

feudo

A Game Turn Example

Turn the game box over. On the back of the box, part of a map is printed showing a number of tokens. Place the indicated tokens on top of their drawings and move them following the example:

Game between WHITE and BLUE players

Diplomacy Phase:

WHITE has the least victory points, and therefore decides and declares that the order of the turn will be BLUE first and WHITE second.

Strategy Phase:

Each player chooses 3 *Army Cards* and 1 *Trading Card* to be held in his/her hand, putting the others aside, face down. Blue chooses the *Baron*, *Milady*, *Infantryman* Geoffrey of Clinton and a *Trading Card* with no shillings. WHITE chooses the *Baron*, *Mercenary* Robert Dispenser, *Knight* Gilbert de Clare and the *Trading Card* with 2 shillings.

Plague Phase:

The blue *Plague Token* moves 1 to the east, infecting the *Infantryman* John of Botley (his token must be turned over and is now worth 1, not 2).

Movement Phase:

BLUE shows the *Army Card* of *Baron* William le Blund and moves it 1, onto the space with his *Knight* William le Mauduit.

WHITE shows the *Army Card* of the *Mercenary* Robert Dispenser and moves it 2 spaces, placing it in the same space as his *Baron* Urse d'Abetot.

BLUE shows the *Army Card* of the *Infantryman* Geoffrey of Clinton. The player fears the arrival of the *Knight* Gilbert de Clare alongside the *City* of Winterbourne and his looming attack. In this case, if he were in the *City*, his defensive force of 9 (2+7 for the city walls) would succumb against an attack by 10 (4+3+3). He therefore prefers to save the *Infantryman* and moves him 2 spaces, moving out of his *City* and into the *Wood*.

WHITE in fact shows the card of the *Knight* Gilbert de Clare and moves him 1 space, alongside the enemy *City* of Winterbourne.

BLUE shows the *Army Card* of *Milady* and moves her 2 spaces towards the enemy *Baron*.

WHITE shows the *Army Card* of *Baron* Urse d'Abetot but does not move him.

BLUE shows his *Trading Card*, which is without shillings, and therefore does not move any more.

WHITE shows his *Trading Card* which is worth 2 shillings: 1 shilling is spent to pay for the movement made with the *Army Card* of the *Mercenary* Robert Dispenser and with the remaining shilling pays to move *First Knight* William de Beauchamp 1 territory north, to the *Hill* below *Infantryman* Robert of Roudiche.

Attack Phase:

BLUE attacks the free *City* of Todenham, because he has more force (9>7 of the city walls) and has 1 *Infantryman* in the attack. He therefore conquers it and wins 4 *Victory Points* (the *City* is 4 territories away from his *Castle*).

WHITE attacks the enemy *City* of Winterbourne, because he has more force (10>7 of the city walls) and has 1 *Mercenary* in the attack. He therefore conquers it and gains 5 *Victory Points* (the *City* is 5 territories away from his *Castle*). The BLUE player loses 8 *Victory Points* (since the *City* that was just lost is 8 territories away from his *Castle*). What is more, the WHITE player attacks with the *First Knight* William de Beauchamp, eliminating the *Infantryman* Robert of Roudiche and wins 2 *Victory Points*. Every time *Victory Points* are won or lost, the players move their Coats-of-Arms on the Victory Chart, forward or backward. The players can place one of their Coats-of-Arms on the conquered *Cities*.

Advance Phase:

BLUE decides not to move forward with *Baron* William le Blund inside the conquered *City*, keeping him with his *Knight* William le Mauduit.

WHITE decides to move the *Mercenary* Robert Dispenser inside the conquered *City* (free of charge).

At the end of the turn, the players put their stack of *Army Cards* together again, combining those played with those set aside, but since the BLUE player's *Infantryman* Robert of Roudiche perished in battle, the corresponding *Army Card* must be discarded. The played *Trading Cards* are also discarded.