counters
MILL		ASSASSIN
		
		1 counter CROWN HEIR
		
1 game board 2 game help 6 individual game help 18 plastic pedestal 1 classical wooden dice		1 counters EXCOMMUNICATION
		



THE BOARD GAME

It represents a kingdom during the Middle Ages.

Each village is a square, they are connected together by paths allowing lords and troops to move.

The villages are regrouped in 8 zones of different colors. Each of them represents a fief.

Each village also belongs to a bishopric. There is a total of 5 bishoprics, the frontiers of the bishoprics are colored friezes.

Two villages from the same fief are not always in the same bishopric, and two villages from the same bishopric are not always from the same fief.

GAME PREPARATION

1 Place the board game with the two game help on the two sides of the board game.

2 Place the purchasable card **CARDINAL** on the game help.

3 Take all the **EVENT** (gray back) and **CALAMITY** (black back). Shuffle them and place them on the game help.

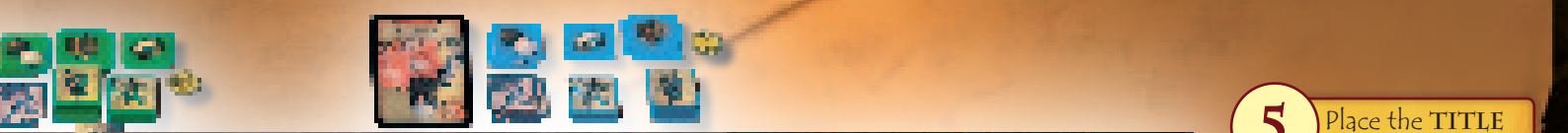
4 Create another pile with the **CHARACTER** cards (brown back). Shuffle them and place them on the game help.

6 Make "easy to access" piles for the pawns : **CROWNS, MILL, SIEGE ENGINES, ASSASSIN, EXCOMMUNICATION, LORD**, and for the **CASTLE** and **CITY** tiles.

7 Every player picks a color and take the pawns associated to this color :

- ◊ the pawns troops (8 **KNIGHTS** and 15 **SERGEANTS**) are his stockpile,
 - ◊ his **WEDDING** pawn,
 - ◊ his 3 **TAXES** pawns,
 - ◊ his 2 **VOTE** pawns,
 - ◊ 3 **EMBASSY** tokens,
 - ◊ 5 crowns.
- He will start the game with
- ◊ his **LORD** pawn,
 - ◊ 1 pawn **KNIGHT** taken from the stockpile,
 - ◊ 3 pawns **SERGEANT** taken from the stockpile,
 - ◊ 1 **CASTLE**.

8 Every layer draws a **CHARACTER** card, before placing it in front of him. If it is a **CARDINAL** card or the card **OF ARC**, he places it back in the pile and draws another one. Once this is done he takes the corresponding **LORD** card.



5 Place the **TITLE** cards on the game help :
 ♦ 8 fief titles,
 ♦ 5 bishop titles,
 ♦ the title of king,
 ♦ the title of queen,
 ♦ the title of pope.
 Place the **CROWN HEIR** below the queen.

10

10

9 PLACING
 The player who last visited a real castle is designated first player (or you can leave it to chance !). He takes the **FIRST PLAYER** card, chooses his starting village. He places his castle, his lord and his troops on that village. Then it is the other players turn to do the same, in a clockwise manner. They can take any free village left.

Example : the **WHITE** player (first player) decides to start at **ST-MÉ-DART**.
 He places his **CASTLE**, 3 **SERGEANTS** pawn, 1 **KNIGHTS** pawn and his **LORD** pawn (**ALIÉNOR**).

GAME RULES

1. VICTORY CONDITIONS

At the end of each turn, each player checks if he fulfills the victory conditions.

- ◊ Every fief under your control brings one victory point (VP).
- ◊ The titles of King and of Pope each bring one victory point (VP).

1.1. SOLO VICTORY

A player wins if he has 3 VP.

A player can win by controlling for example 3 Fiefs at the end of a turn, or 2 Fiefs and a title of king or pope.

Beware ! One cannot win a solo victory if he is allied with someone else. See below.

1.2. VICTORY IN ALLIANCE

Note : In three players game, there is no victory in alliance, only solo victory.

With at least four players, the players can make an alliance and win together. A player can only have one ally. A team of two players win by having 4 VP, the repartition of those 4 VP between the two players does not matter.

You can not have a solo win if you are allied with someone else.

1.3. TIE

If several players are fulfilling the victory conditions, there is different rules to determine the winner:

Solo Victory are victorious over Victory in Alliance.

If it is not enough to know who won, the objectives in order of importance are:

- ◊ The title of king.
- ◊ The title of pope.
- ◊ The title of regent queen.
- ◊ Having more fiefs.
- ◊ Having more duchy.
- ◊ Having more county.

If no one meets the conditions, it is a tie.

Example 1 : At the end of the turn, no alliance is active.

Paul has 3 fiefs, Jacques has 1, Carine has 1 too, and Lucy has 2 fiefs and the title of king. Lucy wins because she has the king.

Example 2 : At the end of the turn, Paul and Jacques are allied, Paul has 3 fiefs, Jacques has 1 and the title of king, Carine has 1 fief and Lucy has 3 fiefs. Paul is in an alliance so he cannot have a solo win even though he has 3 VP by himself.

The alliance Paul-Jacques has 5 VP so they fulfill the victory requirements for an alliance. Lucy has only 3 VP, so she meets the solo victory conditions. As solo wins are always priority over victory in alliance, Lucy wins !

Note : Most of the time, the situation is way simpler and only one of the teams or one of the players has the points requirements.

2. DIPLOMACY

Fief is a diplomacy game at its heart. Players can discuss together, pass alliances, make deals or agreements over specific actions.



In order to limit the negotiations, every player has 3 tokens **EMBASSY** to negotiate with the other players.

At any moment during the game, a player can decide to use one of his **EMBASSY** tokens to create a discussion with any number of players of his choice.

The other players cannot refuse the discussion (but they don't have to accept the things he offers during the embassy!).

It is possible to get away from the other players during an embassy, don't hesitate to go in another room.

Every **EMBASSY** token spent gets you 3 minutes of discussion. You can always use another token to have more time if you need.

During the **EMBASSY**, the game is on hold. All the other players can discuss together, but they cannot have a private discussion. It is also impossible to throw another **EMBASSY** while one is already happening, you need to wait for the first one to finish.

The benefits of an embassy are that you can:

- ◊ Talk freely
- ◊ Show/Give/exchange cards, without any limitations.
- ◊ Have hidden money exchanges (it is possible to exchange money openly outside of an embassy).

Beware ! If you stayed around the table while an embassy is happening you can't show/exchange/give cards.

Once the embassy is over, the game resumes.

3. GAME TURN

This chapter makes an overview of the game turn which is detailed later on.

Every phase is played player after player starting with the first player and going clockwise. Once all the players have done a phase, the next one starts.

3.1. PHASE 1 : "HEAR YE, HEAR YE"

This phase is cut in several small sub phases, who have to be executed in this order:

• WEDDINGS AND ALLIANCES

The players announce a wedding they are doing. A wedding between two lords of two players is the only way to create an alliance.

• BISHOP ELECTION

The available bishops titles are voted.

The title card corresponding is placed below the elected lord.

• POPE ELECTION

If the conditions are met and the place vacant, a pope is elected.

The pope card is placed below the elected lord.

• KING ELECTION

If the conditions are met and the place vacant, a king is elected.

The king card is placed over the elected lord.

3.2. PHASE 2 : CARDS

If there are still calamities on the board from the previous turn they are removed. Then the 3 following sub phases happen:

• DISCARD AND DRAW

Players draw **CHARACTER** and **EVENT** cards.

If a calamity card is drawn, place her on the board, face down, she will be solved during the next sub phase once all the players have drawn their cards.

Only 3 calamities can happen during a turn, if players happen to draw more than three during the turn, the additional are discarded.

• CALAMITIES' RESOLUTION

The calamities cards drawn this turn are revealed and solved.

• POSE

The players pose cards if they wish. Different cards are played during this phase : **LORD** cards for the people who need new lords, cards removing calamities or giving bonus to the harvests, and **TAXES** cards if you need to collect more on a fief or a bishopric.

3.3. PHASE 3 : INCOMES

Players get their incomes, depending on the number of villages and mills they control, the **TAXES** cards played and the high titles (king queen or pope).

All the cards with an impact on the incomes (**TAXES**, **GOOD HARVEST**) are discarded at the end of this phase.

3.4. PHASE 4 : PURCHASES

The players can buy the shiny things they want.

Depending on what is still available, they can :

- ◊ Fief Titles if the conditions are met.
- ◊ Troops from their stockpiles.
- ◊ Siege engines from their stockpiles.
- ◊ Castles to place on their villages.
- ◊ Mills to place on their villages.

3.5. PHASE 5 : MOVES

During this phase, players move their lords with or without troops and siege engines. A special move is allowed to lords with a troop made only of knights : the **CAVALCADE**. It permits to fight an opponent on his territory and keep on moving afterwards.

3.6. PHASE 6 : FIGHTS

The fights between the lords and armies on the same territory happen during this phase. It is possible to kill or make prisoner the fighting lords.

At the end of this phase a player can plunder the mills under his control.

3.7. PHASE 7 : VICTORY CONDITIONS

Check if anyone won. If no one has won yet, the game goes on, the first player gives the **FIRST PLAYER** card to his left neighbour and a new turn begins.

4. GAME TURN IN DETAILS.

Lets take some time to detail each phase of the game.

4.1. PHASE 1 : "HEAR YE, HEAR YE"

4.1.1. WEDDINGS AND ALLIANCES



Players who agreed on a wedding announce it publicly.

Author's note: it is possible to change your mind at the last minute.

The wedding is the formalization of an alliance between two players.

No alliance is possible without wedding and a wedding is always an alliance. A player can only have one alliance at a time.

Author's note: those weddings are political, one can imagine that the others family members are married but that their marriages do not affect the game.

A wedding bounds two lords of different players, one of them being a woman without the **OF ARC** title, and the other a man who is neither pope bishop or cardinal.

If the man is the king, the woman becomes the queen.

If the woman is the regent queen (the previous king being dead), the man doesn't become the king, an election will still be required.

To symbolize the alliance between the two players, they exchange their **WEDDING** counters and places them on the allied player's **LORD**.



Exemple :

Quentin, controlled by the blue player is married to Jeanne controlled by the magenta player.



The wedding and the alliance between the two players stays until one of the spouses dies, or until the wedding is canceled by the pope (see the chapter about the pope).

When two players are allied, they cannot have a solo victory. If they win this will be together!

Author's note : Sometimes you will want to cut the ties with your ally, you have two possibilities : either you make sure one of the spouses dies or you manage to cancel the wedding with the pope.

4.1.2. ELECTIONS AND VOTES

Some titles are distributed with an election : bishops, king and the pope.

Every election has the same process :

◊ Using the game's turn order, every player announces if one of his lords is going to be candidate. The player must first check that his candidates meets the requirements, which depends on the type of election.

◊ Once all the candidates have been declared, the vote starts :



Every player has 2 **VOTE** counters: 1 **FOR** (white ball on verso) and 1 **LURE** vote (black ball on verso).

In the turn order, every player who has a right to vote places one or both **VOTE** counters (face down) on the candidate(s) of his choice.



◊ Once all the players have voted, the **VOTE** pawns are flipped and counted.

Every **FOR** counts for all the voices of the owner of the token.

The **LURE** votes don't count.

Example : the king's election is taking place this turn. 2 Lords are candidates: **ARTHUR** and **HENRI**. The player James has 3 titled lords giving him three voices. He decides to vote for **ARTHUR** and places his **FOR** counter face down on **ARTHUR**'s card. He decides to not bluff and doesn't even places his **LURE** counter on **HENRI**. When the votes are revealed the three voices from James go to **ARTHUR**.

Author's Note : Use the **LURE** counters wisely, make an artificial tie by bluffing the opponents and delay the election to the next turn could be vital.

The election conditions depend on the title, see below.

When a candidate is elected, place the corresponding title card under or over his **LORD** card.

4.1.3. BISHOP ELECTIONS



The board has 5 bishoprics, numbered from 1 to 5.

Every Bishoprics has a bishop title attached to it.

At the beginning of the game, no bishop title is attributed. If all the villages of a bishopric are controlled by the players, the bishop election can take place.

If there is several bishop titles available this turn, the order of the election will be following the bishopric number (first the bishopric 1, then the bishopric 2 etc...).

CANDIDATES : Any lord not married, not king, not prisoner and who is not already bishop can be a candidate.

VOICES : For every village in the bishopric that he owns a player has 2 voices, the county-town gives a bonus 1. Every bishop owning his title before any election gives 2, every cardinal (and the pope) gives 3.

CONDITIONS OF ELECTION

Any candidate wins if he has the plurality (=more voice than any other candidate). In the case of a tie, the election stops and a new one will start next turn.

A bishop is elected for life except if he is excommunicated (see details on the pope's frame next page).

If the title is lost, and the conditions for an election are still met, an election to design the next bishop takes place during the next elections phase.

THE TITLES

In Fief, the lords can obtain different titles.

The titles bound to the fiefs : Baron or Baroness, Earl or Countess, Duke or Duchess.

The religious titles : bishop, cardinal, pope.

The royal titles : king, queen, regent, crown heir.

A **TITLED LORD** is any lord with at least one title from the previous list.

THE BISCHOP

◊ He can tax the tithe by playing the **TAXES** on his bishopric (see the **INCOMES** phase).

◊ He can try to stop the peasants revolts. For each **REVOLT** card that hes trying to stop, the player throws 1D6 and applies the result before trying to calm the next revolt.

If he makes 3 or more with the dice, the revolt is stopped: discard the **REVOLT** card.

On a 1 or a 2 the bishop fails his try : he is stoned (the lord dies and his card discarded). The **REVOLT** card applies normally.

◊ He has 2 voices for any bishop election, assuming he was already a bishop the previous turn.

◊ He can become cardinal or pope later on.

◊ He cannot get married.



Example : **FRANCOIS**, bishop of **SIGY**.

THE CARDINAL



While the bishops and the pope are elected, the cardinals are not.

There are two ways to become a cardinal: 3 titles are in the game as CHARACTER cards. Any player drawing one of these cards can place it on a bishop already in game, making this bishop a cardinal. A fourth title is placed at the beginning of the game on a special slot of the game help, and can be bought for 5 crowns. During the PURCHASES phase, anyone can decide to buy it, but will have to give it directly to a bishop. Would the lord getting this title die, the card is to be placed back on the game help, purchasable again.

Designer's Note : A generous participation to get into the good graces was common. Nothing can beat this to promote your favorite lord!

- ◊ He can deduct the tithe on any bishopric. The first cardinal to do it has a priority over the pope and the other cardinals but the bishop of this bishopric is still priority over anyone else.
- ◊ He can try to stop the peasants revolts. For any revolt card, the player trying to stop the revolt has to announce his intentions immediately. He pays 3 crowns, then throws 1D6. On a 3 or more, the card is discarded and doesn't have any effect, on a 1 or 2 the cardinal has failed and the revolt applies normally.
- ◊ He gives 3 voices at any bishop election.
- ◊ He has 1 voice for the pope election and only the cardinals can vote for the pope.

4.1.4. THE POPE'S ELECTION

The pope's election necessitates 2 cardinals, as long as there is less than 2 cardinals in game, the pope cannot be elected.

When there is at least two cardinals and the POPE title is still available, an election takes place if there is at least one candidate.

CANDIDATES : Only the bishops and the cardinals can be candidates.

VOICES : any cardinal not imprisoned has 1 voice.

CONDITIONS OF ELECTION

A candidate wins the election if he has the absolute majority (more than half the voices of the cardinals).

Designer's note : there are only 4 cardinals in the game(3 in the CHARACTER and 1 to buy).

A pope is elected for a lifetime. Would he die, if the conditions of election are still met (2 cardinals in game), an election takes place during the next elections phase.

THE POPE

◊ Once he is in the game: the cards **CARDINAL** cannot be played without his consent.

◊ He can take the tithe out of **ALL** the **BISHOPRICS** who have a bishop, but has no priority over the cardinals and the bishops.

Example : the pope plays a tithe. The bishop of the bishopric n°3 plays another tithe. The bishop will have priority and will collect the tithe for the bishopric n°3, the pope will get the incomes of the tithe for the other bishoprics.

◊ He has 3 voices for any bishop election.

◊ He can cancel a wedding if one of the spouses asks for it.

◊ He can excommunicate a lord: excommunicated lords cannot vote or be a candidate to an election as long as he's excommunicated. Additionally, if he was cardinal or bishop, he loses all his religious titles. The **EXCOMMUNICATION** counter is placed over his **LORD** card. The pope can remove it when he pleases. If the pope dies, the excommunication ends. There can be only 1 excommunicated lord at a time.

◊ He gets 5 crowns during the **INCOMES** phase.

◊ He gives 1 VP.



In 1305, Bertrand de Got, Bishop of Bordeaux but not cardinal, became pope with the name Clement V. He will be the first pope in Avignon. From Villandraut in Gironde he dies in 1314 at the age of 60. During his pontificate, the order of the Templars will be dissolved.

4.1.5. THE ELECTION OF THE KING

If the title of king is still available and if at least one lord is candidate, an election takes place.

CANDIDATES : Any lord with a title, not imprisoned and who is neither bishop, cardinal or pope can be candidate.

VOICES : Any lord (man or woman) with a title and who is not prisoner has 1 voice, it doesn't matter which title (religious or not) and how many titles he has.

July 1th, 1387, Hugues Capet, count of Paris, is elected king of the Franks under the name Hugues 1th. He will be crowned by the Bishop of Reims two days later. A few months later, he gets his son Robert elected to be his successor.

THE KING

◊ He can give the title bound to a fief for free: if a lord meets the conditions to buy a fief, the king can give him the title for free during the **PURCHASES** phase.

◊ His wife becomes the queen.

◊ He gets the fief titles who do not have a heir, and can give them to whoever he wants during the **PURCHASES** phase.

◊ He can take the tallage out of any unfinished fief (a fief whose title has yet to be bought).

◊ He gets 5 crowns during the phase **INCOMES**.

◊ He gives 1 VP.



CONDITIONS OF ELECTION FOR THE KING

To be elected king, a candidate has to get at least 3 voices, have the plurality (more voices than other candidates), and the voices from at least one cardinal or two bishops.

- ◊ If no candidate meets the requirements, the title stays vacant.
- ◊ If one candidate is elected, place the **KING** card over his **LORD** card.
- ◊ If he was wedded, his wife becomes the queen.
- ◊ If he marries later during the game, his wife becomes queen immediately.

A king stays king his whole life.

If he dies and there is a heir, the heir becomes king instantly.

If there is no heir but there is a queen, she becomes the regent queen and gets all the powers of the king until a new king is elected. A new king can be elected normally when there is a regent queen.

The title of King holds one VP. The title of regent queen doesn't hold any.

4.2. PHASE 2 : CARDS

Different types of cards exists in fief. The player can obtain **CHARACTER** cards, and **EVENT** cards.

The **TITLE** cards (blue back), cannot be drawn they are only here to represent the titles obtained by the lords.

A player cannot have more than 3 cards in hand, be it **CHARACTER** and/or **EVENTS**.

At the beginning of this phase, all the calamities in game are removed. Then in the turn order, every player effectuates the sub phase **DISCARD AND DRAW**.

After that, the **CALAMITIES** are played. Finally every player makes the **POSE** sub phase.

4,2,1 DISCARD AND DRAW.

4,2,1,1 DISCARD

Before drawing cards, a player can discard any number of cards in his hand. They are placed face up on the appropriate discard pile.

Beware! Only the SURPRISE cards can be played during this phase (instead of being discarded).

4,2,1,2 DRAW

Once he has discarded the cards he doesn't want, he draws **CHARACTER** and **EVENT**.

Beware! It is forbidden to play cards during this phase.

Every player can draw up to two cards, and not more than 1 **CHARACTER** card, and he cannot have more than 3 cards in hand.



If a player draws a **CALAMITY** in the **EVENT** pile, he places it face down on an empty placeholder of the game help.



The **CALAMITY** cards are mixed with the **EVENT** cards, they can be easily recognized thanks to their black back and white logo.

On the game help, 3 slots are reserved for the calamities, if all of them are already occupied the new **CALAMITY** card is discarded (the discard pile is the one with a red arrow).

The **CALAMITY** card drawn this way does not count in the limit of cards drawn by one player, he can keep drawing cards until he finally gets his two cards for the turn.

You never have to draw cards if you don't wish to (in order to avoid drawing calamities or just because you like your hand), you can also draw only one.

THE QUEEN

- ◊ She gets 3 crowns each turn.
- ◊ She can become **REGENT** queen.
- ◊ She can give birth to the **CROWN HEIR**.



Example : the queen **MIREILLE** married to the king controlled by the magenta player.

GIVE AND EXCHANGE CARDS

You cannot give and exchange cards with other players, except during an Embassy.

However, you can play cards benefiting others:

- ◊ **SECRET PASSAGE**.
- ◊ **OF ARC**.
- ◊ A **CARDINAL** title.



4.2.2. CALAMITIES ENTER THE GAME

There is 3 types of calamities: heavy Rain, famine and plague.

The calamities placed on the game help face down are returned face up one after the other. First, throw 1d6 to determine which place is hit by the disaster. The number obtained indicates the bishopric hit by the calamity. Place the CALAMITY card on the side of the board in front of the bishopric hit.

A 6 means the calamity is not happening in the kingdom, discard the card. For 1 to 5, apply the calamity effect on the bishopric.

4.2.2.1. HEAVY RAIN (4 CARDS)

In all the villages of the bishopric, no movement and no battles can be done (except with the SECRET PASSAGE card, see later).

Even a movement arriving in or leaving the bishopric cant be done.

4.2.2.2. FAMINE

The mills in the bishopric do not give any income this turn.

Beware ! This can lead to revolts, see the explanations about the card REVOLT later.

4.2.2.3. PLAGUE (2 CARDS)

All the villages in the bishopric are hit by a violent disease.

Throw 1D6, for each lord on a village of the bishopric ; for a 1, 2, 3 the lord dies.

All the armies on the bishoprics lose half their troops. One KNIGHTS troop counts as much as a SERGEANTS troop for this, the losses are rounded down. The owner of the troops decides which counters die.

Example: Paul has an army in a village hit by the plague, his army is made of 3 SERGEANTS and 2 KNIGHTS. Paul has to remove $3+2=5 / 2=2,5$ rounded down makes 2 counters, he decides to remove 2 SERGEANTS.

On another village he has only 1 counter SERGEANTS. He has to remove $1/2=0,5$ which rounded down gives 0. He does not remove anyone from this village.

Designer's note : the largest populations were awfully hurt by the plagues. The more your troops are centralized the more you can get hurt.

The pest keeps going on as long as the card is not discarded.

Any lord entering a bishopric plagued has to throw 1d6 to see if he dies from the plague. A lord leaving and entering the bishopric in the same turn does not have to throw the dice again. Any army entering the plague gets hit and loses half their forces.

4,2,3 PLACE THE CARDS

During this phase, in the turn order the players will have the possibility to use cards.

Beware! The cards with a green lightning symbol on them are SURPRISE card. Those cards can be played at any moment, you can play them outside this phase.

The LORD cards and the EVENT cards which have the card symbol can only be played during this phase, if you don't play them, you will not have the possibility to use them before the next "place the cards" phase from the next turn.

The cards played on a bishop are placed next to them.

You cannot play two identical cards on the same place.

Now we will see the different playable cards and how to play them.

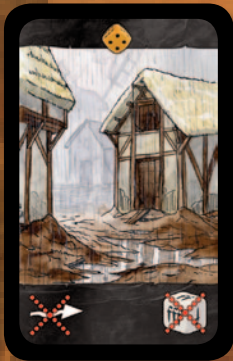
4.2.3.1. LORD CARD (18 CARDS)

Playing a LORD card can allow you to gain a new family member. A player can not have more than 4 lords in the game at the same time.

The player places the LORD card in front of him, takes the associated pawn, who will be placed in any castle or city that he controls, if he doesn't possess any city or castle he can place it on a village with a lord that he controls. The new lord is ready to go.

If the new lord is a man, and the player controls the queen and the king is alive, then the player can choose to give a special title to the newborn: The CROWN HEIR ! Place the pawn CROWN HEIR over him.

From now on, if the king dies, the CROWN HEIR becomes the king. In that case, the queen loses her title.



4,2,3,2 GOOD HARVEST CARD (5 CARDS)

This card is played on a bishopric. The card is placed on the board next to the chosen bishopric. Allows to cancel a **FAMINE** or to give an additional income of 1 Crown to all the mills of the bishopric if there is no **HEAVY RAIN**.

Discard the card at the end of the **INCOMES** phase.

4,2,3,3 GOOD WEATHER CARD (5 CARDS)

This card is played on a bishopric. The card is placed on the board, next to the chosen bishopric. It allows you to cancel a **HEAVY RAIN**, or gives you an additional income of 1 crown to each mill of the bishopric if there is no **FAMINE**.

The card is discarded at the end of the **INCOMES** phase.

4,2,3,4 TAXES CARD (5 CARDS)

Can be played either over a fief (tallage) or over a bishopric (tithe).

AS A TITHE, this card can be played by a bishop over **HIS** bishopric. A cardinal can play it over **ANY** bishopric who has a bishop. The player places one of his **TAXES** counters over the board on the miter of the focused bishopric and the card is discarded.



The pope can play it over **ALL** the bishoprics at the same time (assuming this bishopric has a bishop). The player places one of his **TAXES** counters over the game help on the prepared space and the card is discarded.

The tithe allows you to get all the incomes of the mills instead of their usual owner.

If several players try to tax the tithe out of the same bishopric, only one will take his toll, the priority order is the following:

- ◊ The bishop.
- ◊ A cardinal.
- ◊ The pope.

A cardinal can't try to tax a bishopric if another cardinal is already taxing it this turn.

AS A TALLAGE, the card can be played by a lord on one of his fiefs or by the king on any fief not finished (a fief whose title is not yet attributed). The player places one **TAXES** counter over the fief and the card is discarded.

The tallage gives an additional income of 2 crowns for each controlled village on the fief.

Example: Lucy, has the title of the king on one of her lords, asks for the royal tallage on the duchy of Bourg whose title is still to buy. All the villages of the fief however are controlled by Paul.

Lucy gets 8 crowns (4*2) and Paul will get 4 crowns (4*1) because he controls the 4 villages of the fief.

Beware! A revolt is a possible consequence of this card, see **REVOLT** card.

4.3. PHASE 3 : INCOMES

Every player gets incomes :

- ◊ 1 Crown for each village that he or she **CONTROLS** (see **CONTROLLING A VILLAGE** later).
- ◊ 2 Crowns for each mill that he or she **CONTROLS**, eventually with the bonuses from good weather and/or good harvest (+1 for each mill and for each card)
- ◊ The tallage gives you 2 additional crowns for each village **CONTROLLED** in the fief taxed.
- ◊ The title of king and the title of pope bring 5 crowns each.
- ◊ The title of queen has an income of 3 crowns.

Designer's note: the tithe does not give any additional incomes, but allows to grab the earnings of the mills of another player.

Every player takes as many **CROWN** pawns as he needs, you can make change if you need to.

Once all the players took their incomes they take back the **TAXES** pawns, and the cards **GOOD WEATHER** and **GOOD HARVEST** are discarded.

4.4. PHASE 4 : PURCHASES

Every player can now buy the things he wants to, as long as pawns are left (assuming he has the money).



During the Middle ages, the tallage was a tax used by the lords on their serfs in exchange for their protection. In 1439, the royal tallage was created in order to finance the royal army for the Hundred Years' War.

The tithe was the tax associated to the church, depending on the production of the farms it helped to keep the abbeys in good shape.

GIVING MONEY

At that time, any reasonable lord knows that giving gold can unlock sieges, avoid a conflict or seal alliances.

Giving or lending money is perfectly allowed throughout the game, at any time.

Henri VIII, received 50 000 gold pieces and a 4 000 pounds rent for ten years from the town of Tournai. The townspeople really wanted to be spared.

4.4.1. TROOPS

◊ **SERGEANTS** counters. Cost: 1 Crown. A **SERGEANTS** counter's combat value is 1.
 ◊ **KNIGHTS** counters. Cost: 3 Crowns. A **KNIGHTS** counter's combat value is 3.
 All the counter troops that are bought are directly placed on owned villages with a castle, a city, or a non-prisoner lord. You cannot place more than 4 counters of reinforcement on a village.

Example : Vincent controls **ST MEDARD**, with the lord **THIERRY**, 3 **KNIGHTS** and 4 **SERGEANTS**. He wishes to reinforce his army. He buys 3 **SERGEANTS** counters and 2 **KNIGHTS** counters for a total cost of 9 (3*1+2*3). He can only place 4 pawns in reinforcements per village. He decides to place 2 **KNIGHTS** and 2 **SERGEANTS** on **ST MEDARD** and place his last **SERGEANTS** on another village. The **ST MEDARD** army is now made of 5 **KNIGHTS** and 6 **SERGEANTS**.

4.4.2. SIEGE ENGINES

SIEGE ENGINE counter. Cost : 5 Crowns.
 A **SIEGE ENGINE** counter follows mostly the same rules as classical troops, they have to be placed on a village with a castle, a city or a non-prisoner lord. They can move only with lords and only of 1 village each turn.
 A **SIEGE ENGINE** counter cancels 1 attackers when facing a city or a castle. They don't give any bonus when defending a castle or when fighting in the open.
 During a battle, the siege engines cannot be destroyed but if the other troops accompanying them are defeated they are dismantled.

4.4.3. MILLS

MILL counter. Cost : 3 Crowns.
 A **MILL** counter has to be placed over a village controlled by the player. There is a maximum of 2 mills in the same village. The mills are producing additional income. (see **INCOMES**, 4.3)

4.4.4 CASTLES

Tile **CASTLE**. Cost : 10 Crowns.
 A **CASTLE** tile has to be placed over a village controlled by the player. One cannot have two castle in the same village.

4.4.5 FIEF TITLES

The title bound to a fief can be bought by a player if he controls all the villages of the fief and possess at least one castle on one of those villages.
 The title costs 2 crowns for each village of the fief :
 ◊ **BARONY**. Cost 4 Crowns (2 villages)
 ◊ **EARLDOM**. Cost 6 Crowns (3 villages).
 ◊ **DUCHY**. Cost 8 Crowns (4 villages).



CHEVALIER : noble combattant à cheval.
SERGEANT : soldat permanent au service d'un seigneur, d'un évêque ou d'une ville.



Beware! If there is a king alive, he can choose to give it to the player, in which case the player doesn't have to pay the cost of the title.

The card of the title bought is placed under one of the lords of the player.

Example (left) : **CHARLES**, duke of **BOURG**.

The player choose a castle of the fief and it becomes a city. From now on it is the **CAPITAL** of that fief.

If another player takes control of this city, he also take the title. A lord can have several titles. A titled lord usually keeps it until he dies, except if the city is taken by force.

There is an exception to that rule, if a lord owns several titles, he can decide to give one

to a lord of his family (controlled by the same player), but he has to keep the highest title.

Title order : **BARON** < **EARL** < **DUKE**

Example : Vincent has two lords in his family **ARTHUR** and **MIREILLE**. **ARTHUR** has three titles : a barony, an earldom and a duchy. He can give either the title of baron and/or earl to **MIREILLE**, but he has to keep the title of duke.

Second Example : **ARTHUR** has two titles of earl, he can give one but has to keep the second one.

When a titled lord dies, the fief is given to another lord of his family, man or woman who will get the Fief card.

If he was the last lord of his family and he happens to be married, the title is given to his spouse, if he has one, or to the king (or the regent queen) who can then give it to the lord of his choice.

The king cannot give it instantly, he has to wait for the **PURCHASES** phase.

4.4.6. CARDINAL TITLE.

CARDINAL card. Cost : 5 Crowns.

There is only one cardinal title that can be purchased. At the start the card placed on the game help. A player can only buy it to give it directly to a bishop. If the lord with this title dies, the card is placed back on the game help and it is possible to buy it again.

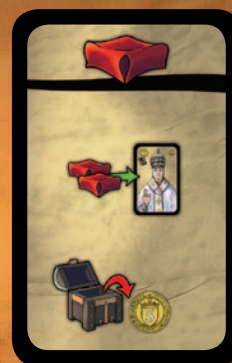
4.5. PHASE 5: MOVES

Every player can move his lords during this phase as long as they are not prisoners.

Moves are made following the roads from one village to another.

A step is the action of movement from one village to another.

A lord can make only two steps each turn, excepting if he has the unique title **OF ARC** which allows the lady lord owning it to make three steps each turn.



Example : Franck makes **BEAUDOIN** move. **BEAUDOIN** has 3 **SERGEANTS** counters with him. First step : he goes from **BLAYE** to **CHAROLLES**. Second step : he lets one **SERGEANTS** on **CHAROLLES** and moves to **L'EPERVIER** with his 2 **SERGEANTS** left.

If it pleases him, a lord can move to a village and come back or move two villages away.

When moving, a lord can move troops with him. Units can be left in a village or taken while already moving. However any troop counter cannot move more than 2 steps in the same turn (3 if they are with **OF ARC**). Because of this restriction you cannot move troops through the whole map with a relay of lords.

You can move freely on all the free villages (no troops, no lord).

You can leave a village with troops and/or lords of other players but not in the direction those lords came from this turn.

You cannot leave a castle or a city if it is under siege. (See 4.6.4.)

If you want to pass through a village with troops from another player, you have to ask

CONTROLLING A VILLAGE

A village is either free (no player has the control of it) or controlled by 1 player, it is impossible to share the control of a village.

At the beginning of the game, the villages unoccupied by players are free. When a village is occupied by only one player he controls it. It is said the village is controlled by the player as soon as he enters the village.

If many players are on the same village, the first one arrived controls it.

To visualize this he places his troops on the frame around the village.

Example on the left :

Franck controls the villages of **CHAROLLES** and **L'EPERVIER** after his move but he doesn't control the village of **BLAYE** anymore.

SIEGE ENGINES move slowly !

They can move only 1 stage per turn.

An army with siege engines will only move 1 stage too, or will have to let them behind in order to move a second stage.

him the permission. The player moves his units to the village before asking the permission to the owner of the village.

If the permission is granted, the army can go on in any direction.

If not, the player can go back from where he comes (costing him another step) or stay in the village which might eventually turn into a fight see FIGHTS.

4.5.1. CAVALCADES

Instead of asking for the permission, it is possible to make your way through a fight. It is a very special move, and the only case allowing a fight to happen during the move phase.

A CAVALCADE can only be done by a troop made of lords and knights.

The troop can fight any army on the first step and/or the second step for OF ARC. The fight is solved immediately with a +1 bonus on each dice of the defender.

If the troop doing the CAVALCADE wins the fight and has still one lord alive, she can go on and make her second step.

It is also possible to do a CAVALCADE through the starting village of the troop if another player just arrived from the direction you want to go.



CONTROLLING A VILLAGE

If another player brings troops after, he has to place them next to the village, on the road he came from, indicating he is on the village but doesn't control it.

Example on the right :

Sabine (white player) doesn't control L'EPERVIER : it is OLIVIER'S possession.

To take the control of a village already controlled by another player, you have to expel the other player, or you can kill all his troops.

Once a fief is finished (the title has been bought) all the unoccupied villages are considered controlled by the owner of the title.



Example: Sabine moves BEAUDOIN and 2 KNIGHTS in the village of CHAROLLES (1st step).

The fight takes place instantly her army is worth 7 points, she throws 2 fighting dices and gets 2f and 2f = 4f. Olivier (the blue player) defends with 1 fighting dice he makes 2f. Adding up the defensive bonus it makes a total of 3f.

The SERGEANTS counter of Olivier is killed and one of Sabine's KNIGHTS too. With her second step she decides to go on to L'EPERVIER.

4.6. PHASE 6: FIGHTS

In the turn order, every player decides if he engages into battle for each village where a conflict is possible (each village where he and another player have troops).

It is possible to attack the troops of your ally.

If more than two players have troops in the same village, they can decide to fight on the same side, in which case they regroup their troops and have to agree on the losses.

The player can decide in which order his fights are going on.

4.6.1. BATTLE FLOW

The battle happens in several rounds.

The battle ends when one of the two armies is dead, or if one side surrenders, or if 3 rounds in a row did not result in any losses.

4.6.2. ROUND PROGRESS

Every side starts by counting his fighting points:

- ◊ 1 Point for every **SERGEANTS** counter.
- ◊ 3 Points for every **KNIGHTS** counter.
- ◊ 1 Point for every male lord, and 1 point for every woman lord if she has a title.

The woman lord without a title do not give any fighting point but they can still lead troops to a battle and be killed during a battle.

Depending on the number of fighting points you have, throw the appropriate number of dices :

- ◊ 1 to 6 points..... one dice
- ◊ 7 to 12 points 2 dices
- ◊ 13 points and more 3 dices

Modifiers :

- ◊ The attacker removes 1 dice when attacking a castle.
- ◊ The attacker removes 2 dices when attacking a city.

Beware ! Those defensive bonuses do not apply when attacking from a castle or from a city. When someone is waiting at the doors of your castle without attacking, you need to get out of the castle to kick him.

Those modifiers can also be countered by siege engines, each **SIEGE ENGINE** under your control reduce this modifier by 1.

A secret passage removes all the negative modifiers from a castle or a city.

OF ARC adds one dice, it is the only possibility to throw 4 dices.

The losses are applied on both sides **at the same time**.

Example: Vincent attacks a city with an army of 15 combat points and 1 **SIEGE ENGINES**. He throws 3 dice (13+) -1 dice (the 2 dices lost from the city are reduced to 1 thanks to the **SIEGE ENGINES**) = 2 fighting dices.

The fighting dices are special dices with 6 faces. Every F corresponds to one loss.

When you damage an army, it is the player controlling the damaged army who decides which of his counters die.

Example: following the previous example. Vincent throws his 2 dices. He gets 1f and 3f. His opponent gets hit for 4 damage. The army of his opponent is made of 3 knights and 2 sergeants, he has no choice and must remove 1 **KNIGHTS** counter (3 points) and 1 **SERGEANTS** counter (1 point) to match the 4 losses.

But the opponent also throws dices: he has 3 knights and 2 sergeants (at the beginning of the round), this army makes a total of 11 fighting points = 2 dices.

He gets a 3f and a 2f = 5 damage.

Vincent decides to lose 1 knight and 2 sergeants. Troops are left on both sides, a new round starts:

Vincent has only 10 fighting points and 1 **SIEGE ENGINES**, he throws only 1 dice.

His opponent has 7 fighting points left and throws 2 dices again.

The lords can only be killed once all the soldiers are dead.

Example 1 : On one side : Lord **GAUVAIN** with 1 **KNIGHTS** counter and 1 **SERGEANTS** counter.

If the opponent does 1 or 2 damages, he eliminates only the **SERGEANTS** counter.

If he does 3 damages he kills the **KNIGHTS** counter.

If he does 4 damages he kills the **KNIGHTS** counter, the **SERGEANTS** counter and **GAUVAIN** becomes prisoner.

If he does 5 damages or more all the troops and **GAUVAIN** are eliminated.



Example 2 : We add **BLANCHE** to those troops, she does not hold any fighting value. If the opponent does 5 damages, all the other dies and **BLANCHE** becomes prisoner. If the opponent does 6 damages, everyone dies.

Example 3 : **BLANCHE** has a title, (**QUEEN/DUCHESS/COUNTESS/BARONESS**), she can fight and adds 1 fighting point to her side.

If the opponents does 5 damages, he can chose to kill either **GAUVAIN** or **BLANCHE**, and the other one becomes prisoner.

With 6 damages, everyone dies.

4.6.3. END OF THE BATTLE

At the end of any round, once the losses have been applied, any army can decide to surrender.

All the lords in the surrendering side become prisoners and the troops left are disbanded.

If at the end of a round, only lords are still alive, they become prisoners.

If, for 3 rounds in a row, no side loses anyone, the battle ends and the troops stay where they are and the control of the village stays the same.

4.6.4. SIEGES

If troops of several players are on a village with a castle or a city at the end of the **MOVES** phase, the player controlling it is seen as inside the walls. The other(s) player(s) are outside. They can decide to besiege the castle during the **FIGHTS** phase.

Flip the tile **CASTLE** or **CITY** to show the besieged side (red background).

Example on the left : Sabine's army is not strong enough anymore (due to the loss of a rider during a previous **CAVALCADE**) to attack the castle. She decides to make a siege.

EFFECTS OF A SIEGE

- ◊ the village is still under the control of the besieged.
- ◊ No more incomes from this village and the mills attached to the village.
- ◊ The besieged troops cannot move during the **MOVES** phase (except by using a **SECRET PASSAGE** or **CAVALCADE**).
- ◊ No possibility to add troops inside the castle during the **PURCHASES** phase, however new lords can still be placed.
- ◊ The besieging can place reinforcements on the case, using the habitual rules.
- ◊ The besieging will be able to pillage the mills during the **PILLAGE** phase.
- ◊ Troops coming to reinforce the besieged enter directly in the city or the castle.

A siege can stop at any moment in which case the castle tile is flipped back.

A besieged player can decide to initiate a fight but by doing so they lose the protection from the walls. A normal battle takes place.

Designer's note : it can be associated to an exit from the besieged.

4.6.5. PRISONERS

When a lord is prisoner, lay down the figurine of the lord and rotate the **LORD** card of 90°. The moves of the lord are now under the control of the jailer, the jailer can move him freely.

As long as he is with troops or lords of the jailer, he is prisoner.

He can evade using a **SECRET PASSAGE** card. He can be freed if the jailer decides to, be it because of a ransom or a diplomatic act. Finally, he can be freed if the troops on the same village than him are defeated.

A prisoner keeps his title and his incomes but cannot be candidate to anything or vote for any election.

If the king is prisoner the player controlling the queen cannot play the **CROWN HEIR**.

Designer's note : well, I hope the explanation for this is obvious.

You cannot have more than 4 lords in game, if one of your lords is prisoner it still counts for this limitation.



4.6.6. PILLAGE

When the fighting is done, players can decide to ransack the mills on the village they control or besiege.

A pillaged mill is destroyed, and it brings 1 crown to the player.

Designer's note : this allows you to play an economical game with your opponents.

You can even use this as a scorched earth policy to destroy those assets before your opponent seize them.

4.7. PHASE 7 : VICTORY CONDITIONS

Every fief title has a value of 1VP.

The titles of king and pope each have a value of 1VP.

First check if anyone meets the solo victory conditions:

- ◊ No being allied and having 3 VP.

If anyone meets these conditions he wins!

If there is no solo winner, check for the victory in alliance conditions:

- ◊ Being allied through a marriage and the total of VP from the two players is at least 4.

The repartition for those 4 VP doesn't matter this can be 4 VP for one player and 0 for the second, or 3 and 1, or 2 and 2. In all those cases the whole team wins the game.

In very rare cases two teams can be winning at the same time, which would make for 4 winners !

If no one wins this turn, the player with the **FIRST PLAYER** card passes it to his left, and a new turn begins.

5. OPTIONAL RULES

5.1. DIPLOMATIC GAMES

Experienced players who wish to make a diplomatic game and have no constraint of time can start with one of the following options :

5.1.1. DIPLOMATIC COUNCILS

Remove the **EMBASSY** tokens. Every turn starts with a **DIPLOMACY** phase whose duration has been fixed before the game, for example 15 minutes. During this phase the players can discuss freely together.

No diplomacy is allowed outside of this phase. Most of the time the duration of the game will be lengthened greatly so you should chose the length of the **DIPLOMACY** phase wisely.

5.1.2. FREE DIPLOMACY

Remove the **EMBASSY** tokens and discuss freely.

Beware! The game will last for a while.....

5.2. FOG OF WAR

It is now forbidden to check what are the troops of the other players

The troops counters are piled face down, in order to hide the type of troops you own (sergeants or knights).



CARDS

I. LORD CARDS (18 CARDS)



ALIÉNOR

Bliard du milieu du XIIème siècle.
Portées par les femmes nobles, ces robes d'étoffes fines et colorées (souvent faites dans des soies d'importation d'orient) témoignent de l'influence des croisades.



MIREILLE

Cotte du XIIIème siècle. A la mode du bliard a succédé une robe plus simple et plus ajustée : la cotte. Elle est taillée dans des étoffes plus ou moins riches selon la classe sociale.



GUENIÈVRE

Surcot ouvert du XIVème siècle porté sur une cotte. Pour les femmes de la noblesse, le surcot de soie ou de laine est agrémenté de nombreux bijoux et souvent bordé de fourrure. La coiffe est un escoffion à cornes.



ISABELLE

Robe à tassels de la seconde moitié du XVème siècle. Ce type de robe était porté à la cour. Le tassels est le triangle de tissu qui habille le décolleté. Elle porte une coiffe dite "à tours conique" improprement appelée "hénin".



JEANNE

Cotte de la fin du XVème siècle. Agrémentée de manches détachables en soie brochée, cette robe est munie d'une guimpe amovible masquant le décolleté. Porté par la noblesse et la bourgeoisie. Une étoffe drapée en turban constitue la coiffe.



BLANCHE

Houppelande portée de la fin du XIVème jusqu'aux premières années du XVème siècle. Ces robes aux manches amples sont portées par les femmes de la noblesse ou de la riche bourgeoisie. Elle est accompagnée d'une coiffe dite "en pain fendu".



BEUDOÏN

Chevalier Normand de la fin du XIème siècle. Il porte un haubert de maille à manches courtes laissant voir son gambison rembourré. Il se protège grâce à un bouclier en amande peint d'un motif allégorique. Il est coiffé du casque conique à nasal dont les petites bandes de tissus placées derrière indiquent son rang de seigneur. Ce type d'armement est à l'époque exclusivement réservé aux nobles.



QUENTIN

Armure de la seconde moitié du XIIème siècle. Ce chevalier est ce que l'on appelle un "fer-vêtu". Il porte le haubert par dessus un gambison rembourré ainsi qu'un grand bouclier dit "écu".



ERIC

Chevalier du premier quart du XIIIème siècle muni d'un "heaume à facial". Sur un gambison rembourré est porté le haubert de mailles. Par-dessus, il a ajouté une cotte simple. Ce vêtement porté en Croisade protège le haubert du soleil.



PHILIPPE

Chevalier du milieu du XIIIème siècle, il porte son haubert sous une cotte à ses armes. Le camail descendu sur ses épaules laisse voir un col de cotte de mailles qui fournit une protection supplémentaire. Il porte les cheveux longs, signe de son appartenance à la noblesse.



CHARLES

Chevalier du milieu du XIIIème siècle. A cette époque, les cottes d'armes commencent à être armoriées. Le heaume emboîte maintenant toute la tête. La cotte peut être "armée", c'est-à-dire doublée de plaques de métal.



LAMBERT

Chevalier des toutes premières années du XIVème siècle. Les premières plaques de métal renforçant la cotte de maille (coudes, tibias, pieds et parfois épaules) ont fait leur apparition. L'écu, la cotte et les ailettes sont aux armes du chevalier.



HENRI

Personnage noble du milieu du XVème siècle. Il arbore un pourpoint en soie brochée, à manches fendues et bordé de fourrure laissant voir le doublet porté en dessous.



GAUVIN

Armure de "plâtes" du milieu du XIVème siècle, coiffé d'un "bâcinet à bretèche", il porte une cotte armoriée rembourrée au niveau du torse. Les bras et les jambes sont maintenant recouverts d'éléments articulés. Son bouclier, ou "écu", est peint à ses armes.



FRANÇOIS

Habit civil du XVème siècle. Le pourpoint est l'habit du noble par excellence. Fait de drap de laine, de soie ou de velours, le tissu est souvent broché de motifs. Sa longueur varie au cours du XVème siècle.



OTHON

Armure "gothique" ou "bourguignonne" de la seconde moitié du XVème siècle. Ce casque de type salade, très profilé, protège bien des attaques frontales. Le coût extrêmement élevé de ces armures explique qu'elles soient réservées à la seule noblesse.



ARTHUR

Chevalier de la fin du XIVème siècle. Son pourpoint rembourré est à la mode à la cour de France.



THIERRY

Armure de la fin du XIVème siècle, typique de la guerre de Cent Ans. Le buste est protégé par une cotte armoriée souvent doublée de lames d'acier, portée sur une cotte de mailles qui, elle-même, repose sur un gambison de lin ou de chanvre rembourré. La tête est abritée par un "bâcinet" à mézail dit "bec de passereau".

II. OF ARC CARD (1 CARD)

The **OF ARC** card is a **SURPRISE** card. You can play that card at any moment, assuming the target of the card is valid. It has to be a woman, non married, from any player. Place the card over the **LORD** card of the target. This woman becomes **OF ARC** (referencing to Joan of arc of course), giving her two new powers:

- ◊ She has 3 move steps instead of 2, the troops with her also benefit of this.
- ◊ She gives an additional fighting dice for all the battles. It is the only way to obtain 4 fighting dices.

When she dies, the card is placed in the discarded pile of **CHARACTERS**.

- ◊ She will never get married.

III. CARDINAL CARD (3 CARDS)

A **CARDINAL** card is a **SURPRISE** card. You can play this card at any moment assuming the target of the card is valid. It has to be a bishop from any player. The card is placed below the **LORD** card, but make sure that the other players can still see the top of the card. The lord gains immediately the cardinal's power.

- ◊ He can deduct the tithe on any bishopric (any bishopric whose title is on someone's head). The first cardinal to do it has a priority over the pope and the other cardinals but the bishop of this bishopric is still priority over anyone else.
- ◊ He can try to stop the peasants revolts. For any **REVOLT** card, the player trying to stop the revolt has to announce his intentions immediately. He pays 3 crowns, then throws 1D6. On a 3 or more, the card is discarded and doesn't have any effect, on a 1 or 2 the cardinal has failed and the revolt applies normally.
- ◊ He gives 3 voices at any bishop election.
- ◊ He has 1 voice for the pope election and only the cardinals can vote for the pope.

IV. EVENT CARDS

IV.1. REVOLT CARDS (4 CARDS)

The **REVOLT** cards are **SURPRISE** cards. Different things can cause a revolt, if one of the following effects is taking place on a village, a **REVOLT** card can be played on it at any moment :

- ◊ Taxes (tithe, tallage).
- ◊ Famine.

A player cannot use a **REVOLT** card when he placed the event causing the revolt.

Example : a player taxes a bishopric with a tithe. He cannot use this to make a revolt. However, if a famine for example is also present he can use it to make the revolt.

When someone plays a revolt card, make an attack of 1 fighting dice +1 damage (for a range of 1 to 4 damage) on the revolted village.

The modifiers from a castle and a city still apply and the revolted can make good use of a **SECRET PASSAGE** card.

Revolted can still fight even if the village is under **HEAVY RAIN**.

Other **REVOLT** cards can still be played on the same village before the attack to increase the strength of the attack of 1 fighting dice +1.

If a revolt destroys all the troops on the same place, the revolt also destroys the mills and the castle present on the village (not the cities).

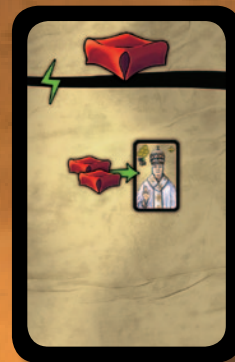
The revolted don't make prisoners, if the soldiers are dead, the lords die too.

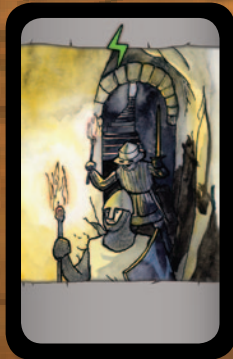
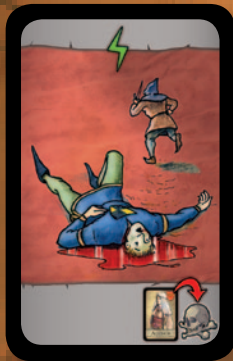
Once the attack is done, place the **REVOLT** card on the pile of discarded events.

Example: Paul plays a **REVOLT** card on the village of **MAZILLES**, on this village is a castle and 2 **SERGEANTS** counter. The revolt card gives (1 dice +1) damage but this is totally canceled by the castle. The revolt would be a fail, except that Jacques passed an accord with Paul previously and plays another **REVOLT**. The attack is now 2 dices -1 = 1 dice.

Paul throws the dice and gets a 1, the fighting dices have a bonus 1 during revolts which results in 2 damages. All the troops are eliminated and the castle is destroyed.

The revolt cards are then placed in the pile of discarded events.





VI.2. MURDER CARD (1 CARD)

The **MURDER** card is a **SURPRISE** card. You can play this card at any moment on any lord, even the king, the queen, or the pope. The targeted lord is instantly murdered.

You can kill the lord of an ally.

The player who played the **MURDER** card has to chose which of his lord sponsored the murder. Place the **ASSASSIN** counter over that lord in order to remember this detail. The justice might catch him, see **JUSTICE** below.

Once played the **MURDER** card is placed in the discard pile of events.



VI.3 JUSTICE CARD (1 CARD)

The **JUSTICE** card is a surprise card. It can be played at any moment on any lord with an **ASSASSIN** counter. The targeted lord is brought to the executioner by the justice. He is instantly beheaded.

Beware ! The king, the queen, the crown heir and the pope have the immunity, they cannot be targeted by the JUSTICE card.

VI.4 SECRET PASSAGE CARD (3 CARD)

The **SECRET PASSAGE** card is a surprise card, her effect depends on the moment you play her.

VI.4.1. DURING THE MOVES PHASE.

If the card is played during the **MOVES** phase, he can chose an effect out of the following 4 :

VI.4.1.1. EVASION

Allows a prisoner or a group of prisoners (present on the same place) to evade.

You can place them directly a step away from the village they were in. This effect can be used in combination with other effects of the **EVASION**, such as the **MOVE UNDER HEAVY RAIN** or the **ESCAPE FROM A BESIEGED CASTLE**.

Example : HENRI and OTHON are prisoners in TOURNUS. TOURNUS is on a bishopric under the effect of HEAVY RAIN, and a castle was built on TOURNUS some turns ago.

Anyone playing a SECRET PASSAGE card during the MOVES phase, can move the two prisoners on one of the villages close to TOURNUS : either ST ANDRONY or PUGNAC. Once the turn of their owner comes they can move.

However you still have to respect the "2 steps a turn" rule, meaning they can move of only 1 more step.

VI.4.1.2. MOVE UNDER HEAVY RAIN.

Allows to an army (lords and troops on the same village) to make one step in heavy rain situation, it can be inside the zone, or to get out or even to get in the raining zone.

This is not an additional move, it is only allowing one step that should not be possible.

VI.4.1.3. ESCAPE FROM A CASTLE OR FROM A BESIEGED CITY

Allows one army (lords and troops on the same village) to get out of a besieged castle without fighting.

This is not an additional move, it is only allowing one step that should not be possible.

VI.4.1.4. AVOID A VILLAGE FIGHT

Exactly similar to the previous use, except that it is to avoid a troop present in a village in order to get to an impossible direction.

VI.4.2. DURING A FIGHT

When played during a fight, the player can use the following effect :

VI.4.2.1. ATTACK FROM THE TUNNELS

Allows to attack a castle or a city from the underground, canceling the fortifications modifiers !

Example : A troop with 5 combat points attacks a castle. Normally, the attack is of 1 dice of combat for the strength but the troop also loses 1 dice of combat because of the fortifications of the castle.

The attack would be ineffective except that a SECRET PASSAGE is played canceling the modifier and the attack is done with 1 fighting dice.

Once played, place the SECRET PASSAGE on the pile of discarded events.

FAQ

◊ If a player does not have any troop or lord on the map, is he eliminated ?

No, he can keep playing: draw cards, play them, negotiate etc...

He cannot buy any troops or buildings because he cannot place them. If he places a new lord, he has to place it on a village not controlled by any other player except if that other player allows him to. When he has a lord under his control on the game, he plays normally.

◊ Can we check other players' gold ?

Yes, except if there is a consensus from all the players before starting the game.

PHASE HEAR YE HEAR YE

◊ Can I break an alliance?

Breaking an alliance requires you to break the marriage, there is no other way. Either one of the spouses dies or the wedding is canceled by the pope.

◊ Can I attack my ally? Take him a castle, a city and the title going with it? Or assassinate him?

Yes, yes and yes. But the alliance will stay as long as the wedding is in place.

◊ Can we marry in a three players game?

Yes, it is allowed.

◊ What is the use of it? We can't win in alliance in 3 players game, right?

It can be of some use for the transmission of title, wife of the king becoming the queen etc...

No alliance counts for the victory conditions, only one of the two allied players can win.

◊ Can you decide not to vote for an election?

Yes, place only the LURE pawn or no pawn at all.

◊ How are they taken into accounts for the number of votes?

The absolute majority and the plurality only take the used voices into account.

An abstention is not counted at all.

◊ A bishop becomes a cardinal. What happens to his bishop title?

He keeps it, it is the same for the pope election, the pope keeps his religious titles.

He has priority for the title on his bishopric.

◊ Can a character have more than one bishop title? Or cardinal title?

No, a lord cannot have more than 1 bishop title or several cardinal titles.

Note that a cardinal has to have a bishop title.

◊ Does the queen have 1 VP?

No.

◊ Even as the regent queen?

It is still a no.

CARDS PHASE

◊ Can I play a SURPRISE card during the DISCARD phase?

Yes you can use it instead of discarding it.

◊ Can I play a surprise card during the DRAW phase?

No.

PURCHASES PHASE

◊ What happens if I want to buy something but there is nothing left in the stockpile?

You cannot. This applies to all the purchasable things during the game, be it knights, castles, siege engines, sergeants. This rule is most important with the mills, make sure you get some on time.

MOVES PHASE

◊ If many players are on the same village and I want to pass that village. Who can allow me to go?

One of the players is controlling the village, the others are on the access points, you have to ask to the one controlling the village and to the people blocking your way. If any of them refuses you cannot pass.

◊ Can you make a cavalcade, fight, then decide to stay instead of going on?

No you have to finish the movement but you can always make a U-Turn.

◊ Can you make a cavalcade fight on the final step of a move?

No, such a fight will happen normally during the combat phase.

◊ How many fights can happen during the cavalcade.

Usually you can make up to two fights: 1 on the starting village and one on the arrival of the first step.

Of arc can make three fights during a cavalcade as she can also fight on her second step arrival.

◊ Can you start a cavalcade from a besieged castle?

Yes! A troop leaving a castle has to fight immediately against the besieging.

If they win the fight they have to leave the castle.

fief

BLAYE

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