

FEUDALISM

Christo regnante, regem sperante

INTRODUCTION

Feudalism is a card game for 2 players, covering, very loosely, the events, situations and rivalries in the kingdom of France from the end of the 9th century to the end of the 10th century.

After the splitting of Charlemagne's empire in 3, this period saw the rise of local lords, the end of the Viking lootings and their settlement in Normandy, the terrifying Magyars, the merciless struggles to become (or stay) king and finally the accession to power of a new dynasty with a weak power and few lands, the Capetians.

1. Game components

Each copy of *Feudalism* includes:

- 110 cards ; divided into 10 King cards, 10 Invasion cards, 90 Actions cards (45 Vassal cards, 45 King cards)
- 1 Map divided in 20 Regions
- 37 counters (6 Disaster, 18 Feudal Revolt, 1 King, 1 Turn, 1 VP player 1, 1 VP player 2, 1 Raid, 5 Viking Settlement, 3 Muslim Settlement)
- "Play money" in 1 Dn and 5 Dn denominations (10 x 1 Dn, 3 x 5 Dn)
- One Rules Booklet
- 3 six-sided dice

1.1 The Rules

Each major section of the rules is assigned a whole number (1.0, 2.0...). Subordinate rules are assigned a corresponding number to the right of the decimal place. For example: 2.1, 2.2... under rule 2.0. This system allows quick and easy cross referencing of rules.

VP : Victory Points

1.2 The Map

The map shows Francia Occidentalis, France of the middle of the 9th century plus the kingdom of Burgundy which was at that time under the very loose control of French kings.

It represents the playing area divided in 20 Regions. One Region has a number showing the Income (in Deniers) that it brings to the King when collecting Income, an Army Force value used against invaders or against the King during a Feudal Revolt.

Regions can have different colors:

- Purple Region (light or dark) : Eligible for a Viking Raid
- Dark Purple Region : Eligible for a Viking Settlement
- Green Region (light or dark) : Eligible for a Muslim Raid
- Dark Green Region: Eligible for a Muslim Settlement
- Brown Region : Eligible for a Magyar Raid

Castles, cities and other terrain features have no effect on the game.

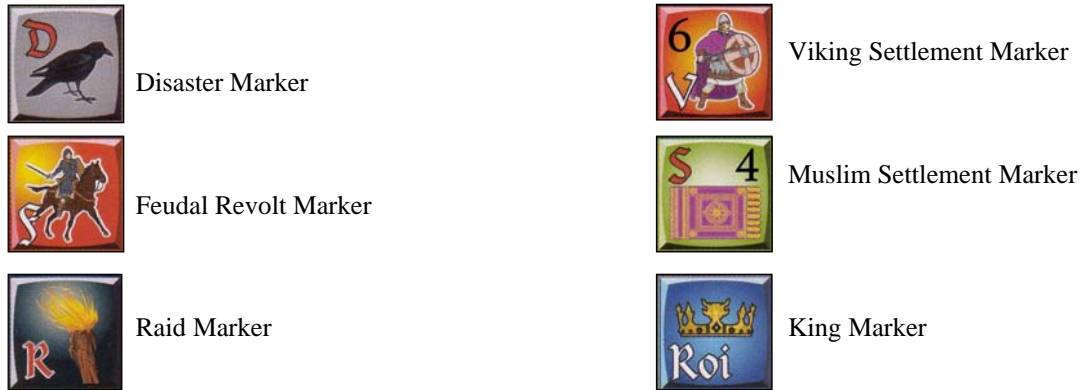


1.3 The Cardboard counters

CONTROL MARKERS: The Vassal player takes the Viking Settlement, Muslim Settlement, Feudal Revolt markers. They are used, when needed, to indicate that the King player lost control of a Region.

VICTORY POINTS AND TURN MARKERS: They are placed in the Turn and Victory Points Track. The Turn marker is moved at the end of each turn whereas the VP markers are allocated to a specific player at the start of the game and then are moved if this player gets one VP.

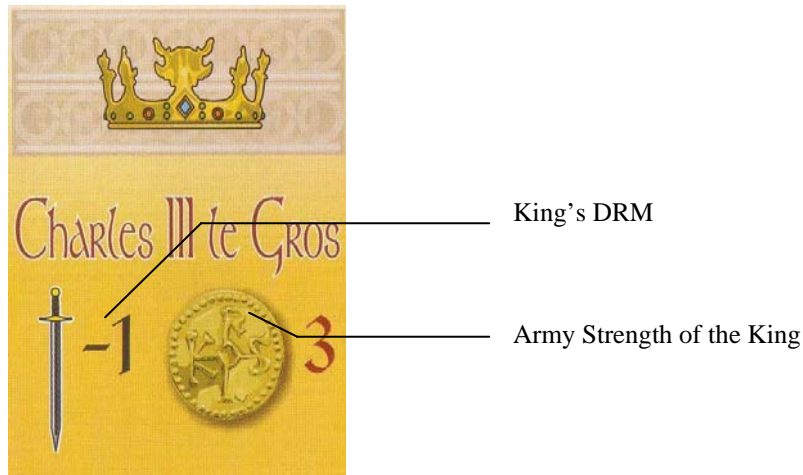
INFORMATIONAL MARKERS: These are used to denote certain statuses, such as Disaster, Raid.



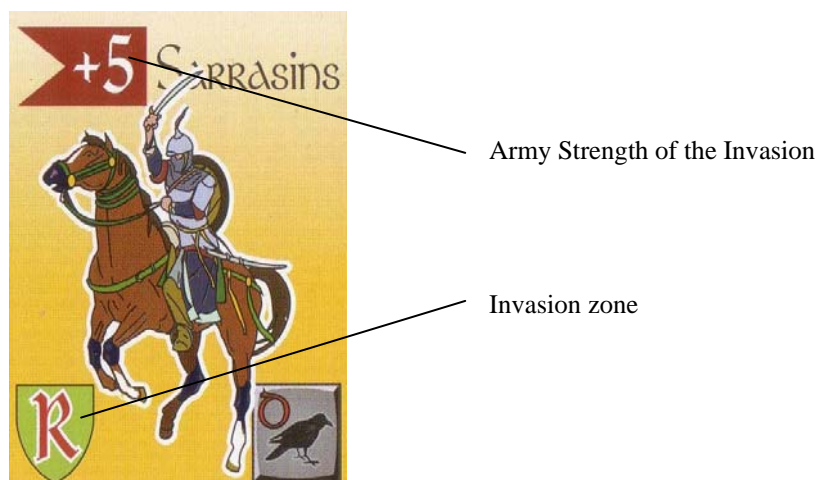
1.4 Cards

Feudalism includes 110 cards, divided in 3 types: King, Invasion and Action.

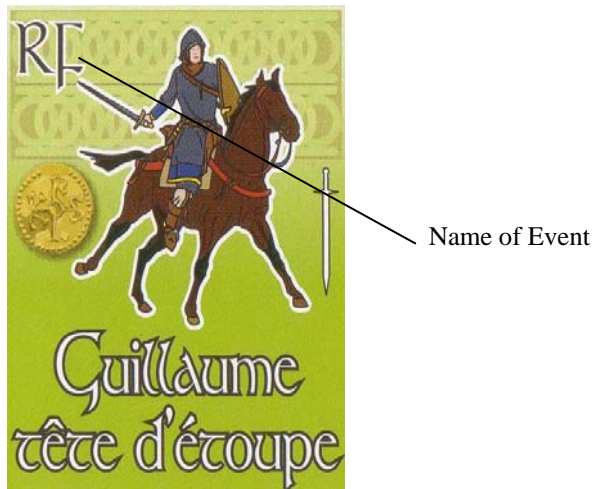
KING CARDS: These cards represent a King with a DRM and an Army Strength.



INVASION CARDS: They are of 2 types, Raids and Settlements. Raids are more or less important lootings whereas Settlements are attempts to permanently occupy a Region. These different Invasion types can only happen in a Region (1 per turn) with the corresponding color (See 1.2). All the Invasion cards have an Army Strength in the upper left corner in a Red flag for the Raids and in a Red square for the Settlements.



ACTION CARDS: These cards provide the players with things they must/may use and/or do during their turn.



1.5 The Dice

The game uses one or three six-sided dice (only for Disasters). If only one die is rolled, that is listed as 1D6. If three dice are rolled, they are added and the player checks on the Region Table. The initials DRM are often used; they stand for “Die Roll Modifier”, a number applied to the actual die roll to get the final figure.

1.6 The Game’s currency

Feudalism uses the Silver Denier (abbreviated Dn) as its currency. The King player can get Income in 2 ways:

- When he collects Income (See 3.2)
- When a God’s Peace card is played, the King player receives 1D6 Deniers.

1 Denier



5 Deniers



HISTORICAL NOTE: The Silver Denier: "Single currency" of the Carolingian Empire, the Denier is the model, directly or indirectly, of the Occidental coins produced from the 9th to the 10th century. In the second half of the 9th century, the French royal power slowly lost the effective control and the exclusive rights of the Deniers striking. In the game, all Deniers are equivalent.

2. Prepare to play

Each player has 1 specific Action deck.

2.1 Determine the King player and the Vassal player

Players can choose a side by mutual agreement. Otherwise, both players roll a die and the highest die roll begins the game as the King during the first turn.

2.2 Prepare the Invasion deck

The Vassal player takes the Invasion cards, shuffle them, and set them face down next to him.

2.3 Prepare the King deck

The King player takes the King cards, shuffle them, and set them face down next to him. He takes the first card of the deck and puts it face up next to him. It represents the King in power at the start of the game. Both players begin with 0 victory points. They can earn victory points in Phase E.

2.4 Kingdom of France's control

At the start of the game, France is considered to be entirely controlled by the King player. Indeed, no control marker is on the map at start.

2.5 Prepare the Action decks

Each player takes the Action cards of his side, shuffle them and set them face down next to him.

2.6 Deal Action cards

Each player takes 6 Action cards of his side and keeps them in his hand (not revealing them at the moment)

3. General course of the game

3.1 Game Turn

- A. Draw Actions cards.** The players draw enough Action Cards so that they have six cards in their hands to start the Turn. When the last card of the deck is drawn, reshuffle the discarded cards and place it face down to form a new Action deck. The basic maximum number of cards a player may have in his hand is '6' at anytime. There is one exception for each player :
- When an Alliance card has been played in the previous turn, the Vassal player (of the current turn) gets 1 extra card (never more).
 - When a Duc des Francs card has been played in the previous turn, the King player (of the current turn) receives only 5 cards instead of 6.
- B. Invasion card selection.** The Vassal player draws the top card from the Invasion Deck and follows the procedure 5.0.
- C. Collect Income** See 3.2. Remove the Disaster markers and Raid marker from the previous turn after resolution.
- D. Action Phase**
Any Action card played is discarded once all its effects have been resolved.

D1. Vassal player: He begins his Action Phase by attacking with his Invasion card (See 8.0). Then, he may play and resolve as many Action cards as he wishes (and owns). When the Vassal player has finished, the King player begins his Action Phase D2.

D2. King player: he may play and resolve as many Action cards as he wishes (and owns). During this Phase, he can launch one attack against a Region that has a Settlement or a Feudal Revolt marker (see 8.0). As an exception, a Reconquest card allows him to launch a 2nd attack (See 7.4).

NOTE: The fight against the Invasion during Phase D1 does not count as a King player's attack.

NOTE: A player can always pass his Action Phase by doing nothing.

D3. Discard: Both players must discard the Action cards they still hold in their hands and that they could not (or did not want) to play.

- E. King's situation** see 4.2
Then, advance the Turn marker to the next turn on the Turn Track.

3.2 Collect Income

The King player collects Income in 4 Regions he controls and that do not have a Raid , Disaster, Settlement or Feudal Revolt marker. Each Region provides a set Income. This is listed on the map of France. Thus, the King player controls Burgundy, he gets 3 Dns, Brittany brings him 2 Dns, etc.

DISASTER: Collecting Income removes Disaster markers (See 6.1) and the Raid marker (See 5.1) after resolution.

3.3 Length of the game

The game ends at the end of Phase E of the 9th turn. The Carolingian kings are definitively replaced by the Capetians, descendants of Eudes and Robert I. A new chapter of the History of France begins.

4. King cards

4.1 King cards

A King card indicates 2 characteristics:

- A DRM
- An Army Strength

Both are modifiers for attacks against Raids, Settlements or Feudal Revolt.

4.2 Change of Dynasty

The change of Dynasty can allow the Vassal player to change place with the King player (who himself becomes the Vassal player) and score 1 Victory Point.

At the beginning of each turn, the King marker is put on square 4 of the Change of Dynasty track. Several events can change that position:

- Losing a Region's control by the King player - 1
- Gaining a Region's control by the King player +1
- Successful Accident de chasse - 1
- Duc des Francs +1
- King's DRM ?

During Phase E, the situation of the actual King is checked. The King player rolls 1D6:

- If the die result is lower than the King marker's value, the situation doesn't change. The King player keeps this role. On the other side, he discards his current King card, draws a new King card and scores 1 Victory Point. It represents the new King in power during the following turn.

- If the die result is equal or greater than the King marker's value, there is a change of Dynasty on the French throne. The Vassal player becomes the King player and vice versa. The two players exchange their decks (including the King and Invasion decks). The King player discards his King card and the Vassal player draws a new King card which will represent the new King next turn. The Vassal player scores 1 Victory Point.

If the King marker is on box 1, the change of Dynasty is automatic.

NOTE: The King marker can never be lower than 1 or greater than 6.

4.3 Royal Treasure

If the Dynasty doesn't change at the end of the turn, the King player keeps the Deniers that are left. If the Dynasty changes, any Denier left is discarded (the deposed king took everything before fleeing).

5. Invasion cards

The Invasions happen in Phase B.

The procedure is the same whether it is a Raid or a Settlement:

- The Vassal player draws an Invasion card and puts it face up in front of him while selecting an invaded Region where he will put the appropriate Invasion marker. Players then resume the game turn.
- During Phase D, the Vassal player must attack the invaded Region. This attack is resolved immediately, before any other action of this Phase.
- Both players resolve the Invasion as a normal attack. The Vassal player rolls the die for the invaders; the King player rolls a die to defend the Region, and the attack is resolved as in 8.6.
- If the invaders lose, there is no effect. If the invaders win, players should apply the effects of the Raid or the Settlement. Then the King player may try, at any time, to win back the Region by playing the Serment de fidélité card.

5.1 Raids

If a Raid is successful, place a Disaster marker in the invaded Region and apply the effects immediately. See 6.1. The Raid marker stays until the next Phase C (Collect Income).

5.2 Settlement

If a Settlement is successful, place a Viking Settlement or a Muslim Settlement marker in the invaded Region. This marker replaces the Army Strength of the invaded Region. This Region is now being considered as being uncontrolled by the King player. It will not bring Income in Phase C and acts like a Rebellious Region. The King player will have to attack it to control it again (but see 7.7).

6. Vassal Action cards

6.1 Désastre/Disaster

The Vassal player must play this card. When a Désastre card is used, the Vassal player consults the Region Table and rolls 3D6 to determine which Region Désastre has struck. If that Region already has a Désastre Marker, the effects are the same except that the King player only gives half the Deniers he normally would have paid (round up). Place a Désastre Marker on top of this Region.

EFFECTS: Désastre has the following effects:

- The King player loses Dns if he controls the Region that affected by the Désastre card. Roll one die, the result is the amount of Dns he loses. If the die roll is greater than the amount of Dns he has left, he pays what he has and the Region revolts! See 6.2.
- Then if a Feudal Revolt takes place in this Region, the Vassal player has a +1 DRM. See 8.5.

REMOVAL: Remove all Désastre markers during Phase C (Collect Income).

6.2 Révolte féodale/Feudal Revolt

During his Phase, the Vassal player may use this card to provoke an attack against the King player.

Here is the procedure:

- The Vassal player first chooses the Region where the Feudal Revolt will take place. It can not be a Region with a Settlement.
- The King player then can play an Serment de fidélité card. If it is successful, the Feudal Revolt is cancelled and the attack doesn't happen. If it isn't successful, an adjacent Region, which is not a Settlement (Vassal player's choice), revolts. The players resolve the 1st Revolt and then the 2nd.
- The players resolve the attack. The King player must pay 1 Denier for the attack. If he can not, the Feudal Revolt automatically succeeds. The Vassal player adds + 1 DRM if there is a Disaster marker on the Region.
- If the attack is successful, the Vassal player puts a Feudal Revolt marker on the Region. From then on, the King player does not control this Region anymore and therefore can not collect Income there.
- If the attack failed, the card is discarded. No effect.

NOTE : A Region can not suffer from more than 1 Révolte féodale during the same turn. The Vassal player can only play 3 Révolte féodale cards maximum during the same turn.

6.3 Alliance

At the start of an Invasion or a Feudal Revolt (or when the king wants to crush it later on), the Vassal player may use this card for + 2 DRM. On the other side, next turn, the Vassal player will draw an extra Action card whoever he is at that time.

NOTE: This card is double-edged because if the King changes at the end of the turn, the next King player will have one card less than his opponent.

6.4 Espions/Spies

Play of an Espions Card allows a player at any time to do one of the following (but see 7.2):

- Look at the in-hand cards of the King player.
- Look at the next two Action cards available for draw in the King's Action deck and at the next Action card available for draw in the Vassal's Action deck (without revealing them to the other players and returning them to the draw pile in the same order). During Phase A of next turn, the new King player will have to take, in the same draw order, the 2 Action cards seen by the previous Vassal player (and then the other cards from his deck normally). The new Vassal player will have to take, in the same draw order, the Action card seen by the previous Vassal player (and then the other cards from his deck normally).

Whatever the Vassal player chooses to do, the Espions card gives him +1 DRM during his next attack. A second Espions card doesn't bring an additional bonus if it is for the same attack.

6.5 Accident de chasse/Hunting accident

The Vassal player may play at any time an Accident de chasse card during the King player's turn to negate the latter's use of a Espions Card, see 7.3.

The Vassal player, in his Action Phase, may play an Accident de chasse card to attempt to force a Change of Dynasty. Roll one die:

- If the die roll is a 5-6, you have succeeded; the King had a hunting accident. See 4.2.
- If the die roll is a 1-4, the assassin has failed in his attempt. There is no further penalty.

You may play as many Accident de Chasse cards as you wish. But you may have only one successful Accident de Chasse per turn.

6.6 Férocité/Ferocity

During an Invasion, the Vassal player may use this card for a + 1 DRM. Only one Férocité card can be used per attack.

6.7 Saint Empire Romain/Holy Roman Empire

The Vassal player can play the Saint Empire Romain card at any time to prevent the King player from playing the Paix de Dieu and Serment de fidélité cards.

The Vassal player, during his Action Phase, can play a Saint Empire Romain card. It cancels the attack of the King player during Phase D2. The King player can still attack once if he owns a Reconquest card. See 7.4.

7. Royal Action cards

7.1 Tensions internes/Internal tensions

When a Region is rebelling or against a rebelled Region, the King player can use this card for + 1 DRM. Each Internal Tensions card can only be used for one attack.

The King player can use this card at any time to cancel an Alliance card.

7.2 Paix de Dieu/God's peace

The King player can use a Paix de Dieu card at any time to cancel a Espions card. See 6.4.

The King player, during his Action Phase, can use a Paix de Dieu card to increase its Income. He gains 1D6 Deniers.

7.3 Espions/Spies

Play of a Espions Card allows a player to do one of the following (but see 6.5):

- Look at the in-hand cards of the Vassal player before Phase D1.
- Look at the next two Action cards available for draw in the Vassal's Action deck and at the next Action card available for draw in the King's Action deck (without revealing them to the other players and returning them to the draw pile in the same order). During Phase A of next turn, the new Vassal player will have to take, in the same draw order, the 2 Action cards seen by the previous King player (and then the other cards from his deck normally). The new King player will have to take, in the same draw order, the Action card seen by the previous King player (and then the other cards from his deck normally).

Whatever the King player chooses to do, the Espions card gives him +1 DRM during his next attack. A second Espions card doesn't bring an additional bonus if it is for the same attack.

7.4 Reconquête/Reconquest

The King player, during his Action phase, may use a Reconquête card. It allows him to have an extra attack (up to a maximum of 2 attacks) during Phase D2.

7.5 Cavalerie lourde franque/Frankish heavy cavalry

During an Invasion or a Feudal Revolt, the King player can use this card as a +1 DRM. Each Cavalerie lourde franque card can only be used for one attack.

7.6 Deus ex machina

This card may be played at any time during the game. It cancels the play of any other card, other than the Saint Empire Romain card, if played before the cancelled card's effects are resolved.

7.7 Serment de fidélité/Oath of loyalty

After a Viking Settlement or a Feudal Revolt has been successful, this card can be played at anytime. The King player must pay the same amount as the involved Region's Income. He rolls a die:

- If the die roll is a 1-4, the Feudal Revolt stops. Remove the Feudal Revolt or Settlement marker.

- If the die roll is a 5, the Feudal Revolt continues.
- If the die roll is a 6, not only the Feudal Revolt goes on but it spreads to an adjacent Region (controlled by the King player and chosen by the Vassal player). See 6.2. If the Serment de fidélité has been played to stop a Viking Settlement, the Vassal player puts a Viking Settlement marker if the attack is a success.

7.8 Tribut/Tribute

The King player may cancel during the Action Phase of the Vassal player:

- An Viking Invasion card by paying the Region's income +1 in Dns
- A Saint Empire Romain card for 2 Dns. Therefore, the King player **can not use** his Tribute card if the Saint Empire Romain card is played during **the Action Phase of the King player** (to prevent the Paix de Dieu and Serment de fidélité cards).

7.9 Duc des Francs/Duke of the Franks

The King player, during his Action Phase, can play a Duc des Francs card to try to influence the Change of Dynasty. Roll a die:

- If the die roll is a 4-6, the Duc des Francs helps you with all his political (and military) might. + 1 DRM during the Phase of the King's situation. See 4.2.
- If the die roll is a 1-3, the Duc des Francs stays neutral and waits quietly his time. The card has no effect.

The King player can also use this card during an attack. It reduces the cost of adding Militia (See 8.3) to his Army Strength from 3 Dns per DRM to 2 Dns per DRM. Each Duc des Francs card can only be used for one attack.

On the other side, next turn and no matter how it was played, the King player will draw one card less to only have 5 cards in hand.

8. Attack

Attack is an action undertaken when the Vassal player uses an Invasion card or a Feudal Revolt card. During his turn, the King player can also launch an attack in one Region (or two if he played a Reconquête card) that he doesn't control. The object is to gain control of a Region, stop a Feudal Revolt or drive out an Invasion. There are no combat pieces, and there is no actual movement.

8.1 Attack cost

The King player must pay 1 Dn to fight a Region that is rebelling (during the Vassal Phase) and to win back a Region that has rebelled (during the King phase) but not against an Invasion. If he can not pay (or doesn't want to), he automatically loses the control of the Region. Without Deniers, he can not launch attacks during his Action Phase.

8.2 Army Strength

The King player, the invaders, the Regions have an Army Strength – think of it as the standing army of the King, of the invaders, of the local lord. The Army Strength is used as a DRM for resolving battles. Thus, a +1 means that that Power has a Army Strength DRM of +1, regardless of whether it is attacking or defending.

Here are the different attack types (Attacker/Defender):

- Invasion (Army Strength of the Invasion) against a Region controlled by the King (Army Strength of the Region + King's DRM)
- Invasion (Army Strength of the Invasion) against Rebellious Region (Army Strength of the Region)
- the King (Army Strength of the King + King's DRM) against Rebelled Region (Army Strength of the Region) during Phase D2
- Rebellious Region (Army Strength of the Region) against the King (Army Strength of the King + King's DRM) if a Révolte féodale card has been played
- the King (Army Strength of the King + King's DRM) against Settlement (Army Strength of the marker)

8.3 Militia

The King player can, when needed, increase his Army Strength by raising Militia when he attacks or defends against a Settlement or a Rebellious Region. For each 3 Dns spent (or only 2 if he plays the Duc des Francs card; 7.9), he receives an additional +1 DRM (for use in that battle). Thus, spending 9 Dns will bring a +3 DRM. Militia are used only for the battle for which they are raised. If there is a second attack (if a Reconquête card is played), the King player will have to pay a second time to have Militia.

The maximum DRM that Militia can bring is + 4.

NOTE: The Army Strength of a Region includes its militia.

8.4 King in the battle

The King's DRM must be applied to every attack where the King is involved either in an Invasion taking place in a controlled Region or in a Rebellious Region.

8.5 Attacking

The Vassal player attacks during an Invasion or a Feudal Revolt. The King player attacks to regain a Region's control. For the King player and the Feudal Revolt cards, attacks can be made at any time but it must be declared against a specific Region. For an Invasion, the attack is always the first action of the Vassal player. The King player must pay 1 Dn when a Region revolts, to launch an attack against a rebellious Region.

ATTACKING LIMIT: The King player can only launch 1 attack (or 2 attacks if he plays a Reconquête card) each turn.

8.6 Battle resolution

STEP 1 (If the King player attacks): The King player says how many Militia he will raise by placing the Deniers needed in the attacked Region.

STEP 2: Beginning by the attacker, each player can use Action cards that will give them DRMs. Only one card of the same type can be played per attack.

STEP 3: The attacking and the defending players each roll 1 die.

STEP 4: To that die roll, they each add:

- His Army Strength (8.2)
- Any Militia raised (8.3)
- The King's DRM (8.4)
- Any Action cards (Tensions internes, Cavalerie lourde franque, Férocité, Alliance,...)
- +1 due to a Disaster (6.1)

STEP 5: High total wins. Winner gains (or retains) control of the Region. If the total is even (tie), the Defender retains control.

9. Victory conditions

The player who has the highest total of Victory Points wins. In other words, the player who has been the more often King wins.

This game is loosely based on the rules of Medieval published by GMT Games. It was written by Florent Coupeau.