

Decisions and Game Turn.

Conflict. (see 6.2).

Dice result (each player with one 6 sided die) +3 or better:-

- A. decisive victory! A besieged fortress is conquered. An occupation marker or a destruction marker has to be placed on it (see 6.3).
If the defeated side has no other fortress (own or allied) in the same area, he is captured (see 9).
The victor draws a card from the “neutrals” card deck. The fate of the nobles and clerics involved in the conflict has to be decided according to “Fate I” for the victor and “Fate II” for the defeated.

Any other result means:-

- B. The outcome is undecided. The fate of all nobles and clerics involved in the conflict has to be decided according to “Fate II”

	2	3	4	5	6	7	8	9	10	11	12
Fate I	E	D	D	C	C	C	C	C	C	C	C
Fate II	E	E	D	D	D	C	C	C	C	C	C
Succession (Noble)	I	H	H	H	G	G	G	F	F	F	F
Succession (Cleric)	I	I	I	I	H	H	H	H	H	G	G
Captive’s fate.	N	N	M	M	L	L	L	L	L	L	K
Found a town.	Q	P	P	P	P	P	O	O	O	O	O

Fate.

As a result of combat or as a consequence of events (see Optional Rules B and C), nobles and clerics who are involved may die or leave Central Europe for a pilgrimage to Santiago de Compostela, site of the supposed shrine of St. James. The players roll 2xD6 for each family member involved in combat. Victors in battle have a higher chance of survival, so their results are interpreted according to “Fate I”. The results of all other combatants are interpreted in accordance with “Fate II”.

- C. The noble/cleric survives unhurt.
- D. Because of a miraculous escape from great danger, the noble/cleric makes a solemn vow to go on pilgrimage to the shrine of St James in Santiago. (If a noble/cleric is captured as a result of the battle, then **D = E**).
- E. The noble/cleric dies. If he was a Guelf (Welfe 1, 2 or 3) or a Ghibelline (Staufer 1, 2 or 3), his counter is removed from the game. His “heraldic card” and any “standard cards” or “unarmed clerics cards” which he might have had are inherited by another family member (i.e., *not* allies). In all other cases, the succession has to be determined by rolling 2xD6.

Succession. (see 9).

If a noble/cleric dies it has to be decided whether the successor remains loyal to the faction, prefers neutrality or goes over to the other faction. A successor uses the same counter. If a successor does not prefer neutrality the counter is put on a fortress or in the area of a fortress mentioned on his heraldic card or on a standard card or on an unarmed cleric’s card which is assigned to him.

- F. If at least one of the fortresses mentioned on the heraldic card remains undestroyed and unoccupied, the successor remains loyal to the old faction. Otherwise he will become neutral. If he has an additional card (standard card or unarmed cleric’s card) he will still remain loyal to the old faction, even if all fortresses on the heraldic card have been lost. However in such cases, the additional card(s) is/are lost and returned to the card deck. (Shuffle the deck in this case).
- G. If none of the fortresses on the heraldic card is either occupied or destroyed, the successor remains loyal to the old faction.. Otherwise he will become neutral. If he has an additional card (“standard card” or “unarmed cleric’s

card”) he will still remain loyal to the old faction, even if all fortresses on the heraldic card have been lost. However, in such cases, any additional card(s) is/are lost and returned to the card deck. (Shuffle the deck in this case).

- H. The successor follows the faction which controls all fortresses mentioned on the heraldic card. (If none is occupied or destroyed, this is the old faction). If both factions control part of the fortresses, the successor will be neutral.

- I. The successor changes alliance. The heraldic card and any assigned “standard” or “unarmed cleric’s cards” must be handed over to the opposing player. (Destruction markers remain on the board).

Captive’s fate. (see 9).

- K. An ingeniously contrived plan to liberate the captive has been successful. Place the counter on one of the fortresses printed on his card(s), or place him in the area of one of those fortresses.

- L. Captivity continues.

- M. The captive dies. (see Succession).

- N. The captive is persuaded by the blandishments of the opposing faction and joins it. (If the captive is a Guelf (Welfe 1, 2 or 3) or a Ghibelline (Staufer 1, 2 or 3) **N = M**).

Founding a town. (see 6.4).

- O. The town has been successfully founded.

- P. Your efforts have been unsuccessful.

- Q. Your efforts have been unsuccessful. The noble/cleric is so desperate about the misfortune that he makes a solemn vow to make a pilgrimage to the shrine of St. James in Santiago.

Game Turn.

Ghibelline (Staufer).

1. Pilgrims/Fate of captives (see 9).
2. Movement and action of all “noble counters”/army group counters (see 5 and 6).
3. Form, join, leave or disband an army group.
4. Election or coronation of a King (see 10).
5. Declaration of new allied clerics or nobles/enfeoffment with “standard (i.e., “flag”) cards” or “unarmed clerics cards”.

Guelf (Welfen).

1. Pilgrims/ Fate of captives (see 9).
2. Movement and action of all “noble counters”/army group counters (see 5 and 6).
3. Form, join, leave or disband an army group.
4. Election or coronation of a King (see 10).
5. Declaration of new allied clerics or nobles/enfeoffment with “standard (i.e., “flag”) cards or “unnamed clerics cards”.