

(Guelf and Ghibelline) Symbols on the game board.



River: separates an area from a neighbouring one, can only be crossed by bridges (see 5.5.1).



Frontier of the Empire: separates an area from a neighbouring one.



Frontiers of the three Kingdoms: separate an area from a neighbouring one.



Boundaries of tribal areas: separate an area from a neighbouring one.



Other boundaries (in tribe's colour): separate an area from a neighbouring one.



Road: does **not** separate an area from a neighbouring one/ allows movement across more than one border (see 5.2)/ is interrupted by a fortress or by a hut (= site to found a town) (see 5.3).

Note: Movement in high (alpine) mountains is only permitted by road. (see 5.2.2)



City: intrinsic strength is 300 (may be reinforced up to 800 maximum strength).



Town: intrinsic strength is 200 (may be reinforced up to 500 maximum strength).



Castle: intrinsic strength is 150 (it may be reinforced up to 250 maximum strength).

Castles, towns and cities are fortresses. Most of them have their rulers (noble lords) indicated by their banners or shields. They protect their ruler if he is in the same region.

They are automatically protected by the armies of their ruler, as long as he is in the same area. They protect other counters, if these are placed inside the fortress up to the maximum strength (see 6.1 and 6.2).

Fortresses may be conquered, occupied or destroyed (see 6.3).

Castles may be upgraded to towns (see 6.4).



Hut/village: At this place a noble or cleric on whose card the name of the village is printed, or the Duke of the region's Duchy may try to found a town (see 6.4). Until a town is founded here, the road is not secure and a counter has to roll a die to determine whether it can pass (see 5.3)

Bridge/river crossing: Rivers can be crossed only here. A river crossing is always controlled by a fortress. The river can only be crossed if the fortress is controlled by the faction which is attempting to cross, or if the fortress is neutral and agrees to passage. A fortress cannot be attacked from the other side of a river (see 5.2.1). A bridge or river crossing associated with a hut or village **does not exist** until a town has been founded on the site.

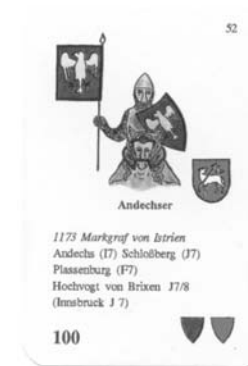
Pass: In the game, each pass is controlled by the fortress on the open side of the symbol.. On the crenellated side it is impassable unless the controlling fortress on the other side of the crenellation belongs to the party which is crossing, or unless the fortress is neutral and permits passage. (Otherwise, even very large armies found that passes were impassable).



Passage (1 * D6)

	1	2	3	4	5	6
through neutral castles and towns across France or Hungary	NO	NO	NO	YES	YES	YES
through any hut/village/destroyed fortress along roads	NO	YES	YES	YES	YES	YES

Army Groups also follow these rules, except that only one die-roll is made for the *entire Army Group*.



The "heraldic card" (e.g., No. 32) shows the banner and arms of the noble or cleric, and possibly another additional coat of arms of a bishopric of whom the nobleman is the overseer. Castles, towns and cities that belong to the named noble show the corresponding arms (shield with heraldic design) or the banners shown on the card. If a noble or cleric appears in the game, he starts from one of those mentioned fortresses (see 7.1).

A name in brackets means that the noble/cleric is allowed to found a town there. Directly below the Knight is his name and title. (Any text in italics refers to the scenarios, and can be ignored in the standard game). Strength points indicate the strength of a counter in an action (military or founding a town). They are always printed at the bottom left of the card.

At bottom right, a coloured shield shows if a noble or cleric belongs to one of the four tribes (red = Franks, green = Saxons, blue = Bavarians, yellow = Swabians). This is important, because in the twelfth century, the election of a German King required the support of nobles and clerics from all four tribes (see 10.1).

(Each cleric or noble has just one vote. If a single cleric has more than one colour this means that he has a choice for which tribe his vote will count).

As each heraldic card stands for a counter, the other cards (e.g., Nos. 63 and 70 which represent fiefs) may just be assigned to heraldic cards to strengthen a counter (i.e., noble or Guelf/Ghibelline family member) to give him other fortresses, ranks and further voting options.

• The "standard cards" (e.g., No. 63) can be assigned to any noble or cleric.

The "unarmed clerics cards" (e.g., No. 70) can only be assigned to nobles (see 7.2). The additional text on these cards is of no importance in the game except for the names of the fortresses, the strength points, eventually a rank and the vote for a tribe.