

## Empires of the Middle Ages – 2<sup>nd</sup> Edition

### Victory

- (3+SS) each court-connected area, 3 for each possessed claim, 5 for each conversion/colonization
- Handicap points based on scenario

### Game Turn Sequence

- Reshuffle event cards
- Schism Determination
- The Rounds (repeat a-g five times per turn)
  - Year card distribution (5 per player)
  - Crusade determination (1001-1276 + other considerations)
  - Raider phase
  - Magnate phase
  - Initiative determination (highest sum of stature choice)
  - Player Turns
  - Colonization

### Player Turn

- Draw an event card
- Move armies (#moves = aCom, start or end in seafaring = 1 Gold per sea area up to three)
- Perform endeavors (at least one, up to five)
- Tax before, during, or after endeavors (all taxation at one point in turn)
  - Obtain gold equal to SS, with risk of unrest/rebellion outside of court
  - Plunder possible unless SS is -3
  - Commerce adds one to tax value, but not one to rebellion
- Save endeavors for defense
- Pay army and fleet maintenance at end of turn (1 Gold each)
- Leader stature checks for all cards (unplayed at end of all player rounds)

### Endeavor Summary

#### Sea Impact During Endeavors

- 1 sea area = +1 gold (+0 gold with seafaring)
- 2 sea areas = +2 gold, ½ leader effectiveness (+1 gold with seafaring)
- 3 sea areas = N/A (+2 gold, ½ leader effectiveness with seafaring)
- Each fleet extends the range by 1 if seafaring, or creates a seafaring area
- Conquest and pillage may not be performed across a sea unless active fleets exceed defending fleets

#### Conquest

- Purpose: Capture or convert (religion) an area
- Cost: 2+ Gold

$$(bSS + aCom + aArmy) - (tSS + tFort + dCom + dArmy + LangMod + RelMod)$$

- Conquest of areas with population higher than 1 require multiple conquests
- Conquest of a possessed area can be used for religious conversion, cathedral/mosque aids attempt
- Fortifications reduced (3→2, 2→0) if conquered
- Commerce and university captured if conquered
- Cathedral/mosque captured if bRel is equal to tRel
- Palaces eliminated if conquered
- Armies may be reduced to avoid a SS loss

#### Pillage

- Purpose: decrease SS and obtain gold from an unpossessed area
- Cost: 0+ Gold

$$(bSS + aCom + tPop + aArmy) - (tSS + tFort + dCom + dArmy + LangMod + RelMod)$$

- -3 SS areas may not be pillaged
- Successful SS decrease can instead eliminate civilization and obtain 1 Gold
- Armies may be reduced to avoid a SS loss

### Diplomacy

- Purpose: Add a diplomatic tie to influence rebellion/lead to claim, or diplomatic conquest
- Cost: 1+ Gold

$$(aDip + bSS) - (tSS + dDip + LangMod + RelMod)$$

- No sea impact (unlimited range)
- Base for Diplomacy endeavor is always the active court
- Court area can not be a target
- Independent areas have a dCom of 3, except Venice, which is 5
- Possession of an area with no claim allows placement of a claim with a tie
- Cards allow conversion of ties to claims.
- Claims may not be held on an area with different religion (RC and EO are not “different religions”)
- Fortification, Commerce, and University captured with conquest
- Cathedral/mosque captured if bRel is equal to tRel
- Palaces eliminated with conquest

### Defense

- Purpose: Reduce the effectiveness or conquest or pillage
- Cost: 1+ Gold

### Fortification (Mobilization)

- Purpose: Fortify an area to decrease rebellion and increase defense, or build armies and fleets
- Cost: 2+ Gold

$$(aAdm + tSS + tPop) - (LangMod + RelMod)$$

- Reduce fortification for free at any time
- Build army in place of fortify (no additional gold)
- Build fleet in place of fortify (no additional gold)

### Ruling

- Purpose: Increase SS of an area, remove unrest, or build civilization
- Cost: 0+ Gold

$$(aAdm + tSS(\text{if negative}) + Cathedral/Mosque) - (tSS(\text{if positive}) + LangMod + RelMod)$$

- SS may not increase more than 2 over norm
- May build civilization (cathedral/mosque, commerce, palace or university) in place of SS improvement; Cost: 4 Gold
- One Ruling endeavor can be extended to all areas with palaces
- University makes any +1 SS increase a +2 SS increase

### Abbreviations

b...=base area attribute  
 t...=target area attribute  
 SS=social state  
 Pop=population  
 Rel=religion  
 Fort=fortification  
 Cost: X+ means additional gold can be spent to improve effectiveness  
 a...=active leader  
 d...=defending leader (year card required for Conquest or Pillage)  
 Com=combat stature  
 Adm=administrative stature  
 Dip=diplomacy stature  
 LangMod=language modifier  
 RelMod=religion modifier