

Example of Play (3-Player Game)

Prepare to Play

POWER SELECTION. Each of the three players will select three Power Cards, one in each selection round. The number in parenthesis below is the starting income for the Power.

ROUND 1: Player A picks The Holy Roman Empire (6), Player B takes France (6), Player C takes England (9).

ROUND 2: Player C takes Spain (4), Player B takes Russia (7), and Player A takes Ayyubids/Mamluks (4).

ROUND 3: Player A takes the Almoravids (6), Player B takes Byzantium (3), and Player C takes Hungary (5).

Note that all players were careful not to select a Power that was adjacent to a power they had already selected. Note that the Almoravids are not considered adjacent to the Ayyubids/Mamluks since Map Cards 4B and 4C are not yet in play.

PLACE CONTROL MARKERS: Each player now places his three Power Cards in front of him and places control markers in each province he controls (see diagram below). *Note that The Almoravids control Southern Spain at start and England controls the French province on card 1B at start.*

STARTING INCOME: Player A with The Holy Roman Empire, The Almoravids, and The Ayyubids/Mamluks starts with 16 florins. Player B with France, Russia and Byzantium starts with 16 florins. Player C with England, Spain and Hungary starts with 18 florins.

STARTING RULERS: Each Power's ruler is stated on the card and so Ruler markers are not necessary at this time.

Deal Action Cards

The remaining Power cards are shuffled back into the deck—this combination of unused Power cards and Action cards is called the Action Deck. Each player is dealt 4 cards from this deck and these cards are kept secret, in hand, until played. See diagram on the next page to view each player's hand. The eleven unused map cards are set face down and comprise the Map Deck.

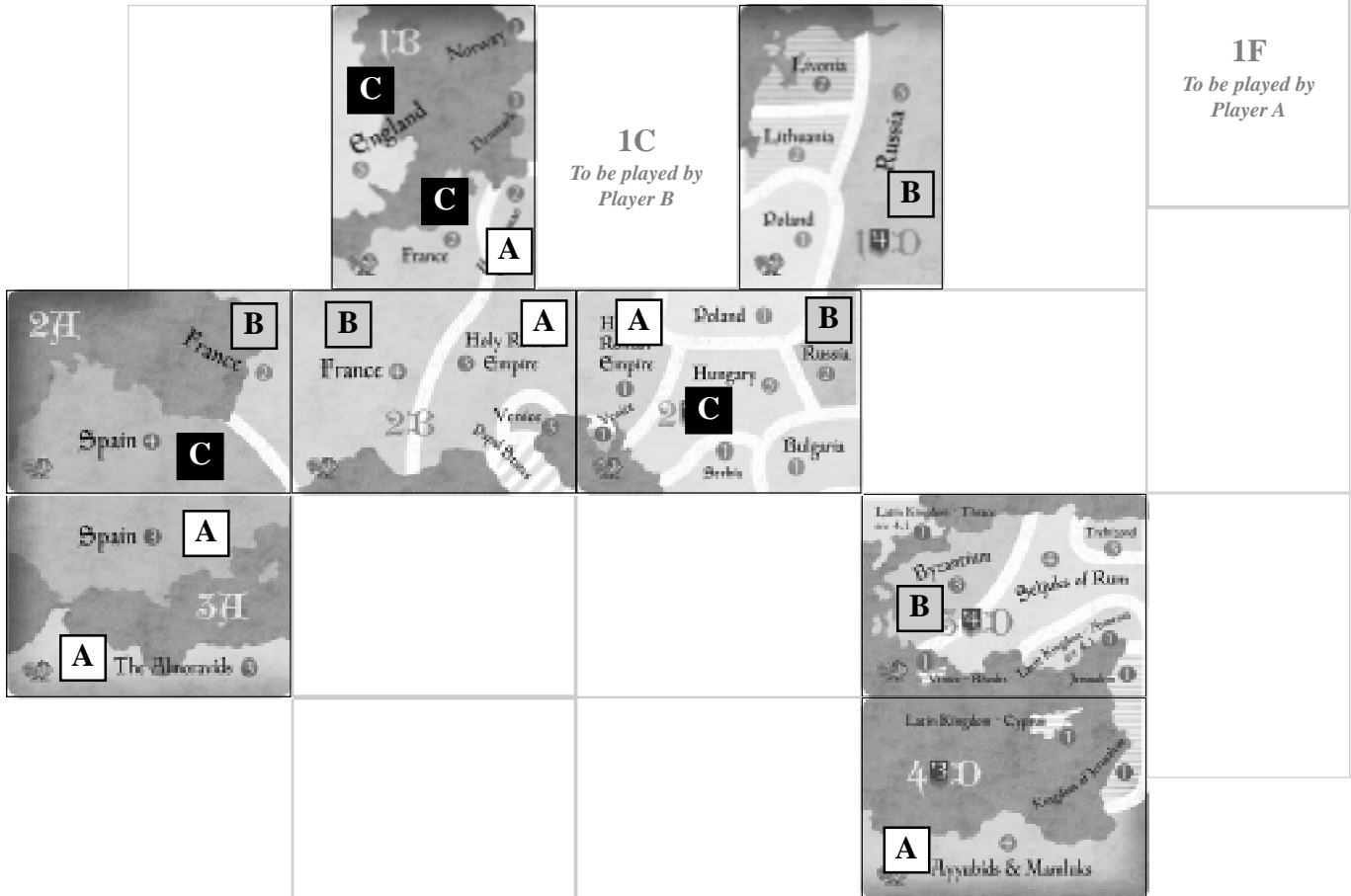
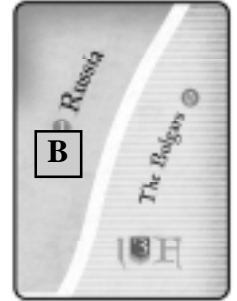
Turn 1

DRAW ACTION CARDS: Player A wins the draw and so goes first. He has 4 Action cards in his hand (the maximum allowed) so skips this segment.

DRAW MAP CARD: Player A draws a map card. It is 1F which is at the far right of the play field. Map cards must be played immediately, so it is placed on the table. Player B places one of his control markers in the Russian province (he controls Russia). Drawing a map card will limit Player A to one attack in his Action Phase but this will not be a problem as we shall soon see.

MANDATORY CARD PHASE: Player A has only one Mandatory card (*Change of Ruler*) and plays it first. He consults The Powers Table and rolls two dice. A result of 25 is Prussia, but that power is not in play yet, so he rolls again. A result of 46 is Hungary which is in play. He rolls one die on the Leader Table and gets a 4—Normal Ruler. Hungary is currently a Bad Ruler so Player C gladly upgrades his ruler.

ACTION PHASE: Player A has the Cumans Power card in his hand but their map card is not yet in play. He's got a Pope card but a Crusade,





Marriage or Excommunication at this time would have little value. He also has a Jihad card which his two Islamic Powers (The Almoravids and Ayyubids/Mamluks) can use. Player A decides to conserve his florins and Action Cards and Collects Income as his only action this turn (3.4). He gets another 16 florins, putting him in great shape to defend against any possible attacks by the other two players.

Player B

MAP CARD: Player B does not plan to attack more than once so draws a card from the top of the Map Deck, it is 1C. The card is placed on the table and Player A places one of his control markers in his Holy Roman Empire province. No other Powers on that card are in play.

MANDATORY CARD PHASE: Player B has two Mandatory cards so plays them first. The first card is a Mongol card which has no effect—the first three Mongol cards are treated as No Event (5.1). The second mandatory card is a Disaster. He rolls two dice and consults The Powers Table. A result of 51 results in a Disaster in Spain. Player A places a Disaster marker on his Spanish Power Card. The Disaster requires Player A to immediately roll one die and lose that many florins (8.7). He rolls a 2 and removes two florins. The Disaster marker also makes Spain susceptible to Civil War (8.3).

ACTION PHASE: Player B cannot play his Civil War card because no Power in play *started* the turn with a Disaster marker.

Player B now launches an Attack from France on the English controlled French province on card 1B. Player B pays 1 florin to do so. Player B (France) secretly gathers 12 florins for the battle and Player C (England) gathers 9 florins. Every 3 florins spent generates a +1 Militia modifier. Player B then plays his Spies card against C and ask to reveal the amount of florins committed to Militia. Instead of revealing his florins, Player C counters with his Assassin card which cancels the Spies card. Both players now reveal their florins at the same time. France's total DRMs for the battle is 7 (+4 Militia, + 2 Base Army Strength, +1 Good Ruler). England's total DRM is 3 (+3 Militia, +1 Base Army Strength, -1 Ruler). Both players roll a die. France's modified die roll is higher than England's so France wins the battle and conquers the province. Player B places his control marker in the French province.

Player B is now finished with his turn (because he drew a map card he is allowed only one attack).

Player C

MAP CARD: Player C would like to get map card 1A into play but declines to draw a map card because he is planning to make two attacks in this turn.



DRAW ACTION CARDS: Since Player C used his Assassin card in Player B's turn he may draw one additional card from the Action Deck to bring his hand back up to 4 cards. He Draws a Jihad card.

MANDATORY CARD PHASE: Player C has no Mandatory cards so this phase is skipped.

ACTION PHASE: Player C performs the following Actions:

- Plays his Poland Power card and places control markers in the three Polish provinces (cards 1C, 1D and 2C). He also receives Poland's 2 starting florins.
- Plays Heresy against the French province on card 1B (payback time). He rolls a 3 which is higher than the provinces' income value so a Heresy marker is placed in the province. That province will provide no income until the marker is removed (8.5).
- Still fuming from his defeat with the French army he plays his Assassin card against the ruler of France. He rolls a 6 which allows a change of ruler die roll. He then rolls another 6 for a Bad Ruler.
- He now conducts his two attacks. The first is against Serbia from Hungary. He spends 1 florin for the attack and 3 florins to give the Hungarian army a +1 Militia DRM. Hungary's ruler is Bad for a -1 DRM. Since nobody controls the Serbian province and the Serbia Power card is not yet in play, it is considered to have a Base Army Strength of 0 and a Normal Ruler. Either Player A or B can roll for Serbia. Both countries roll a 3 which results in the defender retaining control of Serbia. That attack is over with.
- Player C next considers using Spain to attack the Almoravids in southern Spain. The Spanish Army is a +2 and has a Good Ruler (+1) but player A has 30 florins to pour into Militia DRMs. Since a failed attack only would cost a single florin he decides to attack in hopes of making Player A overspend in florins. Sure enough, Player A commits 12 florins for Militia while Player C commits none. Player C (Spain) rolls a 4 which becomes a 7 due to his army (+2) and leader (+1) DRMs. Player A (Almoravids) rolls a 2 which becomes a 6 due to his army (+1), leader (-1) and Militia (+4) DRMs. He loses the battle and Player C now controls southern Spain.
- Player C holds on to his Knights of Christ card which will provide a +2 DRM in defense if the Almoravids decide to counterattack in Spain.
- Player C has no Islamic powers so discards his Jihad card.

SUMMARY: Turn 1 ends with Player A with 18 florins, Player B with 3 florins and Player C with 6 florins. The Action is heating up, no Mongols are in sight, and all players still have an equal chance at winning.



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