

# fief™



FRANCE

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## A. GAME SETUP

Place the board in the middle of the table. It represents a map of France inspired by French medieval history. Towns are symbolized by building icons within a square. They are connected by roads which allow lords and their armies to move.

- Each of the 24 towns are present within one of the 8 colored territorial areas that represent **fiefs**.
- Each town also belongs to one of 5 **bishoprics**. Each **bishopric** is identified by thick border lines of a respective color, and by a number from 1 to 5. The bishopric number is indicated on the miter icon of the corresponding color one the edge of the board.
- Thus, each town is separately part of both 1 **fief**, and 1 **bishopric**. The 5 towns with banners in larger print are the **bishopric chief towns**.
- The area above the top of the map is called the **FRIEZE**: stored there are the various card piles, markers, tiles, and illustrated pawns; also included are reminders such as the **ROUND TRACK**, as well as the **DISASTERS TRACK**.

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Each player chooses a color, then places in front of them the corresponding **FAMILY** board and places the pawns and markers constituting their pool over it:

- 13 **MAN-AT-ARMS** pawns,
- 4 **ARCHER** pawns,
- 8 **KNIGHT** pawns,
- 1 **BOMBARD** pawn,
- 2 **SIEGE ENGINE** markers,
- 3 **DIPLOMACY** pawns,
- 1 **MARRIAGE** pawn,
- 2 **VOTE** pawns.

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- Place the following tiles and markers over their location on the **FRIEZE**:
- KING, QUEEN, CROWN PRINCE, POPE** and **EXCOMMUNICATED**.

Then, place the following pawns:

- KING'S RETINUE KNIGHT** (x2) and **QUEEN'S RETINUE SERGEANT** (x2).

Lastly, place the following tiles :

- CARDINAL** (x3),
- CARDINAL** (5),
- D'ARC**.

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Place the 8 **FIEF** titles and the 5 **BISHOP** titles on their respective space around the board.

Place of the **BISHOP** title of the bishopric of **TOULOUSE** (n°1).

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Each player receives 5 **deniers** and places them beside their **FAMILY** board: this information remains public during the whole game. **Deniers** may be freely given or exchanged between players at any time.

OFFSHORE area

Bishopric number

Fiefs are the colored areas which may extend to many bishoprics.

Place of the **FIEF** title of **AQUITAINE**.





A bishopric chief town is written in larger print.

Bishoprics borders.

**2** Shuffle the **CHARACTER** cards (brown back) to form the **CHARACTERS** pile, place it on the **FRIEZE**, then each player draws 1 **CHARACTER** card.  
 If you drew a **CARDINAL** or **D'ARC** card, discard it and draw a new card. When you get a **LORD** card, place it on your **FAMILY** board and take corresponding the **LORD** pawn.  
 Once each player has picked their first lord, shuffle the draw pile with the potential discarded cards to form the definitive **CHARACTERS** pile.

**3** Shuffle all the **FORTUNE** (gray back) and **DISASTER** (black back) cards to form the **EVENTS** pile and place it on its space on the **FRIEZE**.

**4** Sort and place next to the board:

- ♥ The **LORD** pawns,
- ♥ The **STRONGHOLD/CITY** tiles,
- ♥ The **MILL** tiles,
- ♥ The **ASSASSIN** markers,
- ♥ The **CAPTIVE** markers,
- ♥ The **CARDINAL** **TTT** markers,
- ♥ The **REGENT QUEEN** tile,
- ♥ The **BATTLE** dices and the **D6**,
- ♥ The **DENIERS**.

**5** Determine the first player with any method of your choice. They take the first card and choose their starting town, in which they place:

- ♥ 1 **STRONGHOLD** tile,
- ♥ 1 **KNIGHT** pawn,
- ♥ 3 **MAN-AT-ARMS** pawns,
- ♥ their **LORD** pawn.

The others players then do the same, in clockwise order. They may choose any empty town.



Enguérand is the first player and chooses to establish in **TOURS**. He places his **STRONGHOLD** tile in this town, as well as the **LORD** pawn he drew, 1 **KNIGHT** pawn, and 3 **MAN-AT-ARM** pawns.

## B. GAME COMPONENTS

### MAN-AT-ARMS



78 pawns  
(13 per player)

### ARCHER



24 pawns  
(4 per player)

### KNIGHT



48 pawns  
(8 per player)

### BOMBARD



6 pawns  
(1 per player)

### MARRIAGE



6 pawns  
(1 per player)

### VOTE



12 markers  
(2 per player)

### DIPLOMACY



18 pawns  
(3 per player)

### SIEGE ENGINE



12 markers  
(2 per player)

### LORD



18 pawns  
(6 women & 12 men)

### KING'S RETINUE KNIGHT



2 pawns

### QUEEN'S RETINUE SERGEANT



2 pawns

### MILL



15 tiles

### ASSASSIN



2 markers

### CAPTIVE



6 markers

### EXCOMMUNICATED



1 marker

### FAMILY BOARD

6

### PLAYER AID

6

### RULEBOOK

22 CHARACTER  
cards

25 FORTUNE  
cards

10 DISASTER  
cards

1 FIRST PLAYER  
card



### DENIERS

(money)



### D'ARC



1 tile

### 8 BATTLE DICE

4 white & 4 black

D6



### CARDINAL



3 tiles

### BISHOP



5 tiles

### STRONGHOLD/CITY



12 tiles

### CARDINAL, TITHE



4 markers

### FIEF



8 tiles

### KING, QUEEN, REGENT, POPE, CROWN PRINCE



1 of each tile

## C. GAME OVERVIEW

In *FIEF*, every player heads a noble family in the medieval kingdom of France, comprised of individual lords (men and women), who strive in order to obtain nobility and ecclesiastical titles. These titles not only give wealth and power, but also give the right to vote for whom will become the next King of France or the Pope!

The board represents towns of France, connected by roads that allow the lords and their troops to travel; these towns are allocated in 8 different colored fiefs and in 5 bishoprics outlined by colored borders. Each town is both part of a fief and a bishopric.

Some towns, identified on the board with a **VESSEL** icon are **harbor towns** and are connected with each other through the **OFFSHORE** area.

A player who controls every town in a **FIEF** and in which there is a **STRONGHOLD** may buy the corresponding **FIEF** title and assign it to a lord from their family. Each **FIEF** title is 1 Victory Point (VP) worth.

A male lord may also obtain a **BISHOP** title, to head a bishopric. Then, he may become a cardinal and vote to elect the **POPE**. Each titled lord gives 1 vote to elect the king. The **KING** and **POPE** titles both are 1 VP worth.

A player wins on their own if their family scores 3 VP at the end of a round. However, 2 players may become allies through a marriage to win in alliance when their 2 families score 4 VP together at the end of a round.

Each round, players may draw a **CHARACTER** card which may be added to their **FAMILY** board and on the game board through its pawn. They may also draw **FORTUNE** cards that give some bonuses or allow to start uprisings, to assassinate, and other villainies. But they may also draw **DISASTER** cards.

Players collect income from the towns and **MILLS** they control. Bishops and cardinals may increase that income by collecting the tithe. Tilted lords may levy the tallage on their fiefs.

You may spend your income to buy new **UNIT** pawns, **MILLS**, **STRONGHOLDS**, and **FIEF** titles. You may also use it to bribe or to help other players.

Players control towns with their troops, which are headed by their lords. If troops belonging to several players are in a same town, a battle may occur.

Expending your family dominion will provide you with more income and influence, and will allow you to obtain **FIEF** titles, **BISHOP** titles, **CARDINAL** titles, the **KING** title, or the **POPE** title, which are the signs of an authentic power and the basics of a new French dynasty!

Green boxes are examples depicting the rules.

Blue boxes provide advises, historical informations, or explanatory notes about the mechanics of the game.

## D. THE TITLES

In **FIEF**, a lord may obtain **FIEF**, **ECCLESIASTICAL** or **POLITICAL** titles. A lord is said **titled** if they own at least 1 title. They keep their titles even if they obtain new ones.

Every title with a  is worth 1VP.

Every lord may own at most:

- ♣ 2 **FIEF** titles,
- ♣ 1 **BISHOP** title,
- ♣ 1 **CARDINAL** title,
- ♣ 1 **POPE** title,
- ♣ 1 **POLITICAL** title.

### D.1. The 8 FIEF titles

The 8 **FIEF** titles may be bought during the **PURCHASE** Phase. To be able to buy a **FIEF** title, a player must control every town of the concerned fief and own at least one **STRONGHOLD** in it, which then becomes a **CITY**.

-  ♣ Duchy of **BOURGOGNE** title,
-  ♣ Duchy of **AQUITAINE** title,
-  ♣ County of **NORMANDIE** title,
-  ♣ County of **POITOU** title,
-  ♣ County of **FLANDRES AND PARIS** title,
-  ♣ County of **LANGUEDOC** title,
-  ♣ Barony of **DAUPHINÉ** title,
-  ♣ Barony of **BRETAGNE** title.

#### D.1.1. FIEF title transmission

When a lord owns 2 **FIEF** titles and receives a new one, they transfer the less prestigious among the 3 to another lord of their family.

Decreasing order of prestige:

duchy ▷ county ▷ barony.

A **FIEF** title that cannot be transmitted remains vacant: place that **FIEF** tile on its location on the board.

That title will be recovered at no cost by their family if a new lord enters the game and if their family still controls that fief's **CITY**. Meanwhile, that vacant title may also be recovered by another family, if this one takes control of that fief's **CITY**.

### D.2. The 10 ECCLESIASTICAL titles

The **BISHOP**, **CARDINAL** and **POPE** titles are dedicated to unmarried male lords.

#### D.2.1. The 5 BISHOP titles

A bishop is elected, he governs his bishopric.

- ♣ He cannot get married,
- ♣ He may become a cardinal and a pope,
- ♣ He gives 2 votes to elect other bishops,
- ♣ He gives 1 vote to elect the king,
- ♣ He may collect the tithe on his own bishopric by playing a **TAX** card (2.6, p9),
- ♣ If he is not captive, he may attempt to calm down uprisings triggered in his own bishopric, even if he is not in there himself (G.4.2.1, p21).

The **BISHOP** titles are:

-  ♣ Bishopric of **TOULOUSE** (n°1),
-  ♣ Bishopric of **LISIEUX** (n°2),
-  ♣ Bishopric of **CALAIS** (n°3),
-  ♣ Bishopric of **REIMS** (n°4),
-  ♣ Bishopric of **AVIGNON** (n°5).

#### D.2.2. The 4 CARDINAL titles



Unlike the **BISHOP** and **POPE** titles, the **CARDINAL** titles are not assigned by election. There are two ways to obtain a **CARDINAL** title:

- ♣ by playing a **CARDINAL** card (G.4.1.2, p20),
- ♣ by purchasing the single title available, during the **PURCHASE** Phase (4.5, p10).



If the pope is in play, he may reject the promotion and prevent a player from playing their **CARDINAL** card or from purchasing the **CARDINAL** title.

A cardinal:

- ♣ must be a bishop,
- ♣ gives 3 votes to elect the bishops (instead of 2),
- ♣ gives 1 vote to elect the pope,
- ♣ gives 1 vote to elect the king,
- ♣ may collect a tithe on any governed bishopric by playing a **TAX** card: the first cardinal to do so has priority on the pope and other cardinals, but the bishop who governs that bishopric has priority on him (2.6, p9),
- ♣ if he's not captive, he may attempt to calm down uprisings triggered in any bishopric, even if he is not in there himself, by paying 3 deniers per attempt.
- ♣ If a cardinal cannot, or does not want to spend 3 deniers, he may still attempt to calm down an uprising in his own bishopric as a bishop (G.4.2.1, p21).

#### D.2.3. The POPE title

The pope is elected for life.

- ♣ He must be a bishop,
- ♣ He is 1 VP worth if he is not **OFFSHORE**,
- ♣ He gives 3 votes to elect bishops (instead of 2),
- ♣ He gives 1 vote to elect the king,
- ♣ He may reject the promotion of new cardinals (D.2.2, p4),
- ♣ He may annul a marriage if requested by one of the spouses, except if a crown prince of this couple (even eliminated since) came into play (G.1.1, p18),
- ♣ He may collect the papal tithe on every governed bishopric by playing a **TAX** card, but the **TAX** cards played by bishops and cardinals take precedence (2.6, p9),
- ♣ He is immune to the **JUSTICE** card (G.4.2.4, p22),
- ♣ When he gets his **POPE** title, he may excommunicate a lord, this is a **SURPRISE** effect.
- ♣ At the beginning of the «**HEAR YE, HEAR YE**» Phase, he may simultaneously lift any excommunication and excommunicate 1 lord, at his discretion.



### D.2.3.1. Excommunication



An excommunicated lord loses any of their **ECCLESIASTICAL** titles and gains the **EXCOMMUNICATED** marker on top of their **LORD** card. They cannot vote nor stand as a candidate for any election.

The excommunication is immediately lifted if the excommunicated lord is eliminated, if the pope is eliminated, or if the pope decides to lift it at the beginning of the «**HEAR YE, HEAR YE !**» Phase; if this is the case, the **EXCOMMUNICATED** marker is placed back on the **FRIEZE**. A lord whose excommunication has been lifted may obtain **ECCLESIASTICAL** titles and vote once more.

## D.3. THE POLITICAL TITLES

They are 4: **KING**, **QUEEN**, **CROWN PRINCE**, and **D'ARC**.

### D.3.1. THE KING title

The king is elected for life by titled lords.

- ♣ He is **VP** worth if he is not **OFFSHORE**,
- ♣ He benefits from a royal guard (1.5.5, p7),
- ♣ He may offer an ungoverned **FIEF** title when a player wants to purchase it (4.4, p10),
- ♣ He may collect the royal tallage on any ungoverned **FIEF** by playing a **TAX** card (2.6, p9),
- ♣ He is immune to the **JUSTICE** card (G.4.2.4, p22).

### D.3.2. The QUEEN title

- ♣ She is the king's spouse,
- ♣ She gains 2 deniers during the **INCOME** Phase,
- ♣ She benefits from a royal guard (1.5.5, p7),
- ♣ She may give birth to the crown prince, if the king is in play and if she is not captive,
- ♣ She is immune to the **JUSTICE** card (G.4.2.4, p22).

### D.3.3. THE CROWN PRINCE title

- ♣ He is a male lord put into play by the queen's family, if the king is in play but the crown prince not already,
- ♣ He loses that title if he gets a **BISHOP** title,
- ♣ He obtains the **KING** title when the king is eliminated,
- ♣ If the queen is eliminated, he keeps his title,
- ♣ He is immune to the **JUSTICE** card (G.4.2.4, p22).

### D.3.4. THE D'ARC title

The **D'ARC** title is obtained by playing the **D'ARC** card (G.4.1.1, p20).

## D.4. TITLED LORD ELIMINATION

When a lord is eliminated, solve all the cases below corresponding to their titles. If there is no specific indication concerning a title, place the **TITLE** tile back on the **FRIEZE** or on the board and the possible related **CHARACTER** card into the **CHARACTERS** discard pile.

### D.4.1. Political titles outcome

When the king is eliminated:

- ♣ The crown prince obtains the **KING** title, but he does not obtain the **FIEF** titles of the previous king, and the queen loses her **QUEEN** title,
- ♣ If there is no crown prince, the queen becomes the regent queen: replace the **QUEEN** tile with the **REGENT QUEEN** one; she remains the queen, and like the king, she may now offer a fief title (4.4, p10) and collect the royal tallage.

### D.4.2. Fief titles outcome

When a lord is eliminated, their **FIEF** titles are immediately transmitted to other lords of their family, men or women (D.1.1, p4).

If they were the last living lord of their family, there can be 2 situations:

- ♣ If they were married, their **FIEF** titles go to their spouse, by following the transmission rules (D.1.1, p4), any non-transmitted titles remain vacant. Any troop in the fief **CITY** which title has been transmitted is replaced by the corresponding **UNIT** pawns of the new owning family (those which cannot be replaced are removed from the board),
- ♣ If they were unmarried, the title remains vacant.

## E. GAME PLAY

A game of **FIEF** is played over a number of rounds until a player, or an alliance of two players, have scored enough **Victory Points (VP)** at the end of a round to win the game.

Each round consists of 7 Phases:

- 1 «**HEAR YE, HEAR YE !**» Phase (ignored on 1<sup>st</sup> round),
- 2 **CARDS** Phase,
- 3 **INCOME** Phase,
- 4 **PURCHASE** Phase,
- 5 **MOVEMENT** Phase
- 6 **BATTLE** Phase,
- 7 **END OF ROUND** Phase.

## 1. «HEAR YE, HEAR YE !» PHASE

This Phase is broken down into 4 steps:

- A Announce marriages,
- B Bishop elections,
- C Pope election,
- D King election.



### 1.1. A ANNOUNCE MARRIAGES

Before announcing the marriages, the pope may resolve once each of the following effects:

- ♣ If the **EXCOMMUNICATED** marker is available on the **FRIEZE**, the pope may excommunicate a lord (D.2.3.1, p5),
- ♣ If there is an excommunicated lord in play, the pope may lift this excommunication (D.2.3.1, p5).

Then, each player, in turn order, announces if one of their lords wants to get married and with who.

#### 1.1.1. Marriage conditions

A marriage is a formal alliance between two families which have no ongoing marriage yet. It binds a lord of each family: one of the future spouses must be a male lord without any **BISHOP** title, the other one a female lord without the **D'ARC** title.

The Lone victory condition of both families is replaced by the Alliance victory condition (7.2, p17), as long as this marriage is pending.

Formal alliances are allowed only through a marriage, but any unofficial alliance is possible.

### 1.1.2. Effects of a marriage

- ♣ Every player may have only one pending marriage, and thus a single formal alliance, at the same time.
- ♣ If one of the spouses is the king, his spouse becomes the queen (D.3.2, p5).
- ♣ If one of the spouses is the regent queen, her new spouse does not become the king through this marriage.
- ♣ To visualize the marriage, each family places its **MARRIAGE** pawn on top of the other spouse's **LORD** card.
- ♣ A player allied by marriage cannot win on their own, they may only win as part of this alliance.
- ♣ An Alliance victory only apply in games 4+ player games (7.2, p17).

The Alliance victory condition does not apply in a 3-player game, but players may still marry, for example to obtain a queen in their family.

### 1.1.3. End of a marriage

There are 2 ways to break up a marriage:

- ♣ If one of the spouses is eliminated,
- ♣ a spouse gets an annulment by the pope (D.2.3, p4).

Each player then takes back their **MARRIAGE** pawn.

## 1.2. ELECTIONS AND BALLOTS

The **BISHOP**, **POPE** and **KING** titles are attributed by election, always in that specific order.

A captive, or excommunicated lord may never be a candidate or vote.

Each election follows the same procedure:

- 1 In turn order, each player announces if they nominate a candidate among their eligible lords. This candidate may be anywhere on the board. Eligibility conditions depend on the title.
- 2 The ballot begins. Each player has 2 **VOTE** markers:
  - 1 **FOR** (white ball on the front side),
  - 1 **DECOY** (black ball on the front side).In turn order, every player able to vote places none, one, or both of their **VOTE** markers, face down, on the candidates of their choice.
- 3 Once all players have voted, reveal the **VOTE** markers: from now on, nothing may change this ballot. Any **FOR** marker from a family gives to the target candidate all the votes from that family. Any **DECOY** markers are ignored, even to determine majorities, they are only used to mislead other players on how a player was voting. A candidate is elected if they obtain a majority: they have more votes than any other candidates. In the event of a tie or a lone candidate lord with 0 votes, the title is not attributed and a new ballot may happen on the next round if its conditions are met.
- 4 When a candidate is elected, place the matching **TITLE** tile beside his **LORD** card. He may use his powers from now on.



Use your **DECOY** marker carefully, because it may mislead your voting for a candidate. That may be a way to lead into ties in order to defer the ballot until next round.

### 1.3. BISHOP ELECTIONS



The board is split into 5 bishoprics, numbered from 1 to 5. Each of these numbers is printed in the matching miter on the edge of the board and the bishopric is outlined with a border of the same color.



If every town of the bishopric is controlled and its **BISHOP** title is unassigned, a ballot occurs.

If more than one **BISHOP** title are available, ballots are resolved one after another in bishopric ascending order.

If a **BISHOPRIC** title becomes available during a round and if every town of the bishopric is still controlled, a new ballot will occur during the next «**HEAR YE, HEAR YE!**» Phase.

#### 1.3.1. Candidates

Any male lord who is unmarried, not king and not already a bishop may be a candidate.

#### 1.3.2. Votes

Each player gets the following votes:

- ♣ 2 votes if they control the bishopric's chief town,
- ♣ 1 vote for each other town of this bishopric they control,
- ♣ 2 votes for each of their bishops which have been elected during previous rounds,
- ♣ 3 votes for each of their cardinals,
- ♣ 3 vote for the pope.

For every lord, only the votes from his most prestigious **ECCLESIASTICAL** title is taken into account.

### COUNTING THE VOTES

In the bishopric of **LISIEUX** (n°2), Enguérand controls **LISIEUX**, the chief town, **RENNES**, **NANTES**, and **TOURS**. He gives 5 votes to elect that bishop, on top of any other vote he may obtain with his **ECCLESIASTICAL** titled lords.

#### 1.3.3. Election results

If a bishop is elected, his bishopric is considered governed as long as that bishop remains in play.

A bishop is elected for life, except if he is excommunicated (D.2.3.1, p5).

In 1305, Bertrand de Got, who is bishop of Bordeaux but not a cardinal, is elected Pope under the name of Clement V.

After a conflict between the Papacy and the French crown, he became the first of the seven popes to live in Avignon instead of Rome! He was born in Villandraut in Gironde, and died in 1314 at the age of 50. During his pontificate, he contributed to the dissolution of the Knights Templar.

## BISHOP ELECTION



Players are voting for the bishop of **AVIGNON** (n° 5), of which bishopric is made of 4 towns, its chief town being **AVIGNON**.

Maximilien, controlling **LYON** and **AVIGNON** gives 3 votes.

Marie, controlling **PAU** and **MONTPELLIER** gives 2 votes.

Enguérand, having the bishop of **REIMS** in his family, gives 2 votes.

Marie and Enguérand both vote for **FRANÇOIS**, Marie's candidate, giving him 4 votes. Maximilien gives his 3 votes to another candidate. **FRANÇOIS** has a majority and is elected bishop of **AVIGNON**. The bishop of **AVIGNON**'s staff is placed next to his **LORD** card.

## 1.4. C THE POPE'S ELECTION

If the **POPE** title is available, and if at least 2 non-captive cardinals are in play, and at least 1 candidate is nominated, a ballot occurs.



### 1.4.1. Candidates

Any bishop or cardinal may be a candidate.

Elections occur in a specific order, bishops before the pope. A bishop newly elected may stand as a candidate to the pope election and, although he is not allowed to vote, he may be elected pope during the same round.

### 1.1.1. Votes

Each cardinal gives 1 vote.

### 1.1.2. Election results



A candidate is elected if he obtains a majority: place the **POPE** tile next to his **LORD** card. He may immediately excommunicate a lord, this is a **SURPRISE** effect.

The pope is elected for life. If he is eliminated, a new pope may be elected during the next «**HEAR YE, HEAR YE!**» Phase, if conditions are met.

## POPE ELECTION



**FRANÇOIS**, bishop of **AVIGNON** has been elected pope.

The **POPE** tile is placed above the **BISHOP** tile.

## 1.5. D THE KING'S ELECTION



If the **KING** title is available, and if there are at least 3 titled lords and at least 1 nominated candidate, a ballot occurs.

### 1.5.1. Candidates

Any male lord with at least one **FIEF** title and without an **ECCLESIASTICAL** title may be a candidate.

### 1.5.2. Votes

Every lord, men and women, with at least 1 **FIEF** or **BISHOP** title, gives 1 vote.

### 1.5.3. Election results

A candidate is elected if he obtains a majority and at least 3 votes, of which at least:

- ♥ the votes of 2 bishops, or
- ♥ the vote of 1 cardinal, or
- ♥ the vote of the pope.



When a lord is elected king, place the **KING** tile next to his lord card. If there is a regent queen, she loses her **QUEEN** title and is not regent anymore, she retains any other of her titles.

The king immediately gets a royal guard composed of **KING'S RETINUE KNIGHT** pawns (1.5.5.1, p7).

The first of July 987, the count of Paris, Hugues Capet, is elected king of Francs and named Hugues the 1<sup>st</sup>. He is crowned by the bishop of Reims two days later.

### 1.5.4. The queen



If the king is married during his election or get married later on, his spouse immediately obtains the **QUEEN** title: place the **QUEEN** tile next to her **LORD** card.

The queen immediately gets a royal guard composed of **QUEEN'S RETINUE SERGEANT** pawns (1.5.5.2, p8).

### 1.5.5. The Royal guard

There are 2 different types of royal guard **UNIT** pawns. They cannot be purchased nor leave the army of their lord.

#### 1.5.5.1. The king's retinue knights



When a lord becomes the king, immediately replace for free up to 2 **KNIGHT** pawns in his army with the same number of **KING'S RETINUE KNIGHT** pawns. Return any pawns replaced this way to the pool of his family.

Each **KING'S RETINUE KNIGHT** pawn is 3 Combat Points (CP) worth, and needs 3 Hit to be eliminated. It adds 1 Hit for its side at each battle round.

When the king is eliminated or made captive, replace the **KING'S RETINUE KNIGHT** pawns in his army with the same number of **KNIGHT** pawns from the pool of his family, if able.

### 1.5.5.2. The queen's retinue sergeants



When the king's spouse becomes queen, immediately replace for free up to 2 **MAN-AT-ARMS** pawns in her army with the same number of **QUEEN'S RETINUE SERGEANT** pawns. Return any pawns replaced this way to the pool of her family.

Each **QUEEN'S RETINUE SERGEANT** pawn is 1 Combat Point (CP) worth, and needs 1 Hit to be eliminated. It adds 1 Hit for its side at each battle round.

When the queen is eliminated or made captive, replace the **QUEEN'S RETINUE SERGEANT** pawns in her army with the same number of **MAN-AT-ARMS** pawns from the pool of her family, if able.

## 2. CARDS PHASE

This Phase is broken down into 4 steps.

- A** In turn order, each player may discard any cards from their hand.
- B** In turn order, each player may draw up to 2 cards, respecting the 3-cards hand limitation.
- C** The first player solves the disasters.
- D** In turn order, each player may play their cards.



### 2.1. A DISCARD CARDS

Announce to the other players which cards you discard and place them in the respective discard pile, face up. Discard piles cannot be checked. Only the top card remains apparent.



### 2.2. B DRAW CARDS

Draw up to 2 cards in the **CHARACTERS** (brown back) or **EVENTS** (gray or black back) piles, of which 1 **CHARACTER** card maximum, without exceeding the 3-card hand limitation.



If you consider to draw 2 cards, you may draw and look at the first one before deciding to draw a second one.

You are not required to draw if you do not want to.

### 2.3. B EVENTS PILE



EVENT CARD BACK



DISASTER CARD BACK

The **EVENTS** pile contains **FORTUNE** cards, and **DISASTER** cards.

If you wish to draw an **FORTUNE** card, while the top card is a **DISASTER** card, you must draw that card without adding it to your hand: place it face down without looking at it on the **DISASTERS** track on the leftmost empty space. If each of the 3 spaces are already occupied, discard the **DISASTER** card face down.

**DISASTER** cards are not taken into account in the number of cards you can draw: you may keep drawing **DISASTER** cards until you get a **FORTUNE** card.

### 2.4. DEPLETED PILE

When a player wishes to draw a card but the pile is empty, reshuffle the corresponding discard pile.

Discarded **LORD** cards (eliminated characters) coming back into play this way represent another lord with the same name.

### DISCARD PILE, DRAW PILE, DISASTER CARDS

Enguérand has 2 cards in hand: he decides to discard 1 card to be able to draw 2 cards.

Once each player has decided if they wish to discard, Enguérand draws 1 **CHARACTER** card, obtains a **CARDINAL** card and, if he decides to draw a second card, he must draw 1 card in the **EVENTS** pile. The top card of the **EVENTS** pile is a **DISASTER** card: he draws it and places it, without looking at it, on the **DISASTERS** track.

The next card is also a **DISASTER** card, which he places again on the **DISASTERS** track. The next card is finally a **FORTUNE** card, which he adds to his hand.

Then, in clockwise order, the other players decide if they draw cards.



## 2.5. C RESOLVING DISASTERS



When players are done with discarding and drawing cards, flip the **DISASTER** cards on the **DISASTERS** track face up and solve them one by one, from left to right.

If some players are beginners, on the 1<sup>st</sup> round we advise you to ignore and discard **DISASTER** cards.

If there is a icon on a **DISASTER** card, the first player rolls the D6 to determine which bishopric is affected by this disaster.

♣ A 6 means a false alarm, the card is discarded without effect.

♣ On 1-5 results, place the **DISASTER** card on the edge of the board, next to the affected bishopric number.

If there is no icon on the **DISASTER** card, this means the card affects the **OFFSHORE** area.

A same bishopric or the **OFFSHORE** area cannot be affected by more than 1 disaster of the same type. If this happens, discard the card. On the opposite, 1 disaster of each type may affect simultaneously the same bishopric.

A disaster affects all the lords and all the troops of every player located in the bishopric or the **OFFSHORE** area.

**DISASTER** cards remain in play and active until the end of the round (7, p17), the **PLAGUE** card must be resolved as soon as it is revealed (G.2.1, p18). See the **DISASTER** card effects (G.2, p18).

## 2.6. D PLAYING CARDS



Once all disasters have been solved, each player, in turn order, may play any of their cards with the icon or which are **LORD** cards.

Cards cannot be given or exchanged between players, except by playing an **DIPLMACY** pawn (E, p17).

The **LORD** cards and the cards with icon may only be played during this step.



A card with the icon is a **SURPRISE** card. It may be played anytime, except during **CARDS** Phase step **B**, as shown by the symbol.

Cards effects are described further (G, p18).

### 2.6.1. Presence of several **FORTUNE** cards

Several **FORTUNE** cards may be played on the same bishopric, but the bonus of several copies of the same card apply only once.

## 3. INCOME PHASE

3



In turn order, each player calculates and announces their total income:

- ♣ 1 denier per non-besieged town they control, +2 deniers per town located in a fief in which they played a **TAX** card (G.3.3, p19) to collect a tallage, even if it is controlled by another player or besieged.
- ♣ 2 deniers per **MILL** located in a non-besieged town they control and of which the bishopric is not affected by a **TAX** card to collect a tithe, +1 denier per **MILL** located in a bishopric affected by a **GOOD WEATHER** card, +1 denier if the **MILL** is located in a bishopric affected by a **GOOD HARVEST** card.
- ♣ The income of each **MILL** located in a non-besieged town of a bishopric in which they played a **TAX** card to collect a tithe, instead of their owners (2.6, p9), +1 denier if the **MILL** is located in a bishopric affected by a **GOOD WEATHER** card, +1 denier if the **MILL** is located in a bishopric affected by a **GOOD HARVEST** card.
- ♣ 2 deniers for the **QUEEN** or **REGENT QUEEN** title if she is in their family.

Reminder: your wealth is public.

Once all players have received their income, discard all **GOOD WEATHER**, **GOOD HARVEST** and **TAX** from the board. **DISASTER** cards remain in play until the end of round.

## 4. PURCHASE PHASE

4



In turn order, each player pays their ransoms, then may purchase.

### 4.1. RANSOM

Every player must pay the ransoms to free their captive lords, if they have enough deniers! The ransom value of a lord is 2 deniers, plus 2 deniers per title they own. The jailer is forced to accept the ransom and to release the captive lord immediately.

A freed lord is placed as if they came into play (G.1.2, p18).

It is possible to offer a lower ransom value than the due one, but in this case the jailer may refuse. That negotiation does not require an **DIPLMACY** pawn.

If a player does not have enough deniers to release all of their captive lords, they must pay what they can, starting with the ransom with the highest value. If they have not enough deniers to pay a ransom, they will be able to use their deniers to purchase.

### RANSOM

**BAUDOIN**, one of Enguérand's lords, who is a bishop and a baron, is captive. His ransom value is 6 deniers worth. Enguérand has 10 deniers. He may negotiate a lower ransom, but if the jailer refuses, he will be forced to spend 6 deniers to release **BAUDOIN**.

Cédric holds 2 captives belonging to Olivier: **ARTHUR**, bishop of **TOULOUSE** and a cardinal, and the queen **ALIÉNOR**. **ARTHUR**'s ransom is 6 deniers worth, the **ALIÉNOR**'s one is 4 deniers worth. Cédric has only 8 deniers, then he may release **ARTHUR** only. He is offering 8 deniers to Oliver to free the 2 captives. Olivier accepts, the 2 captives are then freed.

## 4.2. BUILDINGS

The **STRONGHOLD** is a fortress type that costs 10 deniers and may be placed in a town you control, if there is no fortress yet.

The **CITY** is another type of fortress, which cannot be purchased: it is tied to a **FIEF** title purchase.

A **STRONGHOLD** may only be destroyed by an uprising (G.4.2.1, p21).

A **MILL** costs 3 deniers and is placed in a town you control.

There may be 2 **MILLS** per town at most.

A **MILL** may be destroyed by an uprising, by scorched earth strategy or by plunder.



## 4.3. UNITS

There are 4 types of **UNIT** pawns.

♣ 1 **MAN-AT-ARMS** pawn costs 1 denier, is 1 Combat Point (CP) worth, and needs 1 Hit to be eliminated.

♣ 1 **ARCHER** pawn costs 2 deniers, is 1 CP worth, and needs 1 Hit to be eliminated. An archer allows to perform an archery shooting at the beginning of a battle (6.2.2, p14).

♣ 1 **KNIGHT** pawn costs 3 deniers, is 3 CP worth, and needs 3 Hit to be eliminated.

♣ 1 **BOMBARD** pawn costs 4 deniers, is 0 CP worth, and is eliminated if not accompanied with at least 1 **UNIT** pawn or lord of its family. A bombard decreases the Fortress penalty if there is one, if not it allows to re-roll 1 **BATTLE** dice in each battle round, when attacking or defending.

Purchased **UNIT** pawns are immediately placed in towns where there are non-captive lords of their family, including besieging armies (6.4.2, p16), or forces controlling a non-besieged fortress.

There is no limit to the number of **UNIT** pawns in an army or a troop, nor a limit to their type.

However, during the **PURCHASE** Phase, each player may place 4 new **UNIT** pawns in a same town at most.



Knights were mounted noble warriors. Men-at-arms were infantry serving a lord, a bishop or a city. Neglected by nobles, the archer role was granted to the common people.

## PLACING PURCHASED UNITS

Cédric controls **TOURS** with his lord **ÉRIC**, 4 men-at-arms et 3 knights. He wishes to reinforce this army: he purchases 3 **MAN-AT-ARMS** pawns and 2 **KNIGHT** pawns for a total of 9 deniers. He may place only 4 of his pawns in **TOURS**. He decides to place in there 2 knights and 2 men-at-arms. He will have to place the last man-at-arms in another town. His army is now composed of 6 men-at-arms and 5 knights.

## 4.4. FIEF TITLES

A player may purchase a **FIEF** title if they control every town of that fief and if there is at least one **STRONGHOLD** in it. Controlling every town of the fief is only required when purchasing the **FIEF** title: losing the control of one or more towns does not cause to lose that **FIEF** title.

The cost of a **FIEF** title is 2 deniers per town in the fief. A 4-town fief is a duchy which title costs 8 deniers, a 3-town fief is a county which title costs 6 deniers, a 2-town fief is a barony which title costs 4 deniers.

If the king is in play, and he has not already offered a **FIEF** title during that round, he may offer this title. If he does so, flip the **KING** title to its 'privilege used' side up. The **REGENT QUEEN** title operates the same way.

The king is free to negotiate about that offer, but he may only offer 1 **FIEF** title per round to a player able to purchase it.

## FIEF TITLE PURCHASE



The barony of **BRETAGNE** comprises 2 towns: **RENNES** and **NANTES**.

It costs  $2 \times 2 = 4$  deniers.



When you purchase a **FIEF** title, take it from the edge of the board and place it above a **LORD** card, on your **FAMILY** board. The fief is now governed. If that lord already owns 2 **FIEF** titles, it triggers a **FIEF** titles transmission (D.1.1, p4).

Flip one of the **STRONGHOLD** tiles located in that fief to its **CITY** side. This town is now the capital of that fief, it contains the sole **CITY** of that fief.



STRONGHOLD



CITY

## 4.5. CARDINAL TITLE

Only one **CARDINAL** title is available for sale; the corresponding tile shows a 5 deniers coin.



When a player wishes to purchase this title, they follow the same rules as for the **CARDINAL** card (G.4.1.2, p20).

## 5. MOVEMENT PHASE

In turn order, each player may move each of their non-captive lords, then on to the next player. At the end of this Phase, place all forces that are on roads in the town they were moving to.



### 5.1. TROOPS AND ARMIES

In *FIEF*, there are different military groupings:

- ♣ The troop: it is formed of a same family UNIT pawns located in a town, without a lord. A troop cannot move.
- ♣ The army: it is formed of a troop and at least 1 lord, it may move. Lords alone do not count as an army.
- ♣ The forces: it may be a troop, an army or a lord, all from the same family in the same town. A town may host forces from every family.

#### 5.1.1. Moving a lord

The movement of a lord is split into **STEPS**. It stops immediately if the lord is eliminated.

At the beginning of a **STEP**, the lord and their army are on the road and no more in the town they started from.

Every lord may move up to 2 **STEPS** per round, 3 **STEPS** if the lord owns the **D'ARC** title (G.4.1.1, p20).

A lord may bring other forces with them, forming an army; they may retrieve or leave some forces in a town or on a road during their movement.

Every **UNIT** pawn may move up to 2 **STEPS** per round, even if it is moved through different lords. A **D'ARC** lord may move her forces up to 3 **STEPS**: each force joining her during at least 1 **STEP** may move up to 3 **STEPS** during that round.

### 5.2. LAND MOVE

A land move **STEP** is done between 2 adjacent towns, by using the road connecting them.

It is possible to do a back and forth move by spending 2 **STEPS**.

#### 5.2.1. Land move steps

During their first **STEP**, a lord leaves the town they occupy to move towards an adjacent town. They do not cross any other families present in their starting town (5.2.3, p12), except if they are besieged, (6.4.2, p16), in which case they must cross all the besieging families.

During any subsequent **STEPS**, if they wish to continue to move, they must pass through the town they reached and cross any non-besieged family present in that town.

In every case, the lord must cross all the families present on the road they use.

When they reach an empty town (with no troop or lord) or a town controlled by their family, they are placed on the **TOWN** space and takes control of it, if appropriate.

When they reach a town controlled and occupied by another family, they stay on the road they came by and they are not considered to be in the town for now.

### LAND MOVE

Marc moves his lord **ÉRIC**, 2 men-at-arms and 1 archer from **LA ROCHELLE** to **POITIERS**. He leaves his archer in **POITIERS** then moves **ÉRIC** with his 2 men-at-arms to **LIMOGES**.



As an **UPRISING** card may only be played in a town, it must be played before a lord starts their movement, thus the uprising rolling player always suffer the Fortress penalty.

#### 5.2.2. Controlling a town

A town is always in one of the following situations:

- ♣ Controlled by one family,
- ♣ Control free.

At the beginning of the game, every town not chosen by players to be their starting town is empty. Once a fief is governed, any empty towns of that fief are considered controlled by the family governing that fief.

A town is controlled as long as a family occupies it with at least 1 lord or 1 troop, or if it is empty and located in a governed fief which **FIEF** title is not vacant.

Every family may have forces in a same town (on top of the **TOWN** space or next to the **TOWN** space), but the first to arrive in a town takes control of it.

To show this, the first to arrive places their forces on the **TOWN** space. Any other families' forces arriving beyond that are placed on the road they came by, then next to the **TOWN** space at the end of the **MOVEMENT** Phase, to show they are now in that town.

A family controlling a town:

- ♣ may at any time transfer its control to any other present family, except during the resolution of a battle, this is played as a **SURPRISE** effect (G.4, p20),
- ♣ must choose, when they leave, to which present family they give control of it,
- ♣ is the sole family to get benefits from the buildings in that town,
- ♣ takes the corresponding **FIEF** title if that town is a **CITY**, which may lead to a **FIEF** titles transmission (D.1.1, p4).

A family transferring the control of a town places their current forces next to the **TOWN** space, the forces of the new controller are all placed on top of the **TOWN** space.

Transferring the control of a town is a way to leave a **FIEF** title to another family, in order to give it more votes during an election and thus to swing a ballot until the last second!

### 5.2.3. Crossing and safe passage

Each time a move involves to cross other families, to pass through you have to either obtain a safe passage from each of the concerned families, or force the passage.

#### 5.2.3.1. Requesting a safe passage

To continue to move, the player requests a safe passage to each crossed family:

- ♥ if they obtain a safe passage from each of those families, they may continue to move,
- ♥ if they do not obtain a safe passage from at least one of those families, they may:
  - make their lord go back spending 1 **STEP**, they cannot leave any force there, but they may retrieve some forces of their family that are in that town,
  - stop on the road they came by and possibly declare a battle during the **BATTLE** Phase,
  - force the passage.

#### 5.2.3.2. Forcing the passage

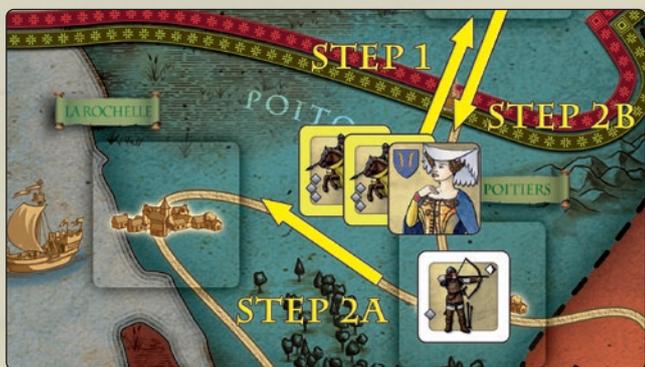
- ♥ Pass through by playing an **UNDERGROUND** card (G.4.2.2, p21),
- ♥ attempt to pass through by doing a **CAVALCADE** (5.2.4, p12):
  - against forces on the road they move by,
  - against forces in a town without a fortress, to pass through it,
  - if being the besieged, against 1 besieging army to leave the besieged town.

### CROSSING

Marie wishes to take control of **LA ROCHELLE**. She moves her lord **GUENIÈVRE** accompanied by 2 knights, from **TOURS** to **POITIERS**, controlled by Marc, and asks him a safe passage to go to **LA ROCHELLE**.

Marc refuses: **GUENIÈVRE** may stay there and could declare a battle later on, or she may go back to **TOURS** (**STEP 2B**) but she cannot leave any forces there.

If Marc had accepted, **GUENIÈVRE** would have been forced to end her movement in **LA ROCHELLE** (**STEP 2A**), but she would have been able to leave some **KNIGHT** pawns in **POITIERS**.



### 5.2.4. The cavalcade

A lord moving 1 **STEP** accompanied by an army made up of **KNIGHT** pawns and lords exclusively, and with at least 1 **STEP** left each, may force the passage by triggering a battle to be solved immediately against 1 of the families they have to cross: this is called a **CAVALCADE**.

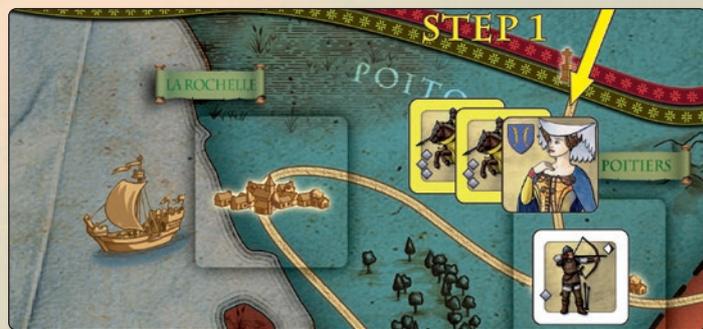
This battle is solved by following the battle rules (6, p13), with the following exceptions:

- ♥ only the defender may request for a coalition (6.1, p13), and confederates cannot switch sides during this battle,
- ♥ the defensive side benefits from a +1 Hit per **BATTLE** dice they roll (6.2, p14),
- ♥ if the army doing the cavalcade wins the battle and if at least one lord is still leading it, they may continue to move,
- ♥ any other result of the battle make the army doing the cavalcade stop to move: any forces in it cannot do any additional movement during that round.

A cavalcade may be used, among others, to leave a besieged fortress, or to eliminate forces that try to block a road.

### CAVALCADE

Because **MARC** refused to give her a safe passage, **MARIE** decides to force the passage: she does a cavalcade with her 2 knights to eliminate **MARC**'s archer who in return eliminates one of the 2 knights.



**MARIE** leaves her **KNIGHT** pawn there and continues her movement with **GUENIÈVRE** to **LA ROCHELLE**.



### 5.3. NAVAL MOVE

A naval move **STEP** is done between a harbor town and the **OFFSHORE** area, and vice versa.

Naval moves are not subject to crossing rules:

- ♣ an army moving from a harbor town to the **OFFSHORE** area does not prevent to move from the **OFFSHORE** area to that harbor town, and vice versa,
- ♣ no safe passage from the families present in the harbor town is needed.

During a naval move, ignore the **BAD WEATHER** card effect affecting a harbor town's bishopric.

The movement of an army ends as soon as it enters the **OFFSHORE** area.

An army that just made a cavalcade cannot do a naval move **STEP** and vice versa.

Every lord and their armies cannot stay in the **OFFSHORE** area during 2 consecutive rounds: forces that are in the **OFFSHORE** area at the beginning of the **MOVEMENT** Phase must be relocated in harbor towns by their owner during their turn.

If a player owns more than one lord and **UNIT** pawns in the **OFFSHORE** area, they may split them in a way to have each **UNIT** pawn being in a lord's army.

A player without a lord with their **OFFSHORE** troop moves it in 1 harbor town of their choice anyway.

#### 5.3.1. Offshore area

The **OFFSHORE** area represents the **CHANNEL**, the **ATLANTIC OCEAN**, and the **MEDITERRANEAN SEA**.



It is considered as a single zone in which all forces traveling by sea are placed.

It is not bound to any fief or bishopric. It is considered connected to every harbor town.

No battle may occur in the **OFFSHORE** area.

Lords in the **OFFSHORE** area may participate to elections, collect taxes or marry. Though, **KING** and **POPE** titles owned by lords in that area are 0 VP worth.

The king and the pope cannot remain safe on the sea in a hope to win that way. People expect from them to be on the field !

#### 5.3.2. Harbor towns

A harbor town is recognizable on the board thanks to its **VESSEL** icon.

There are 6 of them, from north to south: **CALAIS**, **CHERBOURG**, **NANTES**, **LA ROCHELLE**, **BORDEAUX**, and **MONTPELLIER**.



### NAVAL MOVE

William disembarks **CHARLES** and his army of 2 knights, who were **OFFSHORE**, at **LA ROCHELLE**. William cannot make **CHARLES** do a cavalcade: he asks Marie a safe passage, to go to **POITIERS**, and she agrees. A battle may then occur during the **BATTLE** phase in **POITIERS** between William and Marie.



## 6. BATTLE PHASE

6

In turn order, each player may declare 1 battle against another family, allied or not, in each town where they have an army.

When a battle is declared, it is fully solved before declaring another one. The control of this town cannot be transferred to another family during the whole resolution. A troop cannot declare a battle, however it defends itself when attacked.

A lord without an army being attacked may immediately be captured (6.3, p15).

The active player is the **offensive leader**, and the attacked player is the **defensive leader**:

- ♣ they cannot leave their side and they remain leaders of their side until the end of the battle, even if they have no more lords or **UNIT** pawns in this battle,
- ♣ they choose to accept or not when a family asks to join their side,
- ♣ they decide on the losses distribution,
- ♣ they decide on the full surrender of their side,
- ♣ in case of victory, they decide on who will take control of the town and who will detain possible captives.

### 6.1. COALITIONS

Families present in the town may form a coalition against other families by regrouping all their present forces in that town, before the beginning of the battle. A family who did not join a coalition will not be able to do it later during the battle.

In case of siege:

- ♣ the besieging side combines its **SIEGE ENGINE** markers effects until the end of the battle,
- ♣ if one of the besieged confederates switches sides, the besieger side does not suffer the Fortress penalty (6.2.3.2, p14) anymore until the end of this battle.

Be careful to who you put your trust in ! An ally may betray you and open your fortress gates by switching sides...

## 6.2. SOLVING A BATTLE

A battle is a succession of battle rounds. A side may decide to surrender now to stop the battle (6.2.3.5, p15); if not, solve the following steps in order.

### 6.2.1. Scorched earth

If not besieged and controlling the town, the defender may destroy 1 **MILL** in the town to gain 1 denier.

### 6.2.2. Archer shooting

If **ARCHER** pawns take part in the battle, they make an archer shooting, both sides simultaneously, before the first battle round. A fortress affects the attacking side's archer shooting (6.4.4, p16).

The first **ARCHER** pawn allows to roll 1 **BATTLE** dice and each additional **ARCHER** pawn adds a +1 Hit to the dice result. A confederate side gathers its archers and cumulate their bonuses.

Losses are immediately applied (6.2.3.4, p14).

If the last attacking lord is eliminated during that step, the battle stops immediately, no further step will occur. If not, the battle goes on.

### ARCHER SHOOTING

Enguérand and Olivier formed a coalition regrouping 5 archers. Enguérand rolls 1 **BATTLE** dice and adds +4 Hit to result, which will lead to a total between 4 and 7 Hits.

### 6.2.3. The battle round

Battle rounds succeed until the battle stops.

#### 6.2.3.1. CP calculation

The players from each side add their Combat Points (CP):

- ♥ 1 CP per **MAN-AT-ARMS** pawn,
- ♥ 1 CP per **ARCHER** pawn,
- ♥ 3 CP per **KNIGHT** pawn,
- ♥ 1 CP per male lord,
- ♥ 1 CP per title female lord.

The CP total of a side determines how many **BATTLE** dice they will roll, before applying any Fortress penalty:

- ♥ 1 to 6 CP: 
- ♥ 7 to 12 CP: 
- ♥ 13+ CP: 

A **D'ARC** lord (G.4.1.1, p20) adds +1 . This is the sole case where a side may roll 4 **BATTLE** dice, if they have at least 13 CP.

#### 6.2.3.2. Applying the Fortress penalty

- ♥ -1  for the attacking side, if the defensive side controls a **STRONGHOLD**,
- ♥ -2  for the attacking side, if the defensive side controls a **CITY**.

The Fortress penalty does not apply when the family controlling the fortress is on the attacking side (6.4.2, p16).

#### 6.2.3.3. Canceling the Fortress penalty

The Fortress penalty may be decreased, or canceled:

- ♥ each **SIEGE ENGINE** (6.4.3, p16) cancels the amount of  of the Fortress penalty noted on its marker,
- ♥ each **BOMBARD** cancels 1  of the Fortress penalty if any remains after the siege weapons deduction,
- ♥ an **UNDERGROUND** card (G.4.2.2, p21) cancels up to 2  of the Fortress penalty.

### FORTRESS PENALTY

Olivier controls a **CITY**. He's attacked by Philippe who has 15 CP = 3 **BATTLE** dice. The **CITY** provides a protection against 2 **BATTLE** dice, but Philippe has a bombard, and thus may roll 2 **BATTLE** dice.

#### 6.2.3.4. Applying the losses

Each side rolls its **BATTLE** dice and apply simultaneously the incurred losses.



Each **BATTLE** dice is made of 1 face with no f symbol, 2 faces with 1 f symbol, 2 faces with 2 f symbols and 1 face with 3 f symbols. Each f represents 1 Hit.

Each side may re-roll 1 **BATTLE** dice per bombard it owns which did not cancel a Fortress penalty.

Each side adds 1 Hit per **KING'S RETINUE KNIGHT** pawn and 1 Hit per **QUEEN'S RETINUE SERGEANT** pawn they own.

You need:

- ♥ 1 Hit to eliminate a **MAN-AT-ARMS** pawn,
- ♥ 1 Hit to eliminate an **ARCHER** pawn,
- ♥ 3 Hit to eliminate a **KNIGHT** pawn, if it suffers less, it has no effect,
- ♥ 1 Hit to eliminate a lord.

Each leader chooses which pawns from their side they eliminate, ensuring to lose as much CP as possible to match the amount of Hit received. They may choose a mix of **MAN-AT-ARMS**, **ARCHER** and **KNIGHT** pawns to eliminate.

A **BOMBARD** pawn without any **UNIT** pawn or lord of its family to accompany it is eliminated.

Lords are eliminated only if all **UNIT** pawns other than bombards on their side have been eliminated. Thus, if there are not enough Hit to eliminate the last **KNIGHT** pawn, lords are not affected.

### ALLIANCE AND COALITION

Enguérand and Olivier are allied by their respective lords **ARTHUR** and **ALIÉNOR**'s marriage, who are both in **TOULOUSE** with their troops.

Marie brings an army to **TOULOUSE** to attack Olivier. She convinces Enguérand to form a coalition with her and they win the battle. **ALIÉNOR** is eliminated during the battle, which leads this marriage to an end. Enguérand and Olivier are then not allied anymore!

## APPLYING LOSSES

Philippe has a 15 CP worth army with a bombard when he attacks Olivier's city, which grants him 2 **BATTLE** dice. Olivier has 11 CP with his 2 men-at-arms and 3 knights, which grants him 2 **BATTLE** dice.

Philippe rolls his 2 **BATTLE** dice and gets 1f and 3f = 4 Hit. Olivier has no choice and must remove 1 **MAN-AT-ARMS** and 1 **KNIGHT** pawns to eliminate the corresponding CP to match the 4 Hit as much as possible.

But Olivier has also rolled his **BATTLE** dice before suffering losses. He gets 3f and 2f = 5 Hit. Philippe loses 2 **MAN-AT-ARMS** and 1 **KNIGHT** pawns.

There are still **UNIT** pawns on both sides and Philippe does not want to stop the battle, so a new round is resolved.

Philippe has only 10 CP left (15 - 5 losses), so he rolls nevertheless 1 **BATTLE** dice thanks to his bombard (2-2 Fortress penalty for the **CITY** +1 bombard). Olivier has 7 CP left (11 - 4 losses), so he rolls 2 **BATTLE** dice.

### 6.2.3.5. End of a battle round and end of a battle

In case of a coalition: in turn order, each player who is neither the offensive nor the defensive leader tells if they wish to continue or stop to fight or to switch sides.

They may only switch side if the leader of the opposite side accepts their joining.

If they stop to fight, their surviving forces remain in town.

Then, the battle stops if one of the following cases is true:

- ♣ One of the sides surrenders. All the **UNIT** pawns on that side are eliminated, and its lords may be taken captive.
- ♣ Both sides agree to stop the battle. Surviving forces remain in this town. Town control does not change.
  - If the besieged player is on the defensive side, the attacker unilaterally decides if they stop the battle.
  - If the defensive side has no lord left, the attacker unilaterally decides if they stop the battle.
- ♣ 3 consecutive battle rounds occurred with no loss on both sides. Surviving forces remain in town. Town control does not change.
- ♣ One of the sides has only lords left. They may be taken captives.
- ♣ One side has no more **UNIT** pawns nor lords left.
- ♣ Both sides have no more **UNIT** pawns nor lords left. Town control is decided by control rules (5.2.2, p11).
- ♣ They are only lords left on both sides. These lords remain in town. Town control does not change.
- ♣ The attacking side has no lord left. Town control does not change.

In every case where a player stops to fight, their forces remain in this town.

A lord who is not taken captive remains in town.

If the battle did not stop, start a new battle round (6.2.3, p14).

## 6.3. CAPTIVE LORDS

When a lord is taken captive, flip their pawn side 'captive' up, and place a **CAPTIVE** marker on their **LORD** card. They still count towards the 4-lord limitation per family.



A captive lord keeps their titles and related VP, but they cannot vote or be a candidate to any election. Taxes related to their titles may still be collected. They may also marry.

If the queen is captive, the **CROWN PRINCE** tile cannot be put into play (G.1.1, p18).

The captive lord is now controlled by the family who detains them, their jailer. The jailer may move the captive lord as a **UNIT** pawn of the army of one of their lords. A captive lord stays so as long as they stay with their jailer's forces. A captive lord cannot be eliminated, except with an **ASSASSINATION** card (G.4.2.3, p22), or in case of an uprising.

A captive lord may be transferred by their jailer to another family as long as that family has any forces in the town where the captive lord stands.

A captive lord is released:

- ♣ if they escape thanks to an **UNDERGROUND** card (G.4.2.2, p21) (even played by another player),
- ♣ if a ransom is paid (4.1, p9),
- ♣ if their jailer decides so,
- ♣ if the forces that hold them captive are eliminated, even if another family is present.

A released captive lord is placed as if they are coming into play (G.1.2, p18).

## LOSSES AND CAPTIVE LORDS

Olivier is under attack. His army includes 2 lords, **GAUVAIN** and **BLANCHE**, 1 man-at-arms, 1 knight and 1 bombard.

Depending on his opponent's **BATTLE** dice roll:

**2 Hit:** 1 Hit eliminates the **MAN-AT-ARMS** pawn. The other Hit is ignored, as 3 Hit are needed to eliminate the **KNIGHT** pawn and lords are only affected once all **UNIT** pawns have been eliminated,

**3 Hit:** the **KNIGHT** pawn is eliminated, thus it is the only way to match the 3 Hit suffered (if there were 3 men-at-arms and 1 knight, Olivier could have decided to eliminate the 3 men-at-arms instead). He still has 1 man-at-arms, 1 bombard and his lords are not hit,

**4 Hit:** all the **UNIT** pawns are eliminated, and the lords may be taken captive,

**5 Hit:** all the **UNIT** pawns are eliminated, one lord is eliminated and the other may be taken captive,

**6+ Hit:** all the **UNIT** pawns and all the Olivier's lords are eliminated.

The King François 1<sup>er</sup> was exchanged with his two sons held hostage instead of him. Lords are not killed on the battlefield like soldiers, but reclaimed to exchange them in coin of the realm.

## 6.4. SIEGE AND SIEGE ENGINES

### 6.4.1. Declaring a siege

At the end of the **BATTLE** Phase, for each town with a fortress controlled by another family and where you own at least 1 lord, you may:



- ♣ declare a siege: place 1 **SIEGE ENGINE** marker with the '1 **BATTLE** dice' side up next to your forces, you are now a besieger of that town,
- ♣ continue the siege if you were already a besieger: flip the marker to its '2 **BATTLE** dice'.

Every player has only 2 **SIEGE ENGINE** markers, thus they may besiege only 2 towns simultaneously.

If several players decide to besiege the same town, each of them place 1 **SIEGE ENGINE** marker, this will increase their efficiency, this makes coalitions very useful.

A besieger who has no more lord left in a town they are besieging has to remove their **SIEGE ENGINE** marker; if there is an ongoing battle, they wait for it to stop before removing **SIEGE ENGINE** marker. A besieger may also end their siege at any time by removing their **SIEGE ENGINE** marker.

### SIEGE

**Example 1:** Enguérand attacks a **STRONGHOLD**, but after 1 battle round, he assesses his chances of success to be too low. He decides to stop the battle and besiege the **STRONGHOLD**. He places a **SIEGE ENGINE** marker with the '1 **BATTLE** dice' side up next to his forces.

**Example 2:** Marie brought her lord **ÉRIC** and 1 knight to **LIMOGES**, where 1 man-at-arms belonging to Philippe is holding a **STRONGHOLD**. Marie cannot attack as she does not have any available **BATTLE** dice because of the **STRONGHOLD**. She decides to besiege it and place a **SIEGE ENGINE** marker with the '1 **BATTLE** dice' side up next to her forces.

### 6.4.2. Effects of a siege

A town with at least 1 **SIEGE ENGINE** marker is said besieged.

- ♣ Its controller is called the besieged family.
- ♣ It remains under the control of the besieged family.
- ♣ The besieged family does not collect any income from that town and its **MILLS**.
- ♣ The besieged family may place new lords in that town, during the **CARDS** Phase.
- ♣ The besieged family cannot place new **UNIT** pawns in that town, during the **PURCHASE** Phase.
- ♣ During the **MOVEMENT** Phase, the besieged army cannot move without the authorization of every besieger, except by playing an **UNDERGROUND** card (G.4.2.2, p21) or by doing a cavalcade (5.2.4, p12).
- ♣ During the **BATTLE** Phase, the besieged family may only declare a battle by leaving the fortress protection, the defensive side will then suffer no Fortress penalty during that battle.
- ♣ The besieger may plunder the **MILLS** from that town, during the **PLUNDER** step ((6.5, p16).
- ♣ When the last **SIEGE ENGINE** marker is removed, the siege is lifted and that town is no more besieged.

### 6.4.3. Siege engine effects

Each **BATTLE** dice shown on a **SIEGE ENGINE** marker cancels 1 point of Fortress penalty: an army with 1 **SIEGE ENGINE** marker '1 **BATTLE** dice' suffers no penalty if it attacks a **STRONGHOLD**, and a -1 **BATTLE** dice penalty if it attacks a **CITY**. A **SIEGE ENGINE** marker '2 **BATTLE** dice' cancels all the Fortress penalty, even against a **CITY** (6.2.3.2, p14).

Siege engines are not **UNIT** pawns, they do not increase an army's CP and do not take any Hit during a battle.

### SIEGE (CONTINUATION)

**Example 2 continuation:** Marie is besieging **LIMOGES** from the previous round. She decides to attack, with her lord **ÉRIC** and his knight. She suffers no Fortress penalty thanks to her **SIEGE ENGINE** marker which cancels the -1 **BATTLE** dice Fortress penalty due to the **STRONGHOLD**.

If, instead of attacking, Marie had decided to wait for one more round by maintaining her siege, she would have flipped her **SIEGE ENGINE** marker to its '2 **BATTLE** dice' face side. When attacking on the next round, she would not benefit any extra bonus, because **SIEGE ENGINE** markers are only used to cancel the Fortress penalty.

### 6.4.4. Archer shooting and Fortress penalty

The Fortress penalty applies to the archer shooting, and it may also be canceled (6.2.3.3, p14).

Each -1  prevents 1 **ARCHER** pawn to be used during the archer shooting.

### ARCHER SHOOTING AGAINST A FORTRESS

On the previous round, Raphaël started the siege of **ORLÉANS**, which contains a **CITY**, by placing 1 **SIEGE ENGINE** marker. He now forms a coalition with Philippe to attack **ORLÉANS**. They both have 1 **ARCHER** pawn among their forces. The Fortress penalty being decreased by 1 thanks to the **SIEGE ENGINE** marker, the remaining penalty prevents 1 **ARCHER** pawn to participate to the archer shooting. The attacking side performs their archer shooting by rolling 1 **BATTLE** dice, with no bonus.

## 6.5. PLUNDER

Once all battles have been resolved, every player in turn order may plunder the **MILLS** that are:

- ♣ in the non-besieged towns they control,
- ♣ in the towns they besiege.

Each plundered **MILL** gives 2 deniers to the player who plunders it, then return it to the common pool, it will be available for sale once more.

A player may plunder the **MILLS** of a town he besieges to reduce the opponent's income, if this one manages to break the siege after all. He may also decide to plunder their own **MILLS** in a scorched earth strategy, if they think the enemy is able to seize them!

## 7. END OF ROUND PHASE

Discard the **DISASTER** cards from the board (2.3, p8).

Flip the **KING** or **REGENT QUEEN** title on its 'privilege available' side if that lord offered a **FIEF** title during that round.

Check the victory conditions for each player:

- ♥ 1 VP ♣ per **FIEF** title in their family (D.1, p4),
- ♥ 1 VP ♣ for the **KING** title (D.3.1, p5) except if he is **OFFSHORE**,
- ♥ 1 VP ♣ for the **POPE** title, except if he is **OFFSHORE**.

A player may win on their own, or in an alliance with another player.

If there is no winner, the first player gives the **FIRST PLAYER** card to the player on their left, and a new round begins.

### 7.1. LONE VICTORY

A player wins on their own if they score at least 3 VP ♣ ♣ at the end of a round.

Beware! It is not possible to get a Lone victory when being married, except in the specific case of a 3-player game, see below.

A player may win at the end of a round if they score in his family 3 **FIEF** titles, or 2 **FIEF** titles and the **KING** or **POPE** title, or also only 1 **FIEF** title with the **KING** title and the **POPE** title.

### 7.2. ALLIANCE VICTORY

An alliance of 2 players (through a marriage) wins if they sum up together at least 4 VP ♣ ♣ ♣ ♣ at the end of a round. An Alliance victory is only possible 4+ player games.

In a 3-player game, it is possible create an alliance, but only the Lone victory condition apply. Thus, either a player is allied or not, they must score 3 VP by themselves.

### 7.3. TIEBREAKER

A Lone victory always prevails on an Alliance victory.

If there is still a tie, the winner is the player or the alliance who owns: the **KING** title, else the **POPE** title, else the **REGENT QUEEN** title, else the most **FIEF** titles, else the most **BISHOP** titles, else the one who is controlling the most towns.

## ALLIANCE VICTORY

**Example 1:** At the end of a round, no player is married. Enguérand owns 3 **FIEF** titles, Marc 1 **FIEF** title, Olivier 1 **FIEF** title and Marie 2 **FIEF** titles and the **KING** title. Enguérand and Marie each own 3 PV. Marie wins, following the tiebreaker, as she owns the **KING** title.

**Example 2:** Enguérand and Marc are allied. Enguérand owns 3 **FIEF** titles, Marc 1 **FIEF** title and the **KING** title. Olivier is not allied and he owns 3 **FIEF** titles. Enguérand is allied and thus cannot fulfill the Lone victory, even if he owns 3 VP. The Enguérend & Marc's alliance owns 5 VP and thus they fulfill the Alliance victory condition. Olivier owns 3 VP and thus he fulfills the Lone victory condition. Olivier is the winner, as a Lone victory prevails on an Alliance victory.

## F. DIPLOMACY

**FIEF** is a game where diplomacy is the key.

You may discuss around the table, exchange deniers and cards (under certain conditions), plan joint actions and make alliances.

Each player owns 3 **DIPLOMACY** pawns.

At any time during the game, even during the resolution of a **SURPRISE** card effect, a player may discard a **DIPLOMACY** pawn to either:

- ♥ exchange one or more cards with another player.  
**Reminder: a player's hand cannot exceed 3 cards!**
- ♥ generate a private talk with one or more players of their choice. Players isolate and may exchange cards and deniers secretly during that discussion.

Each spent **DIPLOMACY** pawn gives access to a 3-minute private talk. Additional **DIPLOMACY** pawns may be played to lengthen the discussion, if needed.

The other players stay around the board and may freely and publicly talk during that time, but they cannot exchange cards. Any amount of deniers exchanged between 2 families who stayed around the board must be communicated to the isolated players when they come back from their private talk.

## G. THE CARDS

### G.1. LORD CARDS

There are 18 **LORD** cards in the **CHARACTERS** pile.

Playing a **LORD** card allows you to add a new member to your family.

A family cannot include more than 4 lords simultaneously, but it is possible to keep **LORD** cards in hand. **LORD** cards may be played during the **CARDS** Phase only.

Place the **LORD** card you played on your **FAMILY** board, this lord comes into play (G.1.2, p18).



#### G.1.1. The crown prince

When the player controlling the queen's family plays a male **LORD** card, they may make him become the crown prince if the 3 following conditions are met:



- ♥ the king is in play,
- ♥ the queen is not captive,
- ♥ there is no crown prince yet.

Place the **CROWN PRINCE** title next to the **LORD** card.

#### G.1.2. Coming into play

Place your **LORD** pawn by respecting the following priority order, in increasing order:

- 1 in a fortress you control (4.2, p10), besieged or not,
- 2 in a town where there is already one of your lords,
- 3 in a town you control,
- 4 in an empty town or a town controlled by another player with their agreement.

A lord coming into play is immediately active and may be the target of effects. They receive any vacant **FIEF** title of which the **CITY** is controlled by their family (D.1.1, p4).

Placing a lord alone in a town make them very vulnerable to uprisings and battles.

### G.2. DISASTER CARDS

There are 10 **DISASTER** cards in the **EVENTS** pile.

#### G.2.1. PLAGUE card (2 cards)

Every lord and troop in the affected bishopric are targeted by the plague!

##### G.2.1.1. Effect on lords

Roll the **D6** for each lord:

- ♥ On a 4-6 result, they stay in play,
- ♥ On a 1-3 result, they are eliminated.

Any lord added in that bishopric during the **CARDS** phase of this round ignores that effect.



##### G.2.1.2. Effect on troops

In every town of the bishopric, each family loses half the **UNIT** pawns of their troop, rounded down. The troop owner decides which **UNIT** pawns they lose in that troop.

Any **UNIT** pawn added in that bishopric during the **CARDS** Phase of this round are not taken into account.

##### G.2.1.3. Entering a plagued bishopric

When an army enters a bishopric affected by a **PLAGUE** card:

- ♥ solve the effect on lords (G.2.1.1, p18), except those who have already suffered it during that round,
- ♥ solve the effect on troops (G.2.1.2, p18), ignoring the **UNIT** pawns which have already suffered it during that round.

Lords and troops may then enter again in a bishopric affected by a **PLAGUE** card, the same or another one, without suffering its effect.

#### PLAGUE EFFECTS

Olivier owns an army in a town affected by a **PLAGUE** card. There are 2 **MAN-AT-ARMS** pawns, 2 **KNIGHT** pawns and 1 **BOMBARD** pawn in that army headed by the lord **ARTHUR**. For the troop:  $2 + 2 + 1 = 5$  **UNIT** pawns. Divide it by 2 rounded down, which gives 2, Olivier must remove 2 **UNIT** pawns and he chooses to remove 2 **MAN-AT-ARMS** pawns. For his lord **ARTHUR**: he rolls the **D6** and obtains a 6, **ARTHUR** remains in play.

The concentration of people encourages epidemic outbreaks. Thus, the more the troops are concentrated, the higher the losses.

### G.2.2. BAD WEATHER cards (4 cards)

No battle nor land move are allowed in the affected bishopric, including to get in or out of it.

A **GOOD WEATHER** card may be played to cancel a **BAD WEATHER** card. Both cards are discarded.

A **BAD WEATHER** card placed on a bishopric prevents anyone from playing a **GOOD HARVEST** card on it, except to cancel a **FAMINE** card.

Uprisings (G.4.2.1, p21), moves through an **UNDERGROUND** card (G.4.2.2, p21) and naval moves are not affected by a **BAD WEATHER** card.



### G.2.3. FAMINE cards (4 cards)

No **MILL** in the bishopric may provide any income during the **INCOME** Phase.

A **GOOD HARVEST** card may be played to cancel a **FAMINE** card. Both cards are discarded.

A **FAMINE** card placed on a bishopric prevents anyone from playing a **GOOD WEATHER** card on it, except to cancel a **BAD WEATHER** card.

Beware! Famines may lead to uprisings (G.4.2.1, p21).



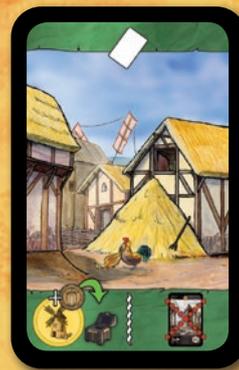
### G.3. FORTUNE CARDS

There are 15 **FORTUNE** cards in the **EVENTS** pile.

#### G.3.1. GOOD WEATHER cards (5 cards)

A **GOOD WEATHER** card may be played on:

- any bishopric to cancel a **BAD WEATHER** card, both cards are discarded,
- any bishopric not affected by a **FAMINE** card, to place it on the board, next to the bishopric number: every **MILL** in the bishopric will provide its owner with 1 additional **denier** during the **INCOME** Phase. Any **MILL** in a non-besieged town of that bishopric benefits from that effect.



#### G.3.2. GOOD HARVEST cards (5 cards)

A **GOOD HARVEST** card may be played on:

- any bishopric to cancel a **FAMINE** card, both cards are discarded,
- any bishopric not affected by a **BAD WEATHER** card, to place it on the board, next to the bishopric number: every **MILL** in the bishopric will provide its owner with 1 additional **denier** during the **INCOME** Phase. Any **MILL** in a non-besieged town of that bishopric benefits from that effect.



#### G.3.3. Tax cards (5 cards)

You may play a **TAX** card on one of your fiefs, to collect a **tallage**, or on a bishopric, to collect a **tithe**.

**Beware!** Collecting **tallage** or **tithe** may lead to uprisings (G.4.2.1, p21).

##### G.3.3.1. Tallage

During the **INCOME** Phase, a **tallage** allows a player to collect 2 **deniers** per town in a **fief**, even if they do not control all of these towns.

**Tallage** may be collected by:

- a titled lord on one of their **fiefs**, even a captive lord,
- the king on any **ungoverned fief** (D.3.1, p5), even if he is captive.

To play a **TAX** card, place it on top of the **FIEF** title space on the edge of the board. If the lord requesting **tallage** is eliminated before the **INCOME** Phase or if they lose the related title, **tallage** may only be collected if **this related title remains in the same family**. If not, this **tallage** is canceled.



### THE ROYAL TALLAGE

One of the Marie's lords is the king. Marie plays a **TAX** card to collect the royal **tallage** on the fief of **AQUITAINE**, which is not governed yet.

Enguérand controls 3 of the 4 towns of this fief and Olivier controls the fourth. During **INCOME** Phase, Marie will gain 8 **deniers** (2 for each town of this fief).

Enguérand and Olivier will gain 1 **denier** per controlled town, thus 3 **deniers** for Enguérand and 1 **denier** for Olivier.

### G.3.3.2. Tithe

During the **INCOME** Phase, a tithe allows a player to collect all income related to the **MILLS** in the affected bishopric instead of the families controlling the involved towns.

It may be collected by:

- ♣ a bishop on his own bishopric,
- ♣ a cardinal on any governed bishopric,
- ♣ the pope on all the governed bishoprics.

A player requesting a tithe places their **TAX** card on the targeted bishopric number, with the **CARDINAL TITHE** marker of one of their cardinal if they request a tithe on a bishopric their family is not owning the title, or in case of a papal tithe, on the space 3 of the **ROUND TRACK**. If the lord requesting a tithe is eliminated before the **INCOME** Phase, this tithe is canceled.

If several players played a **TAX** card to collect a tithe on the same bishopric, only one of them will collect it, by decreasing priority order:

the titled bishop ▷ a cardinal (the first in turn order if there are several cardinals) ▷ the pope.

### TALLAGE AND TITHE

In the Middle Ages, tallage was a direct tax collected by the lord on his domain servants in exchange for his protection. In 1439, the royal tallage is created and paid to the king to finance his royal army during the Hundred Years' War. The tithe is a tax due to clergy, calculated on agricultural products in order to supply the parishes and their clergy maintenance.

### PAPAL TITHE

The pope plays a **TAX** card to collect a tithe on all the governed bishoprics. The titled bishop of the bishopric of **CALAIS** also plays a **TAX** card. He has priority, the pope will collect papal tithe on all the governed bishoprics, except the bishopric of **CALAIS**.

### CARDS COMBINATIONS

**Example 1:** You may play a **GOOD WEATHER** card to cancel a **BAD WEATHER** card, then play a **GOOD HARVEST** card to increase the bishopric's **MILLS** income.

**Example 2:** A **GOOD HARVEST** card and a **GOOD WEATHER** card are played on the same bishopric. Each **MILL** of the bishopric will provide a +2 deniers bonus during the **INCOME** Phase, for a total of 4 deniers per **MILL**.

**Example 3:** A famine strikes the bishopric. It would affect Marc. Fortunately he has 2 **GOOD HARVEST** cards in hand. He plays the first one to cancel the **FAMINE** card, then plays the second one to obtain a +1 denier bonus per **MILL** during the **INCOME** Phase. If there were no **FAMINE** card, Marc could have played only one **GOOD HARVEST** card on that bishopric.

### G.4. SURPRISE CARDS ⚡

A card with the ⚡ icon is a **SURPRISE** card. It may be played at any time, except during the step **B** (draw) of the **CARDS** Phase.



A **SURPRISE** effect stops the ongoing action and is fully resolved before solving another one (H.2, p22).

### G.4.1. SURPRISE CHARACTER cards

There are 4 **SURPRISE** cards in the **CHARACTERS** pile.

#### G.4.1.1. D'ARC card (1 card)

The **D'ARC** card may only be played on an unmarried female lord who is not the regent queen; she may belong to another player, which cannot refuse it.

Place the **D'ARC** title above the targeted **LORD** card, and the **D'ARC** card on its space on the **FRIEZE**.

A **D'ARC** lord has the following abilities:

- ♣ she may move up to 3 **STEPS** instead of 2. The troop, captive lords and other lords who accompany her benefit from that bonus,
- ♣ she gives 1 additional **BATTLE** dice in every battle she is in, it is the sole case where a player may roll 4 **BATTLE** dice,
- ♣ she cannot be married.



**D'ARC** refers to Jeanne d'Arc.

Enguérand plays the **D'ARC** card on his lord **MIREILLE** who becomes **MIREILLE D'ARC**!

#### G.4.1.2. CARDINAL cards (3 cards)

A **CARDINAL** card may be played on any bishop in play, even if he is captive. He may belong to another family, which cannot refuse it.

However, if the pope is in play, his authorization is requested to let a new cardinal appear. If he refuses, the player cannot play the card or purchase the title (D.2.3, p4).

Place the **CARDINAL** card on one of the 3 related spaces on the **FRIEZE**, take the affiliated **CARDINAL** tile and place it above the card of the lord who becomes a cardinal, take also the corresponding **CARDINAL TITHE** marker.



Do not forget that a 4<sup>th</sup> **CARDINAL** title is available for sale.

### CREATION OF A CARDINAL

**FRANÇOIS** just became a cardinal.

The **CARDINAL** tile is placed above the **LORD** card.

The played **CARDINAL** card is placed below the tile space.

That card will be replaced in the discard pile if this cardinal is eliminated.

Thanks to his lord **FRANÇOIS**, Marie now gives 1 vote to elect the pope.



## G.4.2. SURPRISE FORTUNE cards

There are 10 **SURPRISE** cards in the **EVENTS** pile.

### G.4.2.1. UPRISING cards (4 cards)

An **UPRISING** card may only be played in a town affected at least by a **TAX** card (G.3.3, p19), or by a **FAMINE** card (G.2.3, p19).

You may not play an **UPRISING** card in a town affected by a **TAX** card you played.



Marc played a **TAX** card on one of his bishoprics. He cannot play an **UPRISING** card in any town of that bishopric invoking the tithe, because he played it. However, if a **FAMINE** card also affects that bishopric, he may play an **UPRISING** card, invoking that **FAMINE** card.

By the time an **UPRISING** card is played, every player may play some others to cumulate their effects. The potential Fortress penalty cancels as many **UPRISING** cards played as its own value.

For every **UPRISING** card played, a bishop or a cardinal may attempt to cancel it, by rolling the **D6**:

- On a 3-6 result, the **UPRISING** card is discarded without effect,
- On a 1-2 result, the **UPRISING** card effect is resolved and in the case of a bishop, he is eliminated. If a cardinal, he remains in play if he has spent 3 deniers (D.2.2, p4).

The player who played the first **UPRISING** card rolls 1 **BATTLE** dice per uncanceled **UPRISING** card, then adds 1 Hit to the result of each rolled dice. They choose 1 family in this town which applies losses as if it was a battle (6.2.3.4, p14), but only to their troop. If some Hit remain, they now target another present family, until all Hit have been spent.

The **BAD WEATHER** card effect does not affect uprisings.

Any battle dice not rolled because of the Fortress penalty may not apply its +1 Hit bonus; if no **BATTLE** dice are rolled, the uprising is canceled.

If all troops in the town have been eliminated:

- every lord in the town, including the captive ones, are eliminated,
- every **MILL** and the possible **STRONGHOLD** in the town are destroyed. A **CITY** is not affected.

Once the uprising has been resolved, discard the played **UPRISING** cards.

3 **UPRISING** cards are played on **CALAIS** by Olivier, Enguérand and Marc. Olivier rolls 3 **BATTLE** dice and obtains respectively 1f, 1f, and 2f + 3 x 1 bonus Hit, which gives a total result of 7 Hit.

For example, in a bishopric affected by a **FAMINE** card, **UPRISING** cards may be played at the beginning of a battle to try to weaken one of the sides.

Philippe plays an **UPRISING** card on **NANTES**, which has a **STRONGHOLD** and 2 archers. The attack is 1 **BATTLE** dice + 1 Hit, but the **STRONGHOLD**'s Fortress penalty of -1 **BATTLE** dice applies, which leads to a 0 **BATTLE** dice total: the uprising is canceled.

Philippe had previously made an agreement with Enguérand, who also plays an **UPRISING** card. The effects of both cards add up, which gives: 2 **BATTLE** dices - 1 **BATTLE** dice due to **STRONGHOLD** Fortress penalty = 1 **BATTLE** dice + 1 Hit: the 2 **ARCHER** pawns are eliminated and the **STRONGHOLD** is destroyed.

### G.4.2.2. UNDERGROUND cards (3 cards)

An **UNDERGROUND** card has various effects, according to the moment it is played. Once the effect has been resolved, discard that card.

➤ At the beginning of a **STEP**, an army may simultaneously:

- leave a besieged fortress without having to cross the besiegers,
- move to a town affected by a **BAD WEATHER** card or leave it,
- pass through without fighting (5.2.3, p12).

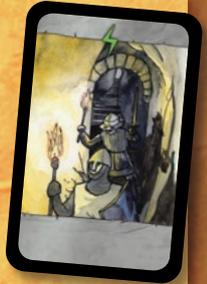
That army is directly placed in an adjacent town, this counts as 1 **STEP**. It may then resolve subsequent **STEPS** by following the movement rules.

➤ At the beginning of a battle, to allow the attacker to ignore any Fortress penalty during all that battle.

Marie has 5 CP, which is not enough to attack a **STRONGHOLD** because of its -1 **BATTLE** dice Fortress penalty. Fortunately, she has an **UNDERGROUND** card she plays to ignore the Fortress penalty and attack with 1 **BATTLE** dice.

➤ At any time to either:

- make a captive lord escape: that lord is free and may choose to free other captive lords detained in that town by the same jailer. A freed lord is placed as if they were coming into play (G.1.2, p18),
- ignore any Fortress penalty when resolving an uprising.



### G.4.2.3. ASSASSINATION card (1 card)

You may play the **ASSASSINATION** card anytime to eliminate the lord of your choice, from another family, including the king, the queen, the pope, or even your spouse! However, you must have a lord in play to play that card.

The targeted lord is eliminated: remove their **LORD** pawn from the board and discard their **LORD** card. Then, select 1 of your lords as the assassination sponsor.

 Place an **ASSASSIN** marker on their **LORD** card to identify them: they may now be targeted by the **JUSTICE** card (G.4.2.4, p22).

Once the effect has been resolved, discard that card.



A player may in this way eliminate lords of the family he is allied with, but never lords from their own family.

### G.4.2.4. JUSTICE card (1 card)

You may play the **JUSTICE** card anytime, but to target a lord with an **ASSASSIN** marker on them only, other than the king, the queen (regent or not), the crown prince, or the pope.

The targeted lord is eliminated: remove their **LORD** pawn from the board and discard their **LORD** card.

Once the effect has been resolved, discard that card.



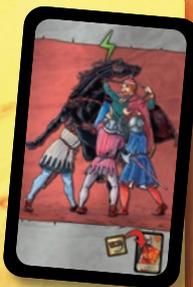
«Thus human courts acquit the strong,  
And doom the weak, as therefore wrong.»  
Excerpt from fable *The Animals Sick of the Plague*,  
Jean de la Fontaine

### G.4.2.5. AMBUSH card (1 card)

You may play the **AMBUSH** card during a battle in which at least 1 of your lords is involved.

Choose 1 lord in the battle who becomes immediately the captive of one of your lords involved in that battle. If the troops on the captive lord's side find themselves without any lord, they remain in play, in that town.

Once the effect has been resolved, discard that card.



Lone troops may only defend but not attack, nor make an ambush! You need a lord to lead them.

## H. MANAGING EFFECTS

### H.1. TARGET OF AN EFFECT

Unless otherwise specified, **FORTUNE** and **SURPRISE** cards effects may target another family, which allows possible negotiations between the card holder and the involved player.

### H.2. EFFECTS PRIORITY

When several players wish to trigger effects or resolve actions at the same time, follow that order of priority:

- ♥ playing an **DIPLOMACY** pawn is primary,
- ♥ on playing a **SURPRISE** card, which is primary,
- ♥ on any action following the normal conduct of a game round from Phases 1-7.

Any effect or action on the same priority level is fully resolved before starting to resolve another one. An effect or action interrupted by an effect is resuming where it has been interrupted and is resolved as extensively as possible. Any played card is discarded, even if its effect cannot be resolved anymore.

### H.3. ORDER OF RESOLUTION

When an effect or action must be resolved by several players at the same time, involved players resolve it in turn order.

## I. OPTIONAL RULES

Players may add all or part of the following rules to their games.

### I.1. ADJUSTED SHOOTING

During a battle in a town with a fortress in which the attacking side does not benefit from an **UNDERGROUND** card (G.4.2.2, p21), if the defensive side has at least 1 **ARCHER** pawn, they may replace their archer shooting with an adjusted shooting to attempt to eliminate 1 of the attacking lords by targeting them directly.

To solve an adjusted shooting, the defensive leader announces which lord is targeted and rolls the **D6** with no bonus, regardless of the number of archers on the defensive side.

On a 6, the targeted lord is eliminated; any other result has no effect.

Richard the Lionheart, king of England, duke of Normandy, duke of Aquitaine, count of Poitiers, count of Maine and count of Anjou, favorite son of Aliénor of Aquitaine, died in 1199 at the age of 42, by a crossbow bolt shot from the castle of Châlus-Chabrol's ramparts he was besieging to bring sanity back to his vassal Aymar V, viscount of Limoges. That person will then be assassinated by a Richard's illegitimate son, Philippe de Cognac, in the same year.

## 1.2. FOG OF WAR



BACK OF A BLUE  
PLAYER UNIT  
PAWN

Every **UNIT** pawn is placed face down on the board in order to hide their type (**MAN-AT-ARMS**, **ARCHER**, **BOMBARD** or **KNIGHT**). Players cannot check the type of the opposing **UNIT** pawns before the beginning of a battle.

Players announce and show the **UNIT** pawns they purchase during the **PURCHASE** Phase. But they place them face down without unveiling which **UNIT** pawn is placed and where.

**Note:** This rule is dedicated to experienced players.

## 1.3. PUBLIC DIPLOMACY

The **DIPLOMACY** pawns are not used. Players may discuss and exchange cards with no restriction.

**Beware!** This may significantly increase game time!

## 1.4. MANDATORY PLACEMENT

This optional rule suggests a more thematic placement. The step 5 of the setup is modified. Players do not choose their starting town, they instead look at the table below, which shows the player's starting town according to the lord they drew.

Aliénor		Poitiers	Duché d'Aquitaine
Arthur		Clermont	Dauphiné du Viennois
Beaudouin		Montpellier	Seigneurie de Montpellier
Blanche		Limoges	Vicomté de Rochechouart
Charles		Toulouse	Comté de Toulouse
Eric		Avignon	Comté de Foix
François		Reims	Comté de Champagne
Gauvin		Lyon	Vicomté de Tarentaise
Guenièvre		Dijon	Duché de Bar
Henry		Rouen	Comté d'Aumale
Isabelle		Pau	Vicomté du Béarn
Jeanne		Calais	Comté d'Artois
Lambert		Lisieux	Comté du Perche
Mireille		Liège	Comté du Vermandois
Othon		La Rochelle	Comté de Saintonge
Philippe		Bordeaux	Comté de Gascogne
Quentin		Nantes	Duché de Bretagne
Thierry		Orléans	Comté de Nevers

Maximilien drew **ALIÉNOR**. His starting town is **POITIERS**.  
Enguérand drew Philippe, who starts in **BORDEAUX**.

**Note:** Being next to another player from the start may be as much a chance as a hassle, everything will depend on subsequent negotiations. This rule is designed for players who are diplomacy specialists!

### FIEF™ FRANCE English Version

- ♥ Designer: Philippe Mouchebeuf.
- ♥ Game development: Philippe Mouchebeuf, Olivier Chanry, Thierry Matray, Franck Saverys, Maximilien Da Cunha, Cédric Béguin.
- ♥ Art direction & DTP: Olivier Chanry.
- ♥ Rulebook edition: Olivier Chanry, Raphaël Biolluz.
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