

# + Primus Inter Pares

## PLAYER AID · V5 WORKING DRAFT

A quick reference for players who already know *Here I Stand*. Only the rules that are new to *Primus Inter Pares*, or that differ from *Here I Stand*, are spelled out here. Base movement, combat, diplomacy and card play follow *Here I Stand* except where a note says otherwise.

### THE POWERS AND COLORS

Five major powers, each a player, in impulse order with their space color on the map:

 Seljuks  Byzantium (ERE)  HRE  Normandy  Papacy

Minor powers, with allegiance set by Diplomatic Influence:

 Fatimids  Hungary  Poland  Kievan Rus  Venice

### CARDS

PIP has **no mandatory cards**. Every event is either Neutral or Aligned to one power.

- When the aligned power plays its own aligned card, it chooses the event or the CP, not both.
- When any other power plays an aligned card, both the event and the CP happen, the event first and then the CP.
- An event cannot happen twice in the same turn; if it already fired, only the CP are used.
- A card that is discarded (for example forced by another event or by a Patriarch) does not trigger its event.

### SEQUENCE OF PLAY

The game lasts a maximum of six turns. Each turn runs through the phases below; step 0 happens only on Turn 1.

| # | PHASE              | KEY STEPS                                                                                                                                                                                                                                                                                                                                                             |
|---|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 | Battle of Civitate | Only Turn 1 (see the Turn 1 Opening).                                                                                                                                                                                                                                                                                                                                 |
| 1 | Draw Cards         | Each power draws its hand for the turn.                                                                                                                                                                                                                                                                                                                               |
| 2 | Diplomacy          | Negotiations, announcements, ransom captured leaders, lift excommunications, declare new wars (see the Diplomacy panel). On Turn 1: limited diplomacy, then the Macedonian Dynasty event, then limited diplomacy again.                                                                                                                                               |
| 3 | Spring Deployment  | Each power moves one formation from its capital. New leaders due this turn enter play here; if a leader's entry space is not controlled by his power, he goes to the nearest controlled space free of Plague, chosen by the player if several are equidistant.                                                                                                        |
| 4 | Edict Phase        | Each player secretly picks one card; all reveal at once. Resolve highest CP to lowest (ties in reverse impulse order). Only the event fires, never the CP, unless the event grants CP. Some cards cancel an edict, resolved before events. A combat card, or an event whose requirement is unmet, is discarded. Edicts can never be extended with a religious leader. |
| 5 | Action Phase       | Powers take impulses until all pass consecutively. An automatic victory may end the game here.                                                                                                                                                                                                                                                                        |
| 6 | Winter             | Eighteen steps including trade, mortality, succession, the turn advancing and the victory check, ending by calculating next turn's hand sizes. See the Winter panel.                                                                                                                                                                                                  |

## ACTION SUMMARY (CP COST)

Inherited from *Here I Stand* unless flagged PIP.

| ACTION                                 | CP  | NOTES                                                                                                                                                                                                               |
|----------------------------------------|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Move formation (clear)                 | 1   | Per connection                                                                                                                                                                                                      |
| Move formation (over pass)             | 2   |                                                                                                                                                                                                                     |
| Naval move                             | 1   | Moves all naval units                                                                                                                                                                                               |
| Naval move round Iberia                | 2   | PIP. A single naval move in which ships go between the Atlantic Ocean and the Gulf of Lyon in one step (the 2 CP arrow on the map). Every other ship in that move goes only one sea zone, as in a normal naval move |
| Naval transport                        | 2+  | Land units must end in a port                                                                                                                                                                                       |
| Buy mercenary or raise cavalry         | 1   | Seljuks raise cavalry, other powers mercenaries                                                                                                                                                                     |
| Raise regular                          | 2   |                                                                                                                                                                                                                     |
| Build naval unit                       | 2   |                                                                                                                                                                                                                     |
| Assault or fight foreign war           | 1   |                                                                                                                                                                                                                     |
| Control a space or remove unrest       | 1   | One or the other, exactly as in <i>Here I Stand</i> (removing unrest needs no LoC)                                                                                                                                  |
| Buy diplomatic influence               | 1   |                                                                                                                                                                                                                     |
| Trade · add goods to a route           | 2-5 | PIP. 2/3/4/5 CP for 1/2/3/4 goods                                                                                                                                                                                   |
| Trade · remove goods from a route      | 1-5 | PIP. 1 CP per good removed                                                                                                                                                                                          |
| Reform the Church                      | 1   | PIP. Papacy. Advance one reform step                                                                                                                                                                                |
| Gain diplomatic influence with a minor | 1-2 | PIP. 1 per level if you share the minor's religion, 2 if not                                                                                                                                                        |
| Gain stem influence                    | 1-3 | PIP. HRE, and the Papacy before and during the German Civil War                                                                                                                                                     |
| Build Madrasa                          | 2   | PIP. Seljuk. Baghdad, Nishapur or Isfahan. Max 1 per turn, 3 on board                                                                                                                                               |
| Build Cathedral                        | 4   | PIP. HRE. Any space it controls, without a cathedral. Max 1 per turn, 3 on board                                                                                                                                    |
| Activate Benedictine Abbey             | 3   | PIP. Papacy. After Monastic Reform is complete                                                                                                                                                                      |
| Build fortification                    | 3   | PIP. Normandy only. Max 1 per turn                                                                                                                                                                                  |
| Subdue England                         | 1   | PIP. Normandy only, after Submission of the Earls. Roll on the England table                                                                                                                                        |
| Plunder                                | 2   | PIP. On land. Papacy may never plunder                                                                                                                                                                              |

## TURN 1 OPENING

Turn 1 begins with two scripted events, the Battle of Civitate and the Macedonian Dynasty. Each is followed by its own round of limited diplomacy, which replaces the normal Diplomacy Phase this turn.

### 1. Battle of Civitate (before the deal)

- Normandy receives two cards, Leadership and Favorable Terrain. They may be played during this battle or kept as extra cards for this or a later turn. Turn 1 has no preceding Winter, so any played here go to the discard pile and are not reshuffled into the deck until the first Winter.
- Normandy moves **Robert Guiscard plus 2 mercenaries** from Melfi to Civitate.
- Only **Byzantium (ERE)** may attempt an interception to join the battle. If Byzantium fails or declines, the HRE may try to avoid battle; a successful avoid captures the Pope at once.
- If the battle is fought, Normandy may play Favorable Terrain before the roll and/or Leadership after it.

If the Pope is captured or killed, the papal legates go to Byzantium to demand aid, which ends in a catastrophic Schism: mutual excommunication and dissolution of the alliance. The automatic excommunication grants the Papacy no VP. If the Pope was killed, treat it as a capture (negotiating with Nicholas II), Normandy gains 1 VP for the kill, and the Schism still happens.

### 2. First limited diplomacy (after the deal)

- If the Pope was captured or killed: the Papacy and Normandy hold secret negotiations.
- If the Pope is safe: the Pope negotiates with Byzantium.
- Optional **Duchy of Apulia**: only Nicholas II or Leo IX may appoint a duke, in Turn 1, and may announce in the negotiation that the other party keeps it. It may go only to Normandy, or to Byzantium if it is Catholic (that is, only if there has been no Schism), or to no one. Granting it to Normandy makes the yellow-blue spaces Norman home; granting it to a Catholic Byzantium makes them Byzantine home. The named party also takes control of every yellow-blue space that is then empty or holds only its own troops. If no duke is appointed, those spaces stay independent.

### 3. Macedonian Dynasty: Clash of Emperors

The death of Empress Theodora ends the Macedonian Dynasty. Three candidates contend: Michael VI Bringas (supported by Normandy), Isaac I Komnenos (supported by the HRE), Constantine X Doukas (supported by the Seljuks).

- Normandy, the HRE and the Seljuks each discard one card (not a Home card) and roll a die. Total = die + twice the card's CP. The highest total crowns its candidate (tie: the Byzantine player chooses).
- The winner's discarded card goes to Byzantium's hand; Byzantium gives the winner its highest CP card (never a Home card; if several tie for highest, the Byzantine player chooses which to give). This may be the very card it just received. No discarded events fire. All Byzantine alliances dissolve.

| NEW EMPEROR             | EFFECTS                                                                                                                                                                                     |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Michael VI (Normandy)   | Byzantium declares war on the Seljuks and negotiates with Normandy. Unrest in Nicomedia. Court Intrigues played against Byzantium.                                                          |
| Isaac I (HRE)           | Byzantium declares war on Hungary, ends the war with Normandy, negotiates with the HRE, draws 1 extra card, and commits the Patriarch of Constantinople. Court Intrigues against Byzantium. |
| Constantine X (Seljuks) | Byzantium negotiates with the Seljuks. While he rules, each Byzantine unit (land or naval) costs 1 extra CP to build. Court Intrigues awarded to the Seljuks.                               |

The winning power's negotiation with Byzantium is the second limited diplomacy of Turn 1.

## COMBAT AND CASUALTIES

Field battle, siege assault, naval combat, interception and avoid battle work as in *Here I Stand*. The differences to remember:

- An **excommunicated** ruler or leader has his command rating halved (marker flipped).
- When the **Antipope** is committed and fighting in a stack with Henry, that side also scores hits on rolls of 4 (Henry's side only).
- No battle ever occurs in **France**, even between powers at war, and no leader may be arrested there.
- A leader alone (no friendly troops) in a **Cathedral** space is not captured by enemy units passing through and stays until he moves. In an actual battle or assault in that space he may still be captured or killed.
- **Leader capture and death**: only after a field battle or assault. A leader whose force is eliminated with no friendly units left is captured, as in *Here I Stand*. The victor then rolls 1 die per captured leader, adding 1 for each of his unused hits; on a 6 or more that leader is killed instead of captured, and the victor gains 1 permanent VP. A killed ruler triggers the succession; with no successor available, a temporary Regency 0/0 takes over.
- **Cavalry in assaults**: cavalry roll no assault dice. Without regulars, cavalry can take a fortress only if a leader is with them, rolling his Battle Rating in dice.

How They Work **ALL FAITHS**

Three kinds: **Patriarchs** (the Pope included), **Archbishops** (the Antipope included) and the **Caliph**. Any may be committed (flip the marker) to extend an impulse after playing a card, applying its effect. Committing is never mandatory. If an event commits a religious leader, its effect is not applied. None may be committed while under Court Intrigues, and a captured Pope or Antipope cannot be committed either.

## Movement, capture and death

- Only the Pope and the Antipope move, and they do so like military leaders, with a formation or alone. Every other religious leader never leaves its seat; it sits on the Diplomatic Board but counts as if in the map space of its see.
- Patriarchs and Archbishops can never be captured or killed. Only the Pope and the Antipope can be captured or die in battle, since they move and fight like military leaders.

The Pentarchy **PATRIARCHS**

Five sees: Constantinople, Antioch, Alexandria, Jerusalem and Rome (the Pope). Controlling 3 sees gives +1 VP and 4 gives +2, checked and awarded every Winter; all 5 at once is an immediate autowin. Each is controlled by whichever power holds its city; Rome is always the Pope's, even if the city is taken.

Only a Christian power may commit a Patriarch, and only the one controlling that see, as an impulse extension after playing a card. A Muslim power that holds the city, the Seljuks for instance, controls the see and counts it for the Pentarchy VP, but can never commit its Patriarch.

| PATRIARCH                               | COMMITTED EFFECT                                                                                                                                                                                                                                                      |
|-----------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Constantinople (usually Byzantium, ERE) | If the Schism has not yet happened, excommunicate the Papacy, starting the Schism and becoming Orthodox. Passive: double Byzantine dice when defending Constantinople in assault. The Byzantine Home Card may also commit it to retrieve 1 card from the discard pile |
| Antioch                                 | Draw 1 card, then discard 1                                                                                                                                                                                                                                           |
| Alexandria                              | Look at the top 10 cards of the deck and reorder them as you wish                                                                                                                                                                                                     |
| Jerusalem                               | Discard 1 of your choice, then retrieve 1 from the discard pile                                                                                                                                                                                                       |
| Rome (the Pope)                         | A different effect for each Pope, printed on that Pope's card                                                                                                                                                                                                         |

Archbishops and the Antipope **HRE / PAPACY**

Ten Catholic archbishops, each fixed in its see and controlled by the HRE or the Papacy. All 10 begin loyal to the HRE.

Committed, a northern archbishop moves loyalty one step in its stem; the four southern sees (Besancon, Milan, Aquileia and Ravenna) instead give 2 CP. During the German Civil War a committed archbishop may instead recruit: the northern sees 1 regular in a home space or 1 mercenary elsewhere, the southern sees 1 mercenary even outside a home space.

| SEE REGION       | ARCHBISHOP         |
|------------------|--------------------|
| Lotharingia      | Cologne, Trier     |
| Franconia        | Mainz              |
| Bavaria          | Salzburg           |
| Saxony           | Magdeburg, Hamburg |
| Burgundy         | Besancon           |
| Kingdom of Italy | Milan, Aquileia    |
| Papal territory  | Ravenna            |

There is no archbishop in Swabia.

## Changing sides

An archbishop changes allegiance five ways: arrest, a Gregorian reform, certain events, a diplomatic agreement between the HRE and the Papacy, or the excommunication of Henry IV, on which the Papacy takes one of his archbishops. By default the HRE chooses which of its archbishops is ceded.

**Arrest.** Only while the HRE and the Papacy are at war. If units of one are in an archbishop's see and the archbishop obeys the other, it is arrested and switches sides, automatically the moment war is declared. Two exceptions: if the units are besieging the city, the arrest waits for a successful assault; a Cathedral in the space protects the archbishop from arrest. Arrests are permanent, and peace does not reverse them.

## The Antipope

When the German Civil War begins, the HRE turns one of its HRE-loyal archbishops into the Antipope. He gives no Conclave die and cannot be arrested, but can be captured or die in battle like the Pope. Committed, he moves stem loyalty 2 steps (2 in one stem, or 1 in each of two). If he dies in battle he stays dead until the war ends. When the war ends the Antipope disappears and the archbishop of that see reappears with Papal allegiance.

The Caliph **SELJUK**

Activated only by an event. Committed, the Caliph offers three choices:

- Spend 3 CP, only in Seljuk or Fatimid home spaces.

- If the Seljuks control a Patriarch's see, cancel any Patriarch, played as a response.
- If the Seljuks control Jerusalem, gain 1 VP.

## POWERS AND SPECIAL SYSTEMS

### Diplomacy Notes **PIP**

- The Papacy may never ally with the Seljuks.
- **Suing for peace does not exist.** A war ends only by mutual agreement, or by surrender where the rules allow it (the German Civil War or minor powers).
- Two powers may transfer minor-power influence between them, or transfer a captured leader (even to a third power; transferring to the controlling power frees that leader).
- **Ransom and captivity:** after Diplomacy, for each leader still captive (that is, not freed or ransomed), the captor may roll one die plus the leader's Battle Rating. On 5 or more, draw a card or place unrest on up to three of the leader's home spaces. The captor who holds the leader may then choose whether to roll a second die (no modifier): on 5 or 6 the leader dies in captivity and the captor gains 1 VP.
- **Any death in the dungeon** gives the captor 1 VP, whatever its cause: captivity roll, ruler mortality (even automatic) or a scripted event. This includes Leo IX, so a Norman player holding him at Civitate gains 1 VP when the initial event kills him, unless he is released first.
- **Lifting excommunication:** paid with 1 card to the Papacy at the end of Diplomacy (only for major-power leaders).

**Yielding a space** is allowed only when: (a) it returns to its home power, (b) it is independent, (c) it is an HRE or Papal home space exchanged between them, (d) it is a yellow-green dual space exchanged between Byzantium and the Seljuks, or (e) it is a yellow-blue dual space exchanged between Byzantium and Normandy.

### Winter Phase **ALL POWERS**

All powers act simultaneously, in this order:

1. Remove loaned naval squadron markers.
2. Remove plunder markers, returning them to their owners.
3. Remove Harald Hardrada if in play.
4. Roll to disband mercenaries (see below).
5. Return naval units to the nearest controlled port.
6. Return leaders and units to fortified spaces (attrition if there is no clear path; a Plague space is never a destination, and leaving one costs a roll). The Crusade ends here if it was not defeated earlier: its units winter like any others, and the French units and leaders return to France.
7. Add 1 regular to each friendly controlled capital free of Plague.

8. Reset inactive minor powers: a masterless minor below its original strength is restored to full, but only in spaces it controls that are free of Plague.
9. Remove major-power alliance markers.
10. Flip all religious leaders to uncommitted.
11. Roll for Plague (see Plague and the Turn Track).
12. Execute Trade Routes.
13. Roll for Madrasas and Cathedrals.
14. Apply Stem VP and Pentarchy VP if earned.
15. Check for victory.
16. Roll ruler mortality, resolve succession, advance the turn (a Conclave may follow a Pope's death).
17. Shuffle the discard pile together with the cards new to the coming turn to form the next draw deck.
18. Calculate the hand sizes for the next turn (cards are dealt in the Draw Cards phase).

### Disbanding mercenaries

Exempt mercenaries: on a Foreign War card, in a formation with a leader, in France, or in a controlled capital not in unrest. Roll one die for each non-exempt mercenary; on a 6 remove one eligible mercenary of your choice to the force pool.

### Ruler mortality and succession

Certain rulers may die on a die roll. The successor enters just after the turn advances, in the capital, or if not controlled then any key, then any fortified space, then the previous ruler's space, even a dungeon, skipping any space with Plague. Some military leaders also leave play in set winters per the rotation table. Fatimid troops may only winter in a fortified Fatimid home space.

### Plague and the Turn Track **ALL POWERS**

The Disease event places Plague markers. Plague never kills a leader: it sends him to the Turn Track, ill but alive.

### A blocked space

- **No way in.** While a Plague marker is on the map, no unit or leader may enter its space or be placed, built or displaced into it, for any reason, events included. Whoever must go somewhere goes to the nearest legal space instead.
- **Those inside** may stay, besiege and assault.
- **Line of communication:** exactly as with unrest, it may end in a Plague space but never start from or pass through one.
- **Keys:** a key in Plague counts for neither VP nor hand size, like a key in unrest. Its control may still change.

## Leaving

Roll one die for each unit and each leader that leaves a Plague space for any reason: a move, a retreat, a displacement, an event or the Winter return (step 6). On a 1 or 2 the unit is eliminated or the leader goes to the Turn Track.

## Staying through Winter

In step 11, roll one die for each unit and each leader still in a Plague space: on a 1 the unit is eliminated or the leader goes to the Turn Track. Then roll for each marker: on 1 to 3 it is removed. A marker that stays keeps blocking its space next turn.

## The Turn Track

- **Return.** The leader comes back in Winter step 6: the same Winter if he was sent there in the Action Phase, the next Winter if he was sent there in Winter (so he misses the whole next turn).
- **Where.** To his capital or, if it has Plague, is enemy controlled or is besieged, to the nearest fortified space his power controls free of Plague; failing that, to the nearest fortified space of an ally; failing that, to the nearest space his power controls. Only if there is none does he stay on the Turn Track. The same order applies to any leader returning in Winter step 6.
- **While away** he cannot command, move, intercept or be committed, cannot be moved by an event, and cannot be captured or killed in battle. A Pope there cannot be committed either.
- **A ruler there still rules**, still rolls for mortality (step 16) and may be excommunicated. While he is away his power suffers the effects of Ruler Falls Ill: Admin rating 0, and a -1 card marker for the next deal if he is still there when hand sizes are calculated (step 18). They are not cumulative with the card.

## The card and other events

- Disease may be retrieved from the discard pile, but never by the power that played it, and its event happens only once per turn.
- **Road to Canossa** is not playable as an event while Henry is on the Turn Track or Canossa has Plague. If Henry falls ill on leaving a Plague space, he goes to the Turn Track, the event has no effect and the card is discarded.
- **Imperial Authority** cannot move Henry into a home space with Plague. If he falls ill on leaving one, he goes to the Turn Track but the 5 CP are still conducted; the Antipope, if he goes along, rolls too.

## German Civil War HRE / PAPACY

**Trigger.** When Gregory VII is Pope he may commit whenever he wishes, but only if Henry IV is already excommunicated, even while Henry is on the Turn Track. Committing Gregory starts the war.

## Sequence at outbreak

1. Choose the anti-king: Rudolf, Otto or Hermann (if Rudolf and Otto are gone, Hermann is placed in any

HRE space free of Plague and of enemy units, except Henry's).

2. The Emperor turns one archbishop of imperial loyalty into the Antipope. In the unlikely case that no archbishop of imperial loyalty is left, there is no Antipope and the war proceeds all the same.
3. The war begins: the Papacy and the HRE are now at war, and any arrests that apply take place now.
4. Convert spaces and troops, per the forces table below.
5. Convert leaders: flip Rudolf, Otto and Matilda to the Papacy and move them to their start spaces (Strasbourg, Ratisbona, Canossa); a leader whose start space has Plague goes to the nearest legal space.
6. Make the resulting displacements, including the Antipope, who must leave any space he shares with enemy troops. Displacements never cause attrition, but anyone forced out of a Plague space rolls as usual.

## Forces

| WHERE                    | POPE TAKES            | POPE ADDS                  |
|--------------------------|-----------------------|----------------------------|
| Each Papal stem          | All spaces            | 2 reg (3 with Hirsau)      |
| Each Slightly Papal stem | All unoccupied spaces | 1 reg (2 with Hirsau)      |
| Kingdom of Italy         | All spaces            | 2 reg (3 with Vallombrosa) |

For each block, the HRE then removes that many regulars from the same stem or the Kingdom of Italy if it has them there, otherwise from anywhere else. Either side may commit any archbishop to recruit 1 regular in a home space or 1 mercenary elsewhere. The regulars the Pope adds are never placed in a Plague space: they go to another space of the same stem or of the Kingdom of Italy, or are not placed if there is none.

## Home spaces during the war

- **Vallombrosa built:** all Kingdom of Italy spaces (the red and purple duals) count as Papal home spaces and the Pope may assault there without a line of communication. If it is not built, they count as HRE home spaces.
- **Hirsau built:** all Papal and Slightly Papal stem spaces count as Papal home spaces and the Pope may assault there without a line of communication. If it is not built, they count as HRE home spaces.

## Ending the war

1. Henry IV dies (Papal Victory).
2. Henry IV dies while the Papacy has full support of all five stems (**Papal Autowin**).
3. All Papal military leaders captured or killed (Imperial Victory).
4. Pope captured or killed while the HRE holds all original HRE keys (Florence and Milan included) and full support of all five stems (Imperial Victory).
5. Henry IV captured while the Papacy has full support of all five stems (Papal Victory).
6. Either side surrenders in Diplomacy.

While Henry is on the Turn Track, no condition that needs his death or capture can happen.

When the war ends, the winner recovers all its home spaces held by the loser, along with every red-purple Kingdom of Italy space the loser holds. The winner then gains 3 VP as War Winner. The Antipope is removed, and a new archbishop, on the Papal side, is placed in the see the Antipope came from. From now on the Pope moves stem loyalty only with archbishops or events, never with CP. The Papacy and the HRE are at peace again; the peace does not lift Henry's excommunication.

If Gregory dies before starting the war, the HRE wins it automatically, with all these effects. If Henry IV dies first, the war can no longer start, and the Papacy wins it the same way.

## The Crusade **PAPACY / GUARDIAN**

A shared Catholic expedition. The Papacy calls and patronizes it; a major power, the **Guardian**, commands it and keeps the spoils. Both share the formation and both spend CP on it. It is not bound to march on Jerusalem.

**Calling.** The Pope calls it with the Papal Bull, only when Seljuk VP are at least 18. It begins in France with the French troops and leaders present there; if fewer than 4 French regulars are there, raise up to 4. Every leader marked Crusader who is not yet on the map enters play in France at once.

### Declaring a position

Every power declares a position when the Crusade is called. Once declared, a position cannot be changed for as long as the Crusade lasts.

- **Catholic support:** a power at war with the Papacy can never support the Crusade (an excommunicated ruler needs papal absolution first), and a supporter may not declare war on the Papacy while it keeps supporting. Your troops and leaders are absorbed whenever they meet the Crusade, whether it moved or they did. You also grant right of passage, LoC and the use of your ships. A supporter may become Guardian.
- **Catholic neutral:** right of passage, LoC and the use of your ships. Roll 1 die per troop the Crusade crosses; on 5 or 6 it joins. Leaders are never taken. Cannot be Guardian. At the moment a power declares itself neutral, and only then, the Pope may excommunicate its ruler for free; he may do so for every neutral ruler.
- **Catholic oppose:** open war. Every Crusade supporter may declare war on you for free, and the Pope may excommunicate you for free.
- **Catholic minor powers and Catholic independents** (all except Africa, Asia and Sicily) always support, even against their lord; their troops are absorbed.
- **Orthodox:** always neutral. They grant right of passage, LoC and the use of their ships, with no absorption of their troops, and can neither support nor oppose.
- **Muslim:** automatically and always at war with the Crusade.

## Excommunication and protection

While the Crusade lasts, no supporting ruler and no leader marching with it may be excommunicated. An excommunicated leader who marches with the Crusade is automatically absolved and restored to the communion of the Church.

If the Crusade meets an excommunicated leader whose power supports it, he is absorbed like the rest and, now marching with the Crusade, is absolved. If his power is only neutral, he is ignored instead: not captured and not joined.

## Movement and transport

The Crusade always moves as one and may not drop troops along the way, with a single exception: on leaving a key it may leave up to 4 units and 1 leader, and on leaving a fortress up to 1 unit. The player moving the Crusade, the Pope or the Guardian, decides.

It crosses sea zones only by naval transport, and only with Christian ships (Catholic or Orthodox) that do not oppose it, needing at least one squadron per five units carried in each sea zone it enters. If it is too large to be carried in a single move, even after leaving a garrison behind, it cannot go by sea at all.

## Guardian and spoils

The Guardian is the supporting major power with the most units in the Crusade (the Pope is not counted; ties broken by the Pope). If no major power supports, the Pope is Guardian.

- Byzantine home (yellow) and Byzantine-Seljuk dual (yellow-green) spaces go to Byzantium (ERE).
- Everything else the Crusade conquers goes to the Guardian (Antioch, Ani and Jerusalem are examples).

**Victory points.** The Papacy gains 1 permanent VP for each key space the Crusade captures, and 3 for Jerusalem. If all the Crusade's troops are killed and its leaders captured or killed in a single battle, the Crusade is defeated and the Seljuks gain 3 VP.

The Crusade never ends a war, not the German Civil War nor any other.

## End of the Crusade

Unless it is defeated earlier, the Crusade ends in Winter, at the step where leaders and units return to fortified spaces. Its units winter like any others, and the French units and leaders go back to France.

## Excommunication **PAPACY**

The **Schism itself is not an excommunication** for the purposes of these rules: the mutual excommunication it consists of grants no VP to anyone and applies none of the penalties below. It has its own rules (see Schism). The Papal Bull can still cause it, by excommunicating a Catholic Byzantine ruler, which does grant the Papacy its VP as usual.

**When the Schism becomes impossible.** Any of these seals it off for the rest of the game: the election of Theophilus I or John XX, the Council of Constantinople (via the Papal Bull),

or the Abbey of Amalfi (Amalfion). From then on the Schism can never occur, not even if the Pope excommunicates the Byzantine ruler, southern Italy cannot be latinized, and the Patriarch of Constantinople cannot be committed to start it.

With the Papal Bull the Papacy excommunicates a **military leader** (never a naval or religious leader) who is Catholic and not already excommunicated. Each excommunication needs a cause, grants the Papacy 1 VP, halves the leader's command rating (flip the marker), lets the Papacy place unrest in the leader's space if his power controls it, and may be lifted by paying 1 card to the Papacy at the end of the Diplomacy phase. There is no per-leader limit.

#### Valid causes

The leader must belong to a Catholic major power that is at war with the Papacy, allied with a power at war with the Papacy, opposing or neutral toward the Crusade, allied with the Seljuks, or trading on a route with the Seljuks. Philip of France and Harold of England are also valid while Le Bec is active. The Synod of Worms grants a permanent cause against Henry IV.

#### If the leader is also the ruler of a major power

In addition: that power suffers -1 card per turn and a temporary -1 VP; every Catholic power may immediately declare war on it for free, even if allied to it, and only at that moment, not later in Diplomacy (and a Crusade under way goes to war with it); and the Papacy may place unrest in 1 more of its spaces.

#### Lifting

Only a major power can pay the 1 card to lift an excommunication, during the Diplomacy phase. So Philip and Harold, whose powers are not major, can never lift theirs, and neither can a minor-power leader such as Boleslaw. Their excommunication lasts until they die.

#### Death and absence

An excommunication is personal: it ends when the leader dies. His power loses the -1 card per turn and the temporary -1 VP, the successor is not excommunicated, and the Papacy keeps the VP it gained (unlike Here I Stand, where the marker outlives the ruler). A ruler on the Turn Track may be excommunicated; the unrest in the leader's own space does not apply, since he has none.

#### Never excommunicable

Papal leaders, present or future, who serve the Papacy or will later become papal: the anti-kings Matilda, Rudolf, Otto and Hermann. And independent leaders who never belong to a major power, such as Harald Hardrada, can never meet a cause, even while a major controls them for a time.

#### Special effects

Some are listed on the Rulers and Leaders table: William, Philip and Harold affect the Domesday roll; Robert Guiscard loses the Duchy of Apulia effect and takes -1 card per turn while excommunicated; and a Byzantine ruler, excommunicable only while Catholic, brings on the Schism if it can still happen. The Papacy gains its 1 VP for the Bull as always, but the ordinary ruler penalties do not apply: the Schism replaces them.

## Gregorian Reform PAPACY

Spend 1 CP to advance one step. Each of the six lines completes after 4 steps and pays its prize.

| LINE                 | PRIZE                                                             |
|----------------------|-------------------------------------------------------------------|
| Fighting<br>Simony   | Convert 2 archbishops (HRE may add unrest in one of those cities) |
| Clerical<br>Celibacy | 1 VP and convert 1 archbishop                                     |
| Papal Authority      | Convert 5 archbishops                                             |
| Monastic<br>Reform   | May activate Benedictine Abbeys (3 CP each)                       |
| Centralization       | 1 VP and convert 2 archbishops                                    |
| Papal<br>Conclaves   | 1 VP and the new Conclave procedure                               |

**Archbishop conversion:** by default the HRE chooses which HRE archbishop is converted (some cards or rules say otherwise). While the HRE and the Papacy are at war, an archbishop cannot be chosen if his see holds troops of the side he is leaving and has no Cathedral, since the converted archbishop would simply be arrested back again; another archbishop must be chosen if one is available. An archbishop arrested by the HRE becomes HRE; arrested by the Papacy, becomes Papal.

#### Benedictine Abbeys

- **Cluny (France):** Papacy receives Wine to trade and thereafter decides who may move into France.
- **Le Bec (Normandy):** the Papacy gains 1 VP, and Philip and Harold can be excommunicated.
- **Westminster (England):** the Papacy gains 1 VP, and Normandy gains +2 on its England table roll (needs London held by Normandy).
- **Canterbury (England):** Papacy may force a Norman tribute of 1 card or 1 VP (needs Canterbury held by Normandy).
- **Hirsau (Germany):** Papacy gains home-space effects in Germany during the civil war.
- **Vallombrosa (Italy):** Kingdom of Italy counts as Papal home during the civil war.
- **Amalfion (Byzantium):** only without a Schism; if Byzantium is Catholic, Papacy may force a Byzantine tribute of 1 card or 1 VP. Once active, the Schism becomes impossible for the rest of the game.

## Papal Conclave PAPACY

Held at once whenever a Pope dies. Two exceptions override everything below: Nicholas II is elected automatically after Leo IX dies (no roll), and Gregory VII is elected by acclamation in Turn 4 if he has not yet been Pope.

**Before the Conclave reform.** The Pope and the HRE each roll one die; the higher chooses the next Pope from the available candidates (the Pope wins ties).

**After the Conclave reform** (the sixth Gregorian line), each power rolls dice:

- Papacy: 1 die per completed reform (minimum 1). He casts the votes of the late Pope's loyal electors, not his own.
- The Papacy and the HRE: 1 more die each per 2 archbishops aligned to them (round up).
- +3 dice per Patriarch controlled by a Catholic power. The Papacy gets no dice for the Patriarch of Rome, since during a Conclave that see is vacant.
- Whoever controls Rome: +3 dice, even while it has Plague.
- +1 die for Salerno and +1 for Bari, to whoever controls them (sees outside the Empire, never arrested or converted).
- +1 die for Normandy if it controls Canterbury and the Lanfranc event has occurred.
- +1 die for whoever holds Mosaic, even a non-Catholic power.
- +1 die per card discarded, if the Simoniac Conclave has been evented, even for a non-Catholic power.

**Voting.** Roll all dice; each 5 or 6 is one vote. Each player then assigns his votes freely among the candidates, concentrating or splitting them as he wishes. All players assign in secret and at the same time, then reveal together. A candidate needs more than half of all votes cast to be elected.

**White smoke.** If none reaches a majority, gather up all the dice and roll again from scratch, with nothing carried over, until a candidate wins.

## Schism BYZANTIUM (ERE) / PAPACY

The rupture between the Roman (Catholic) and Constantinopolitan (Orthodox) churches. The mutual excommunication it consists of **awards no VP to anyone**, and the Patriarch of Constantinople can never be excommunicated by the Papal Bull, which only ever strikes military leaders.

How it can start

- **Civitate:** at the start of the game, capturing or killing the Pope at Civitate forces the Schism (the legates demand Byzantine aid). This is the first chance it can occur.
- **Byzantine initiative:** Byzantium commits the Patriarch of Constantinople and, if the Schism has not happened, excommunicates the Papacy, turning Orthodox.
- **Papal initiative:** the Pope uses the Papal Bull to excommunicate a Catholic Byzantine ruler, gaining 1 VP as with any Bull. The Schism follows.
- **Latinization of Southern Italy:** a card, playable only while all yellow and blue spaces are controlled by Catholic powers. Byzantium then chooses between excommunicating the Papacy, which starts the Schism, and accepting unrest in Constantinople.
- **Filioque event:** a card that can also provoke the Schism.

## Effects

- Going Orthodox gives Byzantium its Orthodox Home Card options and immunity to the Abbey of Amalfi (no forced tribute). Byzantium also leaves the Conclave, cannot become the Guardian of a Crusade, and pays more to buy influence in Catholic minor powers.
- When the Schism happens, the Papacy cannot excommunicate anyone for the rest of that turn.
- If Byzantium held the Duchy of Apulia, it loses it at once, and its yellow-blue spaces stop being Byzantine home. This is the mirror of Normandy losing the Duchy while Robert Guiscard is excommunicated, except that the Schism is permanent, so the loss is never reversed.

## Avoidance: Council of Constantinople

If Byzantium is still Catholic and the Pope is in Constantinople, the Papacy may convene the Council with the Papal Bull. This seals the Schism as impossible for the rest of the game and awards 2 VP to the Papacy and 1 VP to Byzantium.

## Stem Duchies and Loyalty HRE / PAPACY

Five stems, each with its own loyalty marker (Imperial through Papal). The HRE or Papacy may spend 1 to 3 CP to shift a marker one step.

| STEM        | KEY                      |
|-------------|--------------------------|
| Lotharingia | Aachen (capital) + 1 key |
| Franconia   | Mayence (Mainz)          |
| Bavaria     | Ratisbona (Regensburg)   |
| Saxony      | Magdeburg                |
| Swabia      | Strasbourg               |

The **Kingdom of Italy** (red-purple spaces, two keys) leans Papal during HRE and Papacy conflict.

The **Kingdom of Burgundy** and the **Kingdom of Bohemia** always stay loyal to the Emperor during the conflict between the HRE and the Papacy.

## Stem and Pentarchy VP

Both are **permanent and rechecked every Winter**. All five stems fully Imperial gives the HRE a +1 card marker and 1 VP. All five stems fully loyal to the HRE gives 1 VP. Controlling 3 Pentarchy sees gives 1 VP; controlling 4 gives 2 VP.

## Cathedrals and Madrasas SELJUK / HRE

**Madrasa** (Seljuk, 2 CP, max 1 per turn, 3 on board). There are 3 fixed madrasa spaces, Baghdad, Nishapur and Isfahan, which are not on the map itself and sit beside Mesopotamia. **Cathedral** (HRE, 4 CP, in any space the HRE controls that has no cathedral, max 1 per turn, 3 on board).

In Winter the controller rolls 2 dice for **each Madrasa and each Cathedral** on the board:

| 2D6  | RESULT                          |
|------|---------------------------------|
| 2-4  | Fire: the building is destroyed |
| 5-7  | No effect                       |
| 8-12 | Gain 1 extra card next turn     |

Each Cathedral gives 1 VP to whoever controls its space and protects leaders from arrest (see Combat).

## Normandy NORMANDY

Normandy advances the Norman Conquests marker through its Home Card (The Conqueror), one step at a time, resolved by the procedure below. William must be in Rouen, Caen or England to advance it.

**Step 1, Consolidation.** Philip I and at least 5 regulars move to Rouen (built up if short). If Rouen is still besieged by France at turn's end, Normandy takes a -1 card marker and France gains 2 regulars; the siege persists. Philip cannot be captured, though he can die in battle; if he survives with no units he escapes to France.

**Step 2, Invasion of England.** No power may enter any England space before this step. Once France is expelled from Rouen and William is in Rouen or Caen, Normandy may advance the marker to declare war on Harold and gains 5 CP. These CP are free: Normandy may spend them on a naval transport to England, but it is never obliged to, and may use them for anything else.

- Harald Hardrada and 5 independent regulars land in York and fight a field battle against whoever is there.
- If Hardrada wins, he besieges York; Harold then moves from London with all the units he can lead, to fight a relief battle.
- However the York fighting ends, Harald is removed, rolling for his death only if he lost his battle, and Harold returns to London with all the units he can lead. If Harold died, only the survivors return.
- From then on anyone may enter England and attack English and independent forces. Whenever a player naval-transport into England while Harold is alive in London, Harold automatically intercepts with all the units he can lead, and that interception always succeeds, with no roll. After intercepting and fighting, Harold returns to London with all the units he can lead, exactly as he does after the fighting at York.
- Harold cannot be captured; if defeated with no units and not killed, he escapes to the first valid of London, York, Hastings, Canterbury, Winchester, otherwise to the turn marker (he may return with Danish Raids).

Harold, Hardrada and William may all die in the battles of this step.

**Step 3, Submission of the Earls.** Once Normandy controls every England space and William is in England, Normandy may use its Home Card to

advance the marker to this step, then rolls once to advance further. Modifiers: +1 if Philip is excommunicated or killed, +1 if Harold is excommunicated or killed, -2 if William is excommunicated, +2 if Westminster is active.

| ROLL | ADVANCE                     |
|------|-----------------------------|
| 1-   | William is stabbed and dies |
| 2-3  | No further advance          |
| 4-5  | Advance 1 step              |
| 6-7  | Advance 2 steps             |
| 8+   | Advance 3 steps             |

After that first Home Card roll, no card is needed for further rolls: spend 1 CP, at most once per impulse, only while William is in England and Normandy still controls every England space.

## Conquest marker steps

| # | STEP                    | EFFECT                                                                                |
|---|-------------------------|---------------------------------------------------------------------------------------|
| 3 | Submission of the Earls | Roll phase begins                                                                     |
| 4 | Coronation              | First time reached or passed, Normandy draws 1 card                                   |
| 5 | Harrying of the North   | No effect; closer to Domesday Book                                                    |
| 6 | Building the Castles    | No effect; closer to Domesday Book                                                    |
| 7 | The Great Survey        | No effect; closer to Domesday Book                                                    |
| 8 | Domesday Book           | 3 permanent VP; London becomes a 2nd capital; all England spaces count as Norman home |

**Fortifications.** 3 CP to fortify a controlled normal space (max 1 per turn). Normandy gains 1 VP per fortress it controls (Melfi, Siracuse and Malta included), up to 9 VP.

Normandy may spring deploy from Normandy (or from London once it is a 2nd capital) to any friendly controlled space in Italy, the formation limited only by leaders' command ratings. It may winter up to 6 units in home spaces if at least 2 are mercenaries.

## Special Spaces FRANCE / MESOPOTAMIA

Both are immune to event-based effects such as unrest and plague.

**France.** Independent and unclaimable. Only French units may enter before Cluny is active. After Cluny the Papacy may move there and grant single-use permission to others. The Crusade is an exception: any Catholic power may move to France to join it. No battle ever happens in France and no leader may be arrested there. French units may always retreat there.

**Mesopotamia.** A Seljuk space, unclaimable, that no other power may enter even when allied to the Seljuks. It counts as a Seljuk capital.

## Minor Powers PIP

The minor powers are Hungary, Poland, Kievan Rus, Venice and the Fatimids. Unlike *Here I Stand*, allegiance is driven by **Diplomatic Influence**, closer to *Tanto Monta* and *Virgin Queen*.

### Religion

Every minor except the Fatimids starts Catholic while inactive. On activation a minor takes the religion of its major ally, so it may turn Orthodox or Muslim. The Fatimids are the exception: they are always Muslim, even when activated by a power of another religion.

### The influence board

All five majors always hold an influence marker with every minor, even one they are at war with (unlike VQ and TM). Raising influence costs 1 CP per level if you share the minor's religion, 2 CP per level if not.

### Resolving a minor

Some cards let a player resolve a minor: all five roll one die and add their influence, and the highest total wins. Ties break by a fixed order on the table. Some powers may only deactivate, never activate; a deactivate-only winner removes the minor from its ally. A power at war with the minor that wins may only deactivate it. Resolver priority: when the resolution comes from an event a player executed, only the powers whose influence equals or exceeds his roll a die at all, so if he already holds the most influence he wins without rolling. After a resolution the minor is "resolved this turn" and cannot be resolved again until next turn, and the attempt spends all accumulated influence.

### Declaring war on a minor

A power may resolve a minor by declaring war on it, but only while the minor is inactive and not yet resolved this turn. All five roll. A winner that can activate may activate the minor and at once declare war on the aggressor (paying the CP); this is optional. The aggressor can never activate it. If no one activates, the minor stays inactive and the war proceeds against it. Either way the minor is now resolved this turn.

### Activation by conquest

Controlling all of a minor's keys and more than half of its non-key home spaces makes it surrender and become your vassal: your diplomatic status with it moves from war to allied (deactivate it from any prior ally first), its Home Card is handed over, and you gain 1 VP as War Winner. A conquered vassal follows the same rules as a diplomatic ally. Conquest is not a resolution, so rivals' influence is not reset and a rival may still take the minor by diplomacy later; conquest can also enable activations impossible any other way.

## While you control a minor

- Its units act as your own (move, fight, retreat, avoid battle) but have no impulse or cards.
- You may build its regulars in its home spaces, and, for a minor with a navy (such as Venice, Kievan Rus and the Fatimids), its squadrons in its ports.
- In Winter its units may return to one of its home keys, treated as an extra capital.
- You take its trade goods to your board, and return them if you lose control.

## Home Cards

Every minor has a Home Card (Varangian Guard for Kievan Rus, Foundation of Wawel Castle for Poland, and so on), playable only once per turn however many times the minor changes hands. At the start of each turn it goes to the current ally; on activation it transfers at once unless already used this turn. If a minor is deactivated with its card unused, the card is lost immediately; if it was already used, a later conqueror does not get it, and it passes to the ally next turn.

## Inactive minors

An inactive minor's forces do not move, intercept or avoid battle. With 4 or fewer land units in a space they withdraw into the fortifications and withstand a siege; with 5 or more they fight a field battle and, if they lose, keep up to 4 units in the fortifications. Inactive naval units stay in port and defend it.

## Winter troop reset

When a minor is deactivated, its units abroad are returned to its keys, distributed by the power that caused the deactivation, who must place at least 1 unit in each key wherever possible.

In Winter, each inactive minor (one with no major ally) whose forces have fallen below their original strength is restored to its initial setup, but only in spaces the minor itself controls. Units in excess of that initial setup are never removed. Active minors under a major are not reset, and a major never gains free units this way.

## Trade ALL POWERS

Goods are traded along Trade Routes. Each turn a power receives its goods markers (see schedule) and spends CP to place them in routes; in Winter every eligible route is rolled and read on the Trade Table. There are at most **8 routes**, of which **3 are the Silk Road** printed on the map; the rest are land or maritime routes.

## Goods and actions

- A power holds only one marker of each good, so it can never export the same good to two places at once.
- Add goods to a route: 2/3/4/5 CP for 1/2/3/4 goods. Only your own goods, or only your allied minor's, in one action, never both.
- Remove goods: 1 CP each.

- A route holds at most 6 goods, from at most 2 powers (one power for the Silk Road).

### Restrictions

No permission is needed to join a route.

- No two markers of the same good in one route.
- You may not join a route where the partner placed a good you already hold or will hold (and the reverse).
- You may not import the same good from two sources: do not join a route whose good is already coming to you in another route with a different power.

### Winter execution

A route fires only if it holds goods from 2 powers (Silk Road excepted) who are not at war with each other. Distance is not a condition: a land or maritime route always rolls and simply takes its distance penalty. The Silk Road is the exception, the trader must control Ani, Amida or Mardin to place there and to roll. Routes that do not qualify are not rolled, but their goods stay in place. Active minors may count their allied major's spaces.

### Rolling

Roll **2 dice**, always 2, then add the goods bonus and the route modifier to the total. Both are modifiers to the result, never extra dice. If a good is Gold, reroll the lowest die. If a route could be traded more than one way, use the most beneficial.

**Goods bonus.** The first 2 goods give nothing; +1 for the 3rd, +2 for the 4th, +2 for the 5th, +3 for the 6th. Cumulative: 2 goods +0, 3 +1, 4 +3, 5 +5, 6 +8.

**Route modifier.** Land: 0 if the powers are directly adjacent, -1 if through a pass, -1 per extra connection to reach the border. Maritime (the Mediterranean with the Hospitable Sea, or the Atlantic): +1 per 2 fortresses both powers control together in that sea (round down), -1 per sea zone crossed, 0 if they share one. Silk Road: +1 for each of Ani, Amida, Mardin controlled, Seljuks +1 more.

On a Silk Road route, count the good printed on the board as one of the goods when working out the goods bonus. The route is therefore rolled even when a power has placed only 1 good of its own, since the printed good counts alongside it.

| TOTAL | RESULT                                                                                                                                                                 |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 15+   | Each power gains 2 VP (Silk Road: 2 VP, or 1 VP and a bonus). Route remains.                                                                                           |
| 12-14 | Each power gains 1 VP (Silk Road: 1 VP, or forgo it for a bonus). Route remains.                                                                                       |
| 10-11 | Route remains, no award.                                                                                                                                               |
| 8-9   | Eroded: with 3+ goods remove one at random (only from a power holding more than one, so none drops to zero); with 2 goods the route is canceled and goods return home. |
| 6-7   | Route canceled, goods return home.                                                                                                                                     |
| 5-    | Collapse: route canceled, goods removed from the game.                                                                                                                 |

Game caps: 4 awards of 2 VP and 9 of 1 VP. If no 2 VP award remains, take a 1 VP award if any. The goods on the left of the route are awarded first.

### Minor powers in trade

A major may place an allied minor's goods. The alliance is required only when placing them: if it later ends, the route still rolls and may still earn VP, provided the minor is not at war with the trading power and the minor's major is not either. A major trading with its own allied minor gains only 1 award, with fortresses not double-counted. When a minor trades with another power, both may earn an award, and the minor's major's fortresses that sit on the minor's home spaces count as the minor's. Tie-break for the last award: the good further to the left takes it.

### Silk Road bonuses

Each bonus costs 1 VP (you forgo a VP to take it) and is permanent: Paper (+1 card every turn), Arabic Numerals (a permanent +1 modifier on future trade rolls), Chinese Astronomy (+1 to interception and avoid-battle rolls), Medicine (reduce 1 enemy hit when winning or tying a field battle), Porcelain (a new good), Mosaic (1 Conclave die in future, even for a non-Catholic).

## Trade Goods Schedule REFERENCE

| POWER      | GOODS (TURN RECEIVED)                                    |
|------------|----------------------------------------------------------|
| Seljuks    | Silk T1, Spices T1, Horses T2, Weapons T3, Fabrics T4    |
| Byzantium  | Fabrics T1, Glass T2, Olive Oil T3, Wine T4, Ceramics T4 |
| HRE        | Silver T1, Iron T1, Horses T2, Wood T3, Furs T4          |
| Normandy   | Wool T1, Horses T2, Dried Fish T3, Furs T4               |
| Papacy     | Olive Oil T2, Wine (Cluny)                               |
| Fatimids   | Spices T1, Perfumes T2, Cotton T3, Gold T3, Ebony T4     |
| Hungary    | Gold T1, Silver T2, Horses T3, Furs T4, Salt (event)     |
| Poland     | Amber T1, Furs T2, Honey T3                              |
| Kievan Rus | Furs T1, Wax T2, Honey T2, Amber T4                      |
| Venice     | Glass T1, Salt (event)                                   |
| Silk Road  | Silk, Porcelain, Gold (printed on map)                   |

## Plunder ALL BUT PAPACY

A formation of any power except the Papacy may spend 2 CP to plunder an enemy-controlled space. The Papacy may never plunder, even with the Crusade.

## Requirements

The target must be a power you are at war with, major or minor; independent spaces cannot be plundered. The plundered space must hold no units other than the plundering formation, and there must be at least two adjacent spaces controlled by the same target power that are free of that power's units and its allies' units.

## Plunder tokens

Each power has plunder tokens: 4 for the Seljuks, 2 for everyone else. Plundering a space places one token there, and a space holding a token cannot be plundered again that turn. Plundering places no unrest. In Winter each token is simply removed and returns to its owner for the next turn.

## Procedure

**1. Anti-plunder dice (defender).** The target rolls 1 die per unit it has in a space adjacent to the plundered space, plus 1 die per adjacent fortified space that holds at least one defending unit. Each hit (5 or 6) breaks one plundering unit; the plundering player chooses which troops are lost, never leaders. If every plundering unit is broken, there is no plunder.

**2. Plunder dice (attacker).** Roll 1 die as a base, or 2 dice if the formation still has 5 or more units and there are at least 2 spaces adjacent to the plundered space controlled by the same target power. Add 1 die per Seljuk leader in the formation. Since anti-plunder losses apply first, a formation reduced below 5 units rolls only 1 base die, and a wiped-out formation rolls none.

**3. Hits.** For each hit (5 or 6), the owner of the plundered space distributes the result evenly among three options: give the plunderer 1 random card, give the plunderer 1 VP, or eliminate one regular from a space adjacent to the plundered one. Each option must be used once before any is repeated. A minor-power target gives 1 random card from the deck for the first hit.

## Seljuk plunder

The Seljuks have three privileges: 4 tokens instead of 2; +1 plunder die per Seljuk leader; and, as an exception to the rule above that the target must be a power you are at war with, they may plunder their own home spaces while another power controls them.

- For each hit in the triggering battle or assault, the Seljuks may take one additional fortress (5 in all). This is a right, not an obligation.
- All Byzantine armies in the fortresses and the dual-colored keys are displaced to Constantinople, with no attrition.
- The Seljuks gain 3 VP and draw 2 cards, and Nicaea becomes a 2nd Seljuk capital while they control it (+1 regular in Winter, usable for Spring Deployment).
- The Seljuk and Byzantine war becomes permanent.

## Notes

Taking fortresses for hits is optional, so the Seljuks may leave fortresses in Byzantine hands. An empty fortified city is still plunderable, since fortification does not block plunder, only control.

## Anatolian Collapse SELJUK / BYZANTIUM (ERE)

The Seljuk conquest of Byzantine Anatolia begins.

### Trigger

The Seljuks' first victory over Byzantium in a field battle or an assault (taking Iconium or Nicaea by assault counts, since an assault also scores hits).

### When it triggers

- Unfortified dual yellow-green spaces with no Byzantine garrison come under Seljuk control.
- Any yellow-green space holding Seljuk troops comes under Seljuk control, even if it is under siege.

## VICTORY

Checked in Winter. There are six ways to win:

| TYPE                   | CONDITION                                                                            |
|------------------------|--------------------------------------------------------------------------------------|
| Standard               | 25 VP or more at end of turn; most VP wins (tie broken by the previous turn)         |
| Domination             | Turn 4 or later, under 25 VP but at least 5 VP ahead of everyone                     |
| Military Autowin       | Control enough keys to place all your square markers, none in unrest or plague       |
| Pentarchy Autowin      | Control all five Pentarchy sees at once                                              |
| Papal-Imperial Autowin | Henry IV dies during the civil war while the Pope has full support of all five stems |
| Time Limit             | After 6 turns, the player with the most VP wins                                      |

For every way to gain VP, see the two tables in the Reference Tables section.

## REFERENCE TABLES

In the rulers tables, the Death column reproduces the source mortality notation: a range like "1-5 T2W" is the die result that kills the ruler in that turn's Winter, and the later Winter listed is the automatic limit. A Pope's availability window refers to the turn he would serve, so a Winter Conclave may only elect a Pope available for the following turn: Benedict X, available T1 to T2, cannot be elected in the Winter of T2, while Matthew I can. Ratings are Battle, Command, Admin and Card bonus, shown where the source gives them; every Pope after Leo IX is elected by Conclave.

### Rulers · Papacy

| RULER        | AVAILABLE                          | DEATH                       | CB | ADMIN | EFFECT                                                                                                                                                | COMMITTING | SPECIAL                                                                                                                                                                            |
|--------------|------------------------------------|-----------------------------|----|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Leo IX       | Start                              | Initial Event               | 0  |       |                                                                                                                                                       |            | Dies with Empress Theodora, after the first limited diplomacy of Turn 1. Successor Nicholas II                                                                                     |
| Nicholas II  | Initial Event                      | T1W                         | 0  | 0     | +2 in Papal Conclave; may name a Duke of Apulia if not done before                                                                                    |            |                                                                                                                                                                                    |
| Benedict X   | Available T1-2                     | T1W or T2W                  | 0  | 0     | Reveal his hand, draw 1 extra, then resign choosing a new Pope (can still be elected later)                                                           |            | If still in charge in Winter, Papacy -1 permanent VP                                                                                                                               |
| Stephan X    | Available T1-3                     | 1-5 T2W or T3W              | 1  | 1     | +2 in Monastic Reform, +1 in Clerical Celibacy                                                                                                        |            |                                                                                                                                                                                    |
| Honorius II  | Available T1-3                     | 1-5 T2W or T3W              | 0  | 0     | HRE gains 1 permanent VP                                                                                                                              |            | Papacy cannot use CP or archbishops to move stem loyalty, nor advance the Conclave reform                                                                                          |
| Alexander II | Available T1-3                     | 1-4 T2W or T3W              | 1  | 1     | Gain 2 loyalty in Saxony, +2 in Fighting Simony                                                                                                       |            | Normandy gets 3 extra dice in each battle or assault in England until Alexander dies                                                                                               |
| Gregory VII  | Available T1-4                     | 1 T2W, or 1-2 in T3W or T4W | 3  | 1     | 1st time: name the anti-king and start the German Civil War. Later: gain 2 loyalty in Swabia, +2 in Papal Authority                                   |            | By acclamation in Turn 4 if never Pope                                                                                                                                             |
| Matthew I    | Available T3-5                     | T3W, T4W or T5W             | 1  | 1     | End the Monastic Reform and activate Le Bec                                                                                                           |            |                                                                                                                                                                                    |
| Victor III   | Available T4-5                     | T5W                         | 1  | 1     | +1 in Monastic Reform, +1 in Clerical Celibacy                                                                                                        |            |                                                                                                                                                                                    |
| Clement III  | Available T4-6                     | 1 T4W or 1-5 T5W            | 2  | 0     | Give 1 random Papal card to the HRE                                                                                                                   |            | If the HRE controls Rome, after the Pope declares the card to play, roll 1d6; on a hit the HRE spends those CP instead and may commit a Papal religious leader for its own benefit |
| Urban II     | Available T5-6                     | 1-2 T5W                     | 2  | 2     | Advance the Crusade up to 10 spaces (no passes or sea zones, legal moves only); move the Pope to France                                               |            |                                                                                                                                                                                    |
| Theophilus I | Available T5-6 (only if no Schism) | 1-2 T5W                     | 2  | 1     | Launch a Synod: each Patriarch of a Catholic power rolls 1d6 (the Pope counts as one); per hit draw 1 card and gain limited diplomacy with the Papacy |            | From now on the Schism is prohibited and cannot happen for the rest of the game; latinizing southern Italy is also prohibited for the rest of the game                             |
| John XX      | Available T5-6                     | 1 T5W                       | 1  | 1     | Advance any reform 3 steps; if this yields archbishops, the Papacy chooses them, not the HRE                                                          |            | If the Schism has not already happened, from now on it is prohibited for the rest of the game; latinizing southern Italy is also prohibited for the rest of the game               |
| Gregory VIII | Available T5-6                     | 1 T5W                       | 1  | 1     | Add up to 5 goods to a Trade Route (Papal or an allied minor's), +2 in Clerical Celibacy                                                              |            |                                                                                                                                                                                    |

| RULER        | AVAILABLE    | DEATH | CB | ADMIN | EFFECT                                                                                                                                                                 | COMMITTING | SPECIAL |
|--------------|--------------|-------|----|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|---------|
| Sylvester IV | Available T6 |       | 1  | 1     | If Normandy is the Crusade Guardian, choose a Fatimid home space; if the Crusade reaches it, Normandy and the Papacy each draw 1 card                                  |            |         |
| Paschal II   | Available T6 |       | 1  | 2     | If there was at least 1 Crusade in previous turns and there is a Crusade in progress, teleport it to any key controlled by a Catholic power not opposed to the Crusade |            |         |

#### Rulers · HRE

| RULER                   | ENTERS  | DEATH | CB | ADMIN | BR | CR | SPECIAL                                                      |
|-------------------------|---------|-------|----|-------|----|----|--------------------------------------------------------------|
| Empress Agnes (Regency) | Start   | T1W   | 0  |       |    |    | Successor Henry IV                                           |
| Henry IV                | From T2 |       | 0  | 2     | 1  | 10 | When excommunicated, the Papacy takes one of his archbishops |

#### Rulers · Normandy

| RULER      | ENTERS  | DEATH | CB | ADMIN | BR | CR | SPECIAL |
|------------|---------|-------|----|-------|----|----|---------|
| William II | Start   |       | 3  | 1     | 2  | 12 |         |
| Robert II  | From T2 |       | 2  | 1     | 1  | 8  |         |

#### Rulers · Byzantium (ERE)

| RULER                   | ENTERS                   | DEATH          | CB | ADMIN | BR | CR | SPECIAL                                                                                                                                             |
|-------------------------|--------------------------|----------------|----|-------|----|----|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| Theodora Porphyrogenita | Start                    | Initial Event  | 0  |       |    |    | Successor is one of the three Clash of Emperors candidates                                                                                          |
| Michael VI Bringas      | Initial Event (Normandy) | 1-5 T1W or T2W | 0  | 0     | 0  | 6  | Successor Romanos IV. DoW Seljuks, unrest in Nicomedia, limited diplomacy with Normandy, starts under Court Intrigues                               |
| Isaac I Komnenos        | Initial Event (HRE)      | 1-4 T1W or T2W | 1  | 1     | 0  | 8  | Successor Romanos IV. Draw 1 card, DoW Hungary, peace with Normandy, commit the Patriarch, limited diplomacy with HRE, starts under Court Intrigues |
| Constantine X Doukas    | Initial Event (Seljuks)  | 1-3 T1W or T2W | 0  | 0     | 0  | 6  | Successor Romanos IV. +1 CP per Byzantine unit, limited diplomacy with Seljuks, gives Court Intrigues to the Seljuks                                |
| Romanos IV Diogenes     | From T1                  | 1-5 T2W or T3W | 0  | 1     | 1  | 8  | Successor Michael VII. Unrest in 3 keys (chosen by Seljuks, Normandy and HRE), even in occupied keys                                                |
| Michael VII Doukas      | From T2                  | 1-5 T3W or T4W | 0  | 0     | 0  | 6  | Successor Alexios I. Unrest in Iconium if Byzantine                                                                                                 |
| Alexios I Komnenos      | From T3                  |                | 2  | 2     | 1  | 8  |                                                                                                                                                     |

#### Rulers · Seljuks

| RULER          | ENTERS  | DEATH            | CB | ADMIN | BR | CR | SPECIAL                  |
|----------------|---------|------------------|----|-------|----|----|--------------------------|
| Tughril        | Start   | 1-4 T1W or T2W   | 4  | 1     | 2  | 10 | Successor Alp Arslan     |
| Alp Arslan     | From T1 | 1-2 T2W or T3W   | 3  | 2     | 2  | 12 | Successor Malik Shah     |
| Malik Shah     | From T3 | 1 T4W or 1-5 T5W | 2  | 1     | 1  | 8  | Successor Kilij Arslan I |
| Kilij Arslan I | From T5 |                  | 1  | 0     | 0  | 6  |                          |

#### Leaders · Seljuks

| LEADER    | ENTERS           | DEATH | BR | CR | SPECIAL |
|-----------|------------------|-------|----|----|---------|
| Chaghri   | Start            | T1W   | 0  | 6  |         |
| Suleiman  | T2 (Tarsus)      | T5W   | 1  | 8  |         |
| Berkyaruq | T6 (Mesopotamia) |       | 0  | 6  |         |

| LEADER            | ENTERS        | DEATH | BR | CR | SPECIAL      |
|-------------------|---------------|-------|----|----|--------------|
| Ghazi Gumushtigin | T6 (Caesarea) |       | 0  | 6  |              |
| Chaka Bey         | Event         |       | 1  |    | Naval leader |

#### Leaders · Byzantium (ERE)

| LEADER             | ENTERS              | DEATH | BR | CR | SPECIAL                               |
|--------------------|---------------------|-------|----|----|---------------------------------------|
| Nikephoros         | Start               |       | 1  | 8  | An event may change him to BR 0, CR 8 |
| Gregory P          | Start               | T4W   | 0  | 6  |                                       |
| Manuel Boutoumites | T5 (Constantinople) |       | 0  | 6  |                                       |
| Michael Maurex     | Start               |       | 2  |    | Naval leader                          |

#### Leaders · HRE

| LEADER             | ENTERS       | DEATH | BR | CR | SPECIAL                                                                         |
|--------------------|--------------|-------|----|----|---------------------------------------------------------------------------------|
| Matilda of Canossa | Start        |       | 1  | 6  | Joins the Papacy in the German Civil War; an event may change her to BR 2, CR 6 |
| Rudolf R.          | Start        | T5W   | 1  | 6  | Joins the Papacy in the German Civil War                                        |
| Otto of Nordheim   | Start        | T4W   | 1  | 6  | Joins the Papacy in the German Civil War                                        |
| Vratislaus II      | T2 (Olomouc) | T5W   | 0  | 6  |                                                                                 |
| Theodoric II       | T3 (Metz)    |       | 0  | 6  |                                                                                 |
| Robert of Flanders | Crusade      |       | 0  | 6  |                                                                                 |

#### Leaders · Normandy

| LEADER                | ENTERS                  | DEATH | BR | CR | SPECIAL                                                                                                                                                                                         |
|-----------------------|-------------------------|-------|----|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Robert Guiscard       | Start                   | T4W   | 1  | 10 | Amphibious (2 naval). If excommunicated, loses the Duke of Apulia effects (if Normandy has that privilege), and Normandy takes -1 card per turn, until the excommunication is lifted or he dies |
| Roger of Sicily       | T2 (Melfi)              |       | 0  | 6  |                                                                                                                                                                                                 |
| Bohemond of Taranto   | T5 (Taranto) or Crusade |       | 1  | 8  |                                                                                                                                                                                                 |
| Tancred of Hauteville | Crusade                 |       | 1  | 8  |                                                                                                                                                                                                 |

#### Leaders · Papacy

| LEADER  | ENTERS                                         | DEATH | BR | CR | SPECIAL |
|---------|------------------------------------------------|-------|----|----|---------|
| Hermann | When Rudolf and Otto cannot serve as anti-king |       |    | 0  | 6       |

#### Leaders · minor and independent

| LEADER          | ENTERS  | DEATH | BR | CR | SPECIAL                     |
|-----------------|---------|-------|----|----|-----------------------------|
| Boleslaw II     | Event   |       | 1  | 8  | Poland                      |
| Philip I        | Start   |       | 0  | 10 | France. Cannot be captured  |
| Harold II       | Start   |       | 0  | 10 | England. Cannot be captured |
| Harald Hardrada | Event   |       | 1  | 8  | Independent                 |
| Baldwin         | Crusade |       | 0  | 6  | France, Crusader            |
| Eustace         | Crusade |       | 1  | 8  | France, Crusader            |
| Godfrey         | Crusade |       | 1  | 8  | France, Crusader            |
| Raymond         | Crusade |       | 0  | 6  | France, Crusader            |

#### Ways to gain VP · available to all or almost all

| SOURCE       | VP                                                                                                                                                                                                   |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Keys         | Generally +2 each for Byzantium, Seljuks and Normandy, +1 each for the HRE and Papacy. This is a delta: gaining or losing a key raises or lowers VP by that amount, it is not the count of keys held |
| Trade routes | Up to 2 per route (game caps: 4 awards of 2 VP, 9 of 1 VP)                                                                                                                                           |

| SOURCE                         | VP                                                |
|--------------------------------|---------------------------------------------------|
| Cathedral controlled           | 1 each                                            |
| Pentarchy sees                 | 3 sees 1, 4 sees 2 (permanent)                    |
| Plunder hit                    | 1 (one distributed option); all except the Papacy |
| Killing a leader               | 1 permanent, in battle, in captivity or by event  |
| Master of the Ionian           | 1 or 2 VP to any power                            |
| Master of Anatolia             | 1 or 2 VP to Seljuks, Normandy and/or Byzantium   |
| Chivalry Tournament            | 1 to the winner                                   |
| The Court Astrologer           | 1 to any power                                    |
| Defeating a minor power at war | 1 as War Winner                                   |
| Hungarian Home Card            | see the card                                      |
| Venetian Home Card             | see the card                                      |

#### Ways to gain VP · a single power

| SOURCE                           | POWER                | VP                                                                                  |
|----------------------------------|----------------------|-------------------------------------------------------------------------------------|
| Fortresses                       | Normandy             | 1 each, max 9                                                                       |
| Domesday Book                    | Normandy             | 3 permanent                                                                         |
| Bayeux Tapestry                  | Normandy             | 1                                                                                   |
| The Pretender Michael            | Normandy             | 1                                                                                   |
| Excommunications                 | Papacy               | 1 permanent each                                                                    |
| Reforms                          | Papacy               | Clerical Celibacy 1, Centralization 1, Papal Conclaves 1                            |
| Abbeys                           | Papacy               | Le Bec 1, Westminster 1; a forced tribute of 1 VP from Canterbury and from Amalfion |
| Holy Prayer                      | Papacy               | 1 if a 6 is rolled in the Prayer                                                    |
| Camino de Santiago               | Papacy               | 1 if allied with all Catholic majors                                                |
| Crusade, key captured            | Papacy               | 1 permanent each, 3 for Jerusalem                                                   |
| All stems HRE-loyal              | HRE                  | 1 per turn                                                                          |
| Honorius II committed (the Pope) | HRE                  | 1 permanent                                                                         |
| Coronation of Henry              | HRE                  | 3                                                                                   |
| Consolidation of Power           | HRE                  | 1, only if all Stem Duchies were already at maximum level                           |
| Anna Komnene / Michael Psellos   | Byzantium            | 1 each                                                                              |
| Taking Rome with the Home Card   | Byzantium            | 1 Pentarchy VP                                                                      |
| Anatolian Collapse               | Seljuks              | 3                                                                                   |
| Caliph                           | Seljuks              | 1 if the Seljuks control Jerusalem                                                  |
| Crusade defeated                 | Seljuks              | 3                                                                                   |
| German Civil War winner          | HRE or Papacy        | 3                                                                                   |
| Foreign War winner               | Seljuks or Byzantium | 1                                                                                   |
| Council of Constantinople        | Papacy and Byzantium | Papacy 2, Byzantium 1                                                               |

#### Negative VP

| SOURCE                               | VP                  |
|--------------------------------------|---------------------|
| Benedict X still in charge in Winter | Papacy -1 permanent |
| Ruler excommunicated                 | -1 temporary        |

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Primus Inter Pares · an 11th-century variant on Here I Stand (Ed Beach / GMT Games)

V5 working draft · US English · for Here I Stand playtesters