

feudo

Players' Aid

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Special thanks to Walt Mulder

UNIT	VALUE Healthy /Plagued	SPECIAL RULES AND ABILITIES
Baron	4 / 2	<ul style="list-style-type: none"> - May stack with any one other unit except the First Knight - If Charmed by Milady, the Baron and ALL his units cannot move for the remainder of the turn (they may still attack) - If defeated in combat, return him to his Castle space (VP's are still awarded to victor) - If infected by Plague, he will be automatically healed at the start of the next turn - May not be Infected by Milady - May enter or cross over a city you control
Milady	2 / 1	<ul style="list-style-type: none"> - May Charm a Baron the turn her card is played if adjacent and uninfected (return Milady to your Castle for one entire turn before moving) - May Infect all uninfected adjacent units (except Barons or another Milady) if ill with the Plague the turn her card is played - May not attack or be attacked (any unit with her may be attacked) - May stack with any one other unit except the First Knight
First Knight	5 / 3	<ul style="list-style-type: none"> - Must always be alone in a space - May attack into villages - May attack into a city only if attack also includes a Mercenary and/or Infantry unit - May not enter or cross over a city or village
Knight	3 / 2	<ul style="list-style-type: none"> - May attack into villages - May attack into a city only if attack also includes a Mercenary and/or Infantry unit - May not enter or cross over any city or village
Mercenary	3 / 2	<ul style="list-style-type: none"> - If moved during Movement Phase, you must also play a Trading Card showing Shillings to pay for the move. - Required to attack a city unless Infantry are used - May enter or cross over a city you control
Infantryman	2 / 1	<ul style="list-style-type: none"> - Required to attack a city unless Mercenaries are used - May enter or cross over a city you control
TERRAIN	DEF. BONUS	SPECIAL RULES AND ABILITIES
Hills	0	- None
Mountain	N/A	- Impassable to all units
Village	+3	<ul style="list-style-type: none"> - May not be entered or crossed by any Knight or First Knight - May be entered or crossed by Baron, Milady, Infantry or Mercenary
Woods	+5	<ul style="list-style-type: none"> - May only contain one unit - Unit must stop upon entering
City	+7	<ul style="list-style-type: none"> - May not be entered or crossed by any Knight or First Knight - May be entered or crossed by Baron, Milady, Infantry or Mercenary if under your control - A unit in a city is immune to the Plague
Convent	N/A	<ul style="list-style-type: none"> - May not be crossed by any units - May be entered only by Plague-stricken units - Safe Haven: Units cannot attack, be attacked, or be infected by Plague while in this space - May be occupied by any number of units from any player(s)
Castle	N/A	<ul style="list-style-type: none"> - May be crossed only by your own units - Only the Baron may reenter your Castle (if eliminated in battle) - Units still in your Castle are immune from Plague and cannot be attacked

TURN SEQUENCE:

- 1) **Diplomacy Phase:** Player with least points determines player sequence for the round
- 2) **Strategy Phase:** Players choose 3 Army Cards and 1 Trading Card (you must use a Shillings Trading Card if moving Mercenaries)
- 3) **Plague Phase:** Draw a Plague Card and move the Plague Marker accordingly
- 4) **Movement Phase:** Accomplished in order determined in Diplomacy Phase (extra Shillings can move additional units)
- 5) **Attack Phase:** Accomplished in order determined in Diplomacy Phase
- 6) **Advance Phase:** Move unit(s) for free into areas vacated by combat (Advance movement is free but any restrictions still apply)

SPECIAL GAME TRIGGERS:

- The King and The Cowards:** Immediately upon a player reaching or exceeding 12 VP's, ALL players lose VP's equal to the value of units still remaining in their Castle at that time (Milady=0). This only occurs once during the game.
- The King's Help:** Any player with, or tied for the least VP's, playing a Trading Card with Shillings, receives an extra 2 Shillings
- The Force of the Desperate:** If you have less than 4 fighting units remaining, your Baron's strength becomes 6/3 (red/black)