

Miles Ratcliffe

MEDIEVALTM

M A S T E R Y



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INTRODUCTION

Medieval Mastery is a board game of tactical conquest based on the feudal system that existed in Europe throughout the Middle Ages. Set in France, during a time of turmoil, the game sees each player assuming the role of a provincial lord as the country erupts into a war of succession. Send your brave knights forth to conquer the surrounding lands in an all-out struggle to claim the throne!

COMPONENTS

126 CARDS:

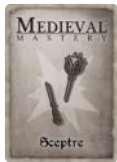
The cards make up 6 player decks as well as a selection of 18 *artefacts*. Each deck includes an identical set of *conflict*, *support* and *resource* cards.



CONFLICT: These cards are played face-down during a *battle*. All add a value between 2 and 5 to a player's *combat score*, apart from the **ambush** cards, which each add a value equal to the result of a die roll instead.



SUPPORT: These cards are played during a *battle*. Each will add either +1 or +2 to a player's *combat score*. Players will play their *support* cards to attempt to snatch victory away from their *rival*.



ARTEFACTS: There are three types of *artefacts*; *crowns*, *sceptres* and *orbs*. Players are given one of each type at random; which provide them with a combination of unique special abilities.



39 TILES:

There are three different types of tiles included in the game; 6 *castles*, 3 *lakes* and 30 *territories*. These tiles are used to construct a *map* of the medieval lands.



CASTLES: Each player starts the game with knights in their *castle*. Any knights gained by a player during the game will be placed in their *castle*. After a player loses a *battle*, any of their surviving knights will *retreat* to their *castle*.



LAKES: Players cannot *conquer lakes*. A player that controls a *territory* adjacent to a *lake* can make an *advance* into any *territory* that is adjacent to it. This effectively links all the *territories* bordering a *lake* to one another.



TERRITORIES: There are many different *territories* in the game. These range from deep, dark forests and desolate ruins to snow-capped mountains and heavily fortified strongholds. Most of the *territories* have special abilities that affect the game while all have a *victory point value* of 1, 2 or 3.



60 DICE:

There are 10 dice in each of the six colours. These are given out to the players at the start of the game. Each point on a die represents one knight.

NOTE: During the game, the dice provided will be mainly used to represent the knights each player has on the map. You will only need to roll dice for the **arena** and the **ambush** card.

SETTING UP

Before playing, set up the game as follows:

1. Choose castles: Each player chooses one of the six *castles* included in the game. They each take its associated deck of cards and the matching set of 10 dice. The 18-card player decks are identical so players are free to choose their favourite colour.

2. Set-up the map: The *map* is constructed using a configuration of tiles that changes dependent on the number of players involved in the game (see page 4). By following the chosen configuration and placing each tile in its appropriate place, constructing the *map* is a simple task. While keeping the *lakes* to hand, separate the *territories* into three piles as distinguished by their *victory point value*. Shuffle each of the piles and place them face-down. Starting from the centre, begin to place the tiles face-up into their relevant positions, as indicated. Each player puts their *castle* into place when a space for one presents itself in front of them.

3. Deal out the artefacts: Once the *map* is set-up, separate the *artefact* cards into *crowns*, *sceptres* and *orbs*. Shuffle and deal one of each type to each player. The players then place their set of three *artefacts* face-up in front of them. This is a good time for new players to acquaint themselves with the *artefacts* that they have been dealt as well as those dealt to the other players. The simplest method is for each player, in turn, to announce which *artefacts* they have been dealt and to read out their abilities using the quick reference (see the back page).

4. Return unused components: Return any of the tiles, cards and dice that are not being used for this game to the box.

5. Set-up player areas: With all the components allocated to the players, each player shuffles their deck and places it face-down in front of them. They should each leave space for a discard pile beside their deck. Any cards a player plays will be discarded face-up to their own discard pile. Each player's dice are also placed beside their deck to form their *reserve*.

6. Place starting knights: Each point on the face of a die represents one knight. Each player starts the game with six knights. These knights are evenly distributed among a player's *castle* and any *homelands* that are adjacent to it. For example, if one *homelands* is adjacent to a player's *castle*, that player places three knights in their *castle* and three knights in that *homelands*. Then again, if no *homelands* are adjacent to a player's *castle*, they simply place six knights in their *castle*. It is only possible for two *homelands* to be adjacent to a player's *castle*.

7. Draw five cards: Each player now draws five cards from their deck to make up their hand. If any player draws their *authority* card, they play it immediately to draw two more cards from their deck. Players should keep their hands concealed from the other players at all times.

8. Determine the first player: Randomly determine the first player. This player will perform the first turn of the game. Play continues with each player in clockwise order taking turns until the game ends.

The game ends as soon as one player controls 13 or more victory points worth of territories. That player is then declared the winner.

1 Choose one of the six castles.

2 Construct the map using tiles, placing them face-up into their relevant positions.

3 Deal out the artefacts: Crown of Vitality, Sceptre of Liberty, and Orb of Divinity.

4 Return unused tiles, cards and dice to the box.

5 Set-up player areas: Medieval deck, Authority card, and dice.

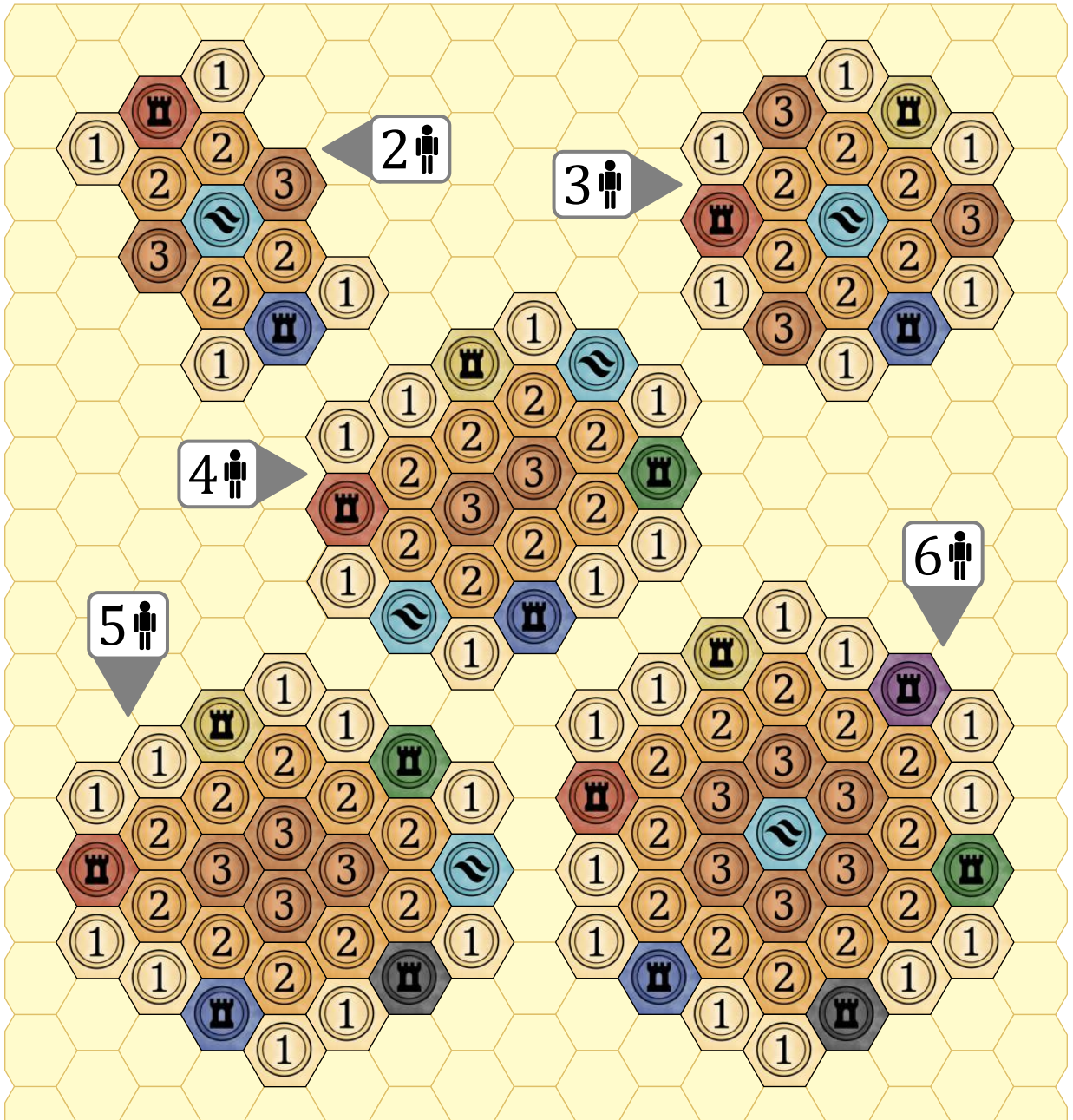
6 Place starting knights: Castle and Homelands tiles with dice.

7 Draw five cards from the deck.

8 Determine the first player.

MAPS

Each *map* is constructed using a specific configuration of *castle*, *lake* and *territory* tiles that depends on the number of players involved in the game. The diagrams below show the configurations for each of the two, three, four, five and six player *maps*. When constructing a *map*, place the tiles face-up into their appropriate positions, as shown. The *territories* of each *victory point value* are randomised so as to provide different challenges from game to game.



NOTE: The box contains enough tiles to play up to three games simultaneously. For instance, this allows for either 2 three-player, 1 two-player and 1 four-player, or even 3 two player games, to be played simultaneously.



Map configuration for # number of PLAYERS.

CASTLE



TERRITORIES of value...

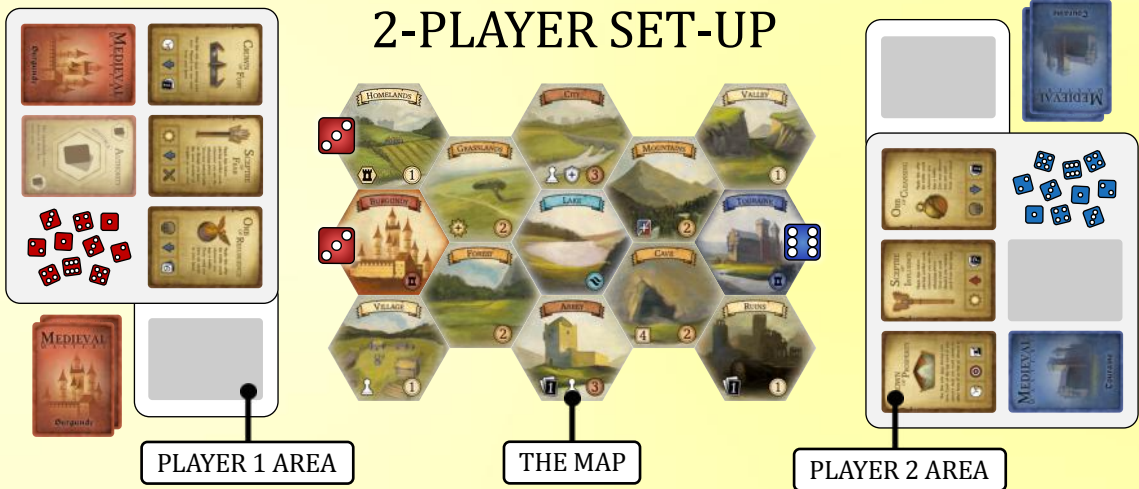


LAKE



SET-UP DIAGRAMS

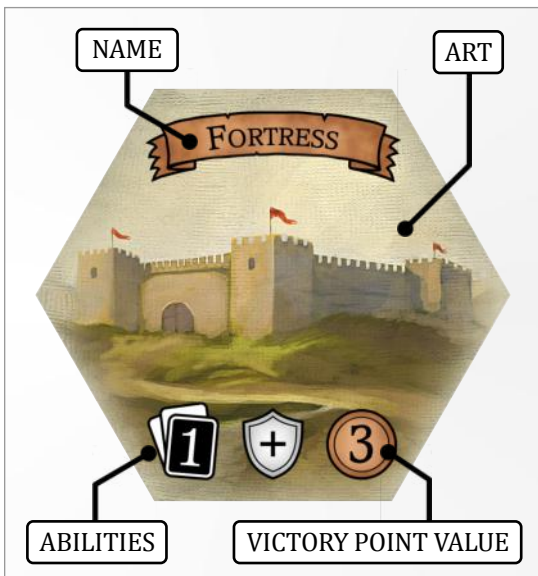
2-PLAYER SET-UP



PLAYER AREA












This diagram depicts the *Nivernais* player's area during a *battle*, after they have played their *conflict* and *support* cards. They now have two cards remaining in their hand.



ICONOGRAPHY

Most of the cards and tiles in *Medieval Mastery* use specific iconography in order to reference their abilities. Some of these icons can be found in multiple instances while others are specific to certain *artefacts* or *territories*. These pages detail all of the iconography involved in the game and their associated rules. The icons themselves are quite logical and so, after a couple of games, players should find that they no longer need to make reference to these pages.


















	When applying this ability, YOU are the <i>affected player</i> .		When applying this ability, YOUR RIVAL is the <i>affected player</i> .
<i>Most Artefacts</i>		<i>Brutality, Defiance, Influence</i>	
	You may use this ability only ONCE during each of your turns.		When applying this ability, choose ANY PLAYER to be the <i>affected player</i> .
<i>All Crowns</i>		<i>Corruption, Prosperity</i>	
	Apply this ability after the <i>battle result</i> , whenever you WIN a battle.		Apply this ability after the <i>battle result</i> whenever you LOSE a battle.
<i>Brutality, Greed, Preparation</i>		<i>Cleansing, Devotion, Resurgence</i>	
	Apply this before playing <i>conflict</i> cards, whenever you are the ATTACKING player.		Apply this before playing <i>conflict</i> cards, whenever you are the DEFENDING player.
<i>Fear, Influence, Rage</i>		<i>Defiance, Loyalty, Vigour</i>	



The diagram illustrates the components of two cards:

- SCEPTRE OF DEFIANCE:**
 - ART:** Sceptre icon
 - NAME:** SCEPTRE OF DEFIANCE
 - CARD TYPE:** (Implied by the card's design)
 - ABILITY:** Apply this before playing conflict cards, whenever you are the **defending** player. Your rival must discard one random card from their hand.
 - ABILITY:** (Bottom icons: Shield, Red arrow, Question mark)
- AUDACIOUS CHARGE:**
 - VALUE/ABILITY:** 4
 - NAME:** AUDACIOUS CHARGE
 - CARD TYPE:** CONFLICT
 - ABILITY:** Play face-down as a conflict card to add **four** to your combat score.
 - VALUE/ABILITY:** 4

ICONOGRAPHY

	At the start of a <i>battle</i> , the ATTACKING player ADDS +1 to their <i>combat score</i> .		At the start of a <i>battle</i> , the DEFENDING player ADDS +1 to their <i>combat score</i> .
Grasslands		Fort, City, Fortress	
	This <i>territory</i> DOES NOT have a <i>capacity</i> of 6 knights. It instead has a <i>capacity</i> of # knights, as indicated.		While involved in a <i>battle</i> over this <i>territory</i> , players CANNOT play any <i>support cards</i> .
Cave, Battlefield		Mountains	
	The <i>affected player</i> PLACES 1 additional knight in their <i>castle</i> . <i>Territory abilities</i> apply when <i>conquered</i> .		The <i>affected player</i> LOSES 1 knight from the <i>territory</i> in dispute. <i>Territory abilities</i> apply when <i>conquered</i> .
Devotion Village, City, Shrine		Brutality Marshlands	
	The <i>affected player</i> DRAWS cards from their deck UNTIL they have SIX cards in their hand.		The <i>affected player</i> may DISCARD ANY 1 card from their hand. <i>Territory abilities</i> apply when <i>conquered</i> .
Greed, Resurgence		Fury, Cleansing, Preparation Ruins, Abbey, Fortress	
+1	The <i>affected player</i> ADDS +1 to their <i>combat score</i> .		The <i>affected player</i> DISCARDS 1 RANDOM card from their hand.
Rage, Loyalty		Defiance, Influence	
	DESTROY ANY 1 <i>artefact</i> belonging to the <i>affected player</i> .		LOOK at the top FOUR cards of the <i>affected player's</i> deck and then put them back in <i>order</i> .
Corruption		Insight	
	The <i>affected player</i> SHUFFLES into their deck 1 CARD from their discard pile that was discarded on a previous turn.		LOOK at the top card of the <i>affected player's</i> deck; you CHOOSE to <u>either</u> leave it on top <u>or</u> discard it.
Order		Prosperity	
	The <i>affected player</i> may instead BATTLE as though they have the SAME number of knights as their <i>rival</i> . DO NOT adjust the value of the dice; players DO NOT get to place additional knights in the <i>territory</i> in dispute.		
Fear, Vigour			
	A player's STARTING knights are evenly distributed between their <i>castle</i> and any homelands that are adjacent to it.		The <i>affected player</i> REDISTRIBUTES their knights one more time. This IS NOT an <i>advance</i> .
Homelands		Vitality	
	At the start of a <i>battle</i> , the players involved EACH ROLL 1 die. The player who rolls LOWEST LOSES 1 knight from the <i>arena</i> . In the event of a tie, both players EACH LOSE 1 knight. If this results in either player having no knights in the <i>arena</i> , END the <i>battle</i> .		
Arena			

NOTE: Whenever a player conquers a territory, that player becomes the affected player for resolving its abilities.

TAKING A TURN

1. PLACE KNIGHTS



At the start of each player's turn, that player places **three** knights in their *castle*. Players do this by adding to the dice already in their *castle*. If any knights still need to be placed, that player places a die from their *reserve* onto their *castle*, to represent those knights, however, in the unlikely event that a player has no dice left in their *reserve*, the remaining knights are lost.

Castles have an unlimited *capacity* so they can be occupied by any number of knights. A player's *castle* **cannot** be *conquered* by any of the other players, so it is **not** necessary to leave any knights to defend it.

TURN OVERVIEW

1. Place three knights
2. Play *resource* cards
3. Use *crowns*
4. *Redistribute* knights
5. Make an *advance*
6. *Battle*
7. Play *resource* cards
8. Use *crowns*
9. *Restore artefacts*

2. & 7. PLAY RESOURCES

There are four *resource* cards in each of the player decks; **call to arms**, **authority**, **tactical advance** and **fracture**. Whenever a player plays one of these *resource* cards, they reveal it to the other players, apply its effect and then place it face-up on their own discard pile.

	<p>AUTHORITY: When finished drawing, play this card immediately to draw two more cards.</p>		<p>FRACTURE: Play this card at any time* to negate the effect of another player's <i>artefact</i> and destroy it.</p>
	<p>CALL TO ARMS: Play this card only during your turn to place two additional knights in your <i>castle</i>.</p>	<p>*The fracture card can only be used during your turn or whenever another player uses one of their <i>artefacts</i>. It cannot be used during <i>redistribution</i> or while making an <i>advance</i>. It can be used either:</p>	
	<p>TACTICAL ADVANCE: Play this card only during your turn to <i>redistribute</i> your knights and <i>advance</i> one more time.</p>	<ul style="list-style-type: none"> • Before or after you <i>redistribute</i> your knights and make your <i>advance</i> for the turn. • Whenever a player announces the use of their <i>crown</i>. Starting from that player, and proceeding once around clockwise, each player in turn has the chance to play a fracture card on that <i>crown</i>. • Just before <i>sceptre</i> or <i>orb</i> abilities are applied during a <i>battle</i>. Starting with the attacking player, and then proceeding once around clockwise, each player in turn has the chance to play a fracture card on one of those <i>artefacts</i>. 	
<p>The call to arms and tactical advance cards can only be used either before or after you <i>redistribute</i> your knights and make your <i>advance</i> for the turn. They cannot be used during <i>redistribution</i>, while making an <i>advance</i> or during a <i>battle</i>.</p>		<p>Once all players have had a chance to destroy any <i>artefacts</i>, apply their effects and continue play.</p>	
<p>NOTE: When destroyed, <i>artefacts</i> are flipped face-down. While destroyed, an <i>artefact's</i> ability cannot be used or applied until it is once again restored, being flipped face-up (see page 13).</p>			

3. & 8. USE CROWNS

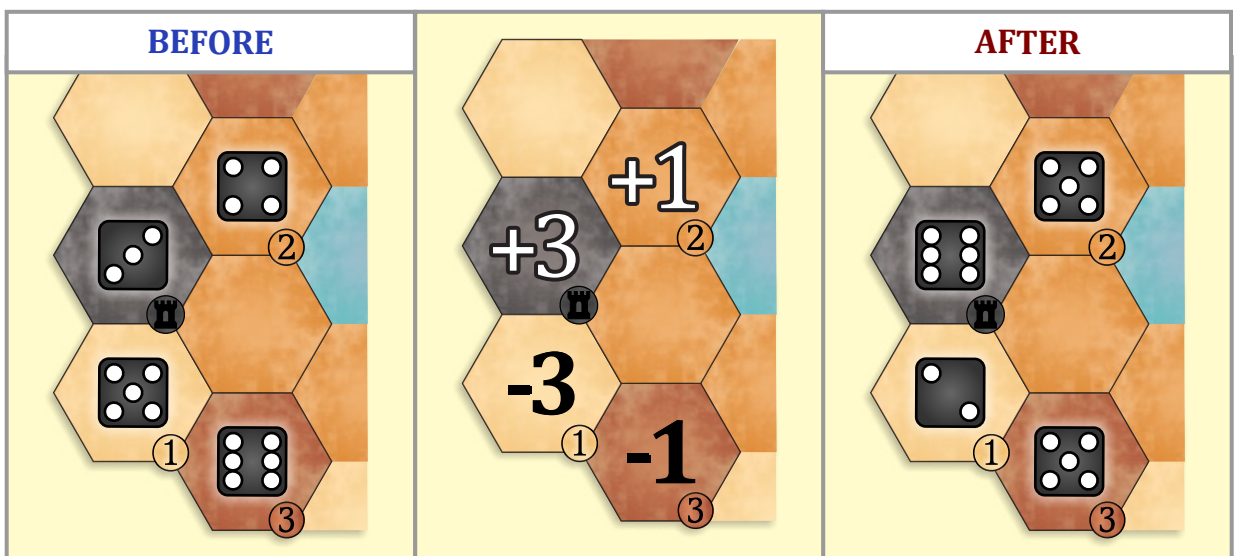
Players may **only** use their *crown's* ability **once** during each of their own turns. They **cannot** use their *crown's* ability during *redistribution*, while making an *advance* or during a *battle*. As such, *crowns* are usually best employed before *redistribution* and making an *advance* for the turn. The **crown of vitality** is an exception to this however and is best employed just before a player ends their turn. Players are not required to use their *crown's* ability during their turn.

NOTE: If a player has less than four cards in their deck when using the **crown of insight**, that player first shuffles their discard pile and places it underneath the remaining cards in their deck, face-down. They then look at the top four cards of their deck and put them back in any order, as normal.

4. REDISTRIBUTE KNIGHTS

Redistribution is the process of moving knights among a player's *castle* and the *territories* they control. Players may **only** redistribute their knights **once** per turn, and **only** before they make their *advance*. If a player plays a **tactical advance** card, they can make a second *redistribution* and *advance* in that turn. This allows for players to prepare for their *advance*, by returning knights to their *castle*, while also giving them the chance to reinforce *territories* that are vulnerable to attack. A player should always start and end their *redistribution* with exactly the same total number of knights on the *map*.

To *redistribute* knights, a player can reduce the the number of knights on their *castle* and any of the *territories* they control. They then increase the number of knights on their *castle* and any of the *territories* they control by that amount. It is important to note that an *advance* is made using the knights a player has in their *castle*. All *territories* have a *capacity* of six knights, unless otherwise specified. Any *territory* that a player controls should always have at least one of their knights in that *territory*. Players **cannot** redistribute their knights so that a *territory* is occupied by more knights than its *capacity* or by no knights at all. Where possible, players should represent their knights on a *territory* by using a single die.



In this example, the player has removed three knights from their value 1 *territory* and another knight from their value 3 *territory*. They place three of these knights in their *castle*, making the total number of knights in their *castle* up to six, and they place the remaining knight in their value 2 *territory*, increasing the total number of knights in that *territory* to five.

— THE FEUDAL SYSTEM —

The feudal system was prevalent throughout medieval Europe from the 9th century and lasted until the 17th century. Feudalism was used to structure society around a set of legal and military customs based on the exchange of land holding for agreed service.

The structure of the feudal system can be imagined as a pyramid with the king at the top. The king would grant land and titles to those nobles that contributed to the crown or country, perhaps by supporting the king in wartime or by dedicating themselves to the service of the crown.

The king would often grant land and titles to dissenting nobles if they would agree to recognise the authority of the crown. In turn the lords were then able to use these lands and those gained through inheritance to take vassals of their own.



LINE OF SUPPLY

A *territory* controlled by a player will **only** have a *line of supply* if it is either adjacent to that player's *castle* or if that player can trace an unbroken route from that *territory* back to their *castle*, through *lakes* and other *territories* they control. *Lakes* count as being controlled by all players at all times, allowing any player to trace a *line of supply* through them.

If a *territory* has no *line of supply* you **cannot** remove any of the knights in that *territory* when you *redistribute* and you **cannot** *redistribute* any additional knights into that *territory*. In addition, you cannot *advance* into any of the *territories* adjacent to that *territory*, unless the *territory* that you wish to *advance* to is also adjacent to another *territory* you control that has a *line of supply*.



In this example, the red player can trace an unbroken route from *territory A* through *territory B* and back to their *castle*. This shows that *territory A* has a *line of supply*.

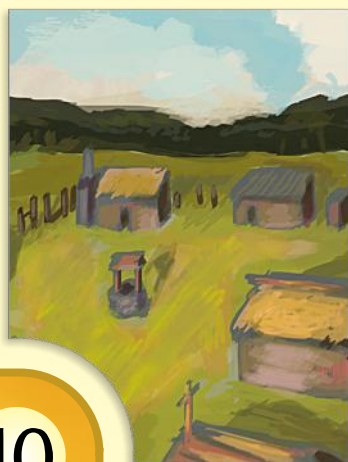
As you can see, in this example, all of the *territories* have a *line of supply*, as a route can be traced from each one back to its relevant *castle*.



In this example, the yellow player has made an *advance* into and has *conquered* *territory B*. *Territory A* no longer has a *line of supply*.

The yellow player can trace a route from *territory B* back to their *castle*, as a *line of supply* can pass through a *lake*.

— THE FEUDAL SYSTEM —



Feudalism revolves around the key concepts of lords, vassals and fiefs. The lord was the noble who had the right to grant the use of a portion of his land, the "fief", to nobles of a lower station, who would then agree to become his vassals.

Before a lord could grant a fief to someone, he had to make that person a vassal during a formal ceremony called *The Ceremony of Commendation*. The ceremony was made up of two parts: The act of homage by the vassal, and the oath of fealty that formed the contract between the lord and the vassal.

With *The Ceremony of Commendation* complete, the lord and vassal had a feudal relationship with mutual obligations. In exchange for the use of the fief and the protection of the lord, the vassal agreed to hand over a proportion of the income generated by the fief and to fight for his lord in times of war. In addition, the vassal had other obligations, such as attendance at the lord's council or to serve in a position of authority within the court.

5. MAKE AN ADVANCE

An *advance* is the process of moving knights from a player's *castle* into a *territory* that **is not** already under the control of that player. A player can **only** make one *advance* on their turn, unless they play a **tactical advance** card. A player makes an *advance* by moving a number of knights from their *castle* into a *territory* that is adjacent to their *castle* or is adjacent to a *territory* they control. Players can only *advance* a number of knights into a *territory* up to its *capacity*, usually up to six knights. If a player controls a *territory* that is adjacent to a *lake*, that player can make an *advance* into any *territory* that is adjacent to that *lake*. *Lakes* effectively link all the *territories* bordering them to one another.



In this example, the red player can make their *advance* into any of the *territories* above that are highlighted in green.



In this example, the red player decides to make an *advance* into one of the *territories* controlled by the blue player. Both players will now *battle* over that *territory* using the knights they have occupying it.

Whenever a player makes an *advance* into a *territory* that **is not** under the control of any player, that player *conquers* that *territory* and applies any abilities it may have. If a player makes an *advance* into a *territory* controlled by another player, those players **must** then *battle* using the knights they have occupying it. Players **are not** required to make an *advance* on their turn.

6. BATTLE

A *battle* takes place whenever a player makes an *advance* into a *territory* controlled by another player. The player that makes this *advance* is known as the **attacking player**, the other player is the **defending player**. These are the only players involved in the *battle* and they are *rivals* to each other. The *territory* is classed as being 'in dispute' until the end of the *battle*.

Both players involved in a *battle* will start with a *combat score* equal to the number of knights they have occupying the *territory* in dispute. For example, if a player has four knights occupying the disputed *territory*, they will start the *battle* with a *combat score* of four. Each player should now have their own *combat score*.

During a *battle*, players will add to their own *combat score* by applying the effects of *territory* and *artefact* abilities as well as playing a *conflict* card and any number of *support* cards from their hand. The player who has the highest total *combat score* will win the *battle*.

ORDER OF BATTLE

1. Apply *territory* abilities
2. Draw up to five cards
3. Apply *sceptre* abilities
4. Play *conflict* cards
5. Play *support* cards
6. *Battle result*
7. Apply *orb* abilities
8. Lose knights and *retreat*
9. Apply *territory* abilities

ORDER OF BATTLE

1. Apply territory abilities: If the *territory* in dispute has any abilities that would be applied at the start of the *battle*.

2. Draw up to five cards: Both players draw cards from their deck until they each have five cards in their hand. If any player draws their *authority* card, they play it immediately after they have finished drawing their cards. If, at any point, a player can't draw any more cards from their deck, they shuffle their discard pile and place it face-down in front of them. This is now their deck and they will continue to draw until they have a hand of five cards.

3. Apply sceptre abilities: Starting with the attacking player, and then proceeding once around clockwise, each player in turn (including all players not involved in the *battle*) has the chance to play a *fracture* card on one of the *sceptres* belonging to the players involved in the *battle*. Once all players have had a chance to destroy those *sceptres*, apply their effects, if not destroyed.

4. Play conflict cards: Both players involved in the *battle* each choose one *conflict* card from their hand to play, placing it face-down in front of them. If a player has no *conflict* cards in their hand to play, that player continues the *battle* as though they have played a *conflict* card with a value of 0. Once both players have played their *conflict* cards, they reveal them simultaneously. Each player then adds the value of their *conflict* card to their own *combat score*. *Conflict* cards should remain in play, as reference, until the end of the *battle*.

5. Play support cards: Starting with the player with the lowest *combat score*, both players involved in the *battle* take turns to play *support* cards from their hand. They continue to take turns, playing *support* cards, until both players decide **not** to play any more, or have no more in their hand. Each player then adds the value of their *support* cards to their own *combat score*. *Support* cards should remain in play, as reference, until the end of the *battle*.

6. Battle result: Compare each player's total *combat score* to one another. The player who has the highest total *combat score* wins the *battle* by the difference between the two total *combat scores*. **If the totals are tied**, the defending player will win the *battle* and will count as having won by a difference of one.

7. Apply orb abilities: Starting with the attacking player, and then proceeding once around clockwise, each player in turn (including all players not involved in the *battle*) has the chance to play a *fracture* card on one of the *orbs* belonging to the players involved in the *battle*. Once all players have had a chance to destroy those *orbs*, apply their effects, if not destroyed.

8. Lose knights and retreat: The defeated player now loses a number of knights from the disputed *territory* equal to the difference between the two total *combat scores*. They then *retreat*, returning any knights that remain in that *territory* back to their *castle*. A player can **only** lose knights from the *territory* in dispute, even if the difference is greater than the number of knights they have in the *territory*.

9. Apply territory abilities: If the attacking player wins the *battle*, they *conquer* the disputed *territory* and **must** apply its relevant abilities. If a defending player wins the *battle* and successfully defends the *territory* in dispute, they will retain control of it. When this happens, they **do not conquer** the disputed *territory* so **will not** apply any of its abilities. All *conflict* and *support* cards played during this battle will now be discarded and the attacking player continues their turn.

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NOTE: It is each player's responsibility to ensure that the effects of all *sceptre*, *orb* and *territory* abilities are always applied. If an effect has been overlooked, and as long as it is practical to do so, players can 'rewind' play to the point at which the *artefact* or *territory* ability was overlooked.

BATTLE EXAMPLE

The **attacker** advances six knights into the **city**, where the **defender** has five knights occupying it.

1) At the start of battle, the **city's** ability is applied, adding **+1** to the **defender's** combat score. [A:6, D:6].

ATTACKING PLAYER

COMBAT SCORE = 14



KNIGHTS

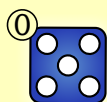
SCEPTRE OF RAGE

CONFLICT

SUPPORT

DEFENDING PLAYER

COMBAT SCORE = 12



KNIGHTS

CITY

CONFLICT

SUPPORT

SUPPORT

SCEPTRE OF RAGE



CITY



SCEPTRE OF DEFIANCE



ORB OF BRUTALITY



ORB OF PREPARATION

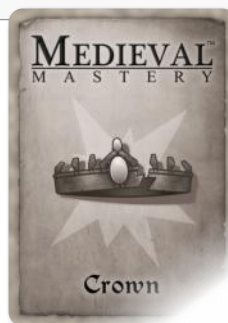


2) Players draw. 3) The **attacker** plays a **fracture** card to destroy the **defender's** **sceptre of defiance**. The ability of the **attacker's** **sceptre of rage** is now applied, adding **+1** to their own **combat score**. [A:7, D:6]. 4) Both players each play a **conflict** card face-down; the **attacker** reveals a **5** while the **defender** reveals a **3**. [A:12, D:9]. 5) With the lowest **combat score**, the **defender** plays two **support** cards, a **+1** and a **+2**. [A:12, D:12]. In response, the **attacker** plays a **+2** **support** card. [A:14, D:12]. 6) With no more **support** cards to be played, the **attacker** wins the battle by a difference of **2**. 7) None of the other players play any **fracture** cards so the ability of the **attacker's** **orb of brutality** is applied, forcing the **defender** to lose **1** knight from the **city**. The **defender's** **orb of preparation** is **not** applied for this **battle**. 8) The **defender** loses **2** knights from the **city** and **retreats** their remaining **2** knights to their **castle**. 9) The **attacker** **conquers** the **city** and applies its other ability, placing **1** additional knight in their **castle**.

9. RESTORE ARTEFACTS

At the end of each player's turn, that player *restores* all of their *artefacts* that were *destroyed* on a previous turn, flipping them face-up. If any of that player's *artefacts* were *destroyed* during their turn, those *artefacts* **will not** be restored until the end of that player's next turn.

After a player has *restored* any *artefacts* which were *destroyed*, that player ends their turn. It is too late to now use a restored *crown's* ability. Play proceeds clockwise.



AIM OF THE GAME

All *territories* have a *victory point value* of 1, 2 or 3. Each *territory* that a player controls will provide that player with a number of *victory points* equal to its *victory point value*. The aim of the game is to control 13 or more *victory points* worth of *territories*.

A player controls a *territory* as long as they are the only player with knights occupying it. As soon as a player controls 13 or more *victory points* worth of *territories*, the game ends and that player is declared the winner.

NOTE: A *territory* controlled by a player will still provide them with *victory points* even if it has no *line of supply*.



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OPTIONAL RULES

ALLEGIANCE ...for players looking to team up and secure victory!

Only for four-player and six-player games: This rule allows for players to divide themselves into equal teams of either two or three players.

Teams of two: If players divide into two/three equal teams of two players, seat the players in a team opposite one another. As soon as a team of two players controls 20 or more victory points worth of *territories* between them, both of those players win the game.

Teams of three: In a six player game, where players divide into two equal teams of three players, alternate the seating of the players. Do this so that each player is seated next to two of the players from the opposing team. As soon as either team controls 30 or more victory points worth of *territories* between the players, all of the players in that team win the game.

This cannot be played with the *castle siege* rule. Players **cannot advance** into *territories* controlled by any other players in their team. In addition, during a *battle*, each of the players in the same team as either of the players involved has the chance to play *support* cards, adding to the *combat score* of the player in their team. These players take turns, in clockwise order, until all decide not to play any more.

CASTLE SIEGE ...for players looking to plan attacks on castles!

Players can make *advances* into other player's *castles*. Whenever a *castle* is in dispute, the defending player *battles* as though they have **8** knights in that *castle*, regardless of the number of knights actually occupying it. Players can **only advance** into a *castle* with up to **6** knights. As soon as a player *conquers* another player's *castle*, that player wins the game. Players can still win the game by the usual means.

CUT-THROAT ...for a more brutal game!

Whenever a *territory* no longer has a *line of supply*, immediately remove all knights that are occupying that *territory* from the *map*. These knights **do not retreat** and **are not** returned to their *castle*.

SKIRMISH ...for a shorter game!

Instead of 13 or more, a player wins the game as soon as they control 11 or more victory points worth of *territories*. All **homelands** instead count as having a *victory point value* of 0.

MAYHEM ...for more chaos and dice rolling!

Each player starts the game with six additional knights in their *castle*. Whenever a player wins a *battle*, before *orb* abilities are applied, that player rolls a die for each knight they have occupying the disputed *territory*. For each **1** they roll, they lose **1** knight. If this results in that player having **no** knights in the disputed *territory*, they immediately lose the battle instead of winning. The previously defeated player **will not** now *retreat* and either *conquers* the *territory* or retains control of it. If **no** knights remain in the *territory* at all, end the *battle*.

CREDITS

Game Design: Miles Ratcliffe

Development: David Inker, Miles Ratcliffe

Editing: David Inker, Miles Ratcliffe

Graphic Design: Miles Ratcliffe

Cover Art: Miguel Coimbra

Logo and Interior Art: Gary Simpson

Should you have any comments or questions, please feel free to contact us at: info@chaospublishing.com

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Proofreaders: Jonathan Baker, Patrick Brennan, Michal Dziejowski, Nate Kurth, Victoria Osborne, Angelika Ratcliffe

Playtesters: Dave Berry, Lewis Clarke, Martin Farrell, Luke Gibbons, Eileen Gillmore, James Hamilton, Brian Hoare, James Legate-Bags, Jo Nicholson, Donald Oddy, Andy Ogden, John Parr, Martin Preston, Angelika Ratcliffe, Mark Ratcliffe, James Tottle, Chris Walkley

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KEY TERMS

Adjacent: A tile is adjacent to another tile if any of its edges are touching.

Advance: The process of moving knights from a player's *castle* into a *territory* that is not already under the control of that player.

Battle: A battle takes place when a player makes an *advance* into a *territory* controlled by another player.

Battle Result: A stage of a *battle* where the winner is determined by a comparison of the *combat scores*.

Capacity: The maximum number of knights that a player can have in a *territory*.

Combat Score: The number of knights a player has in the *territory*, any *artefact* and *territory* abilities, the value of the *conflict* card played and any *support* cards played, all add to a player's *combat score*.

Conquer: To gain control of a *territory*, either by making an *advance* into an unoccupied *territory* or by winning a *battle* when you are the attacking player.

Control: A player controls a *territory* as long as they are the only player with knights occupying it.

Destroy: To flip an *artefact* card face-down, denoting that its abilities cannot be used or applied.

Discard: To place a card face-up on your discard pile.

Draw: To take cards from the the top of your deck and add them to your hand, without revealing them to the other players.

Hand: The cards you are physically holding, that you keep concealed from the other players at all times.

Knight: Each point on the face of a die represents a knight.

Line of Supply: A *territory* controlled by a player will have a *line of supply* as long as that player can trace an unbroken route from it back to their *castle* through other *territories* that they control.

Look: To physically pick up and look at cards from the top of a player's deck without revealing them to the other players.

Negate: To stop the effect of an ability from being applied.

Play: To apply the effects of a card in your hand, proceeding to discard it to your discard pile.

Redistribute: The process of moving knights among a player's *castle* and the *territories* they control.

Restore: To flip a face-down *artefact* card, that has been *destroyed*, face-up.


Retreat: To return any knights that remain after a battle has been resolved to a player's *castle*.

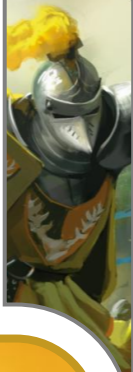
Rival: During a *battle*, the defending player is the attacking player's *rival* and vice versa.

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QUICK REFERENCE

	When applying this ability, YOU are the <i>affected player</i> .		When applying this ability, YOUR RIVAL is the <i>affected player</i> .		When applying this ability, choose ANY PLAYER to be the <i>affected player</i> .
	You may use this ability only ONCE during each of your turns.		Apply this ability after the <i>battle result</i> , whenever you WIN a <i>battle</i>		Apply this before playing <i>conflict cards</i> , whenever you are ATTACKING .
	This <i>territory</i> instead has a CAPACITY of # knights, as indicated.		Apply this ability after the <i>battle result</i> whenever you LOSE a <i>battle</i> .		Apply this before playing <i>conflict cards</i> , whenever you are DEFENDING .
	The ATTACKING player ADDS +1 to their <i>combat score</i> .		Players in dispute over this <i>territory</i> CANNOT play any <i>support cards</i> .		The <i>affected player</i> PLACES 1 additional knight in their <i>castle</i> .
	The DEFENDING player ADDS +1 to their <i>combat score</i> .	+1	The <i>affected player</i> ADDS +1 to their <i>combat score</i> .		The <i>affected player</i> LOSES 1 knight from the <i>territory</i> in dispute.
	The <i>affected player</i> DRAWS cards from their deck UNTIL they have SIX cards in their hand.			The <i>affected player</i> may DISCARD ANY 1 card from their hand.	
	The <i>affected player</i> DISCARDS 1 RANDOM card from their hand.		DESTROY ANY 1 <i>artefact</i> belonging to the <i>affected player</i> .		The <i>affected player</i> REDISTRIBUTES their knights one more time.
	LOOK at the top FOUR cards of the <i>affected player's</i> deck and then put them back in any order.		The <i>affected player</i> SHUFFLES into their deck 1 CARD from their discard pile that was discarded on a previous turn.		
	LOOK at the top card of the <i>affected player's</i> deck; you CHOOSE to <u>either</u> leave it on top <u>or</u> discard it.		A player's STARTING knights are evenly distributed between their <i>castle</i> and any <i>homelands</i> that are adjacent to it.		
	The <i>affected player</i> may instead BATTLE as though they have the SAME number of knights as their <i>rival</i> . DO NOT adjust the value of the dice; players DO NOT get to place additional knights in the <i>territory</i> in dispute.				
	At the start of a <i>battle</i> , the players involved EACH ROLL 1 die. The player who rolls LOWEST LOSES 1 knight from the <i>arena</i> . In the event of a tie, both players EACH LOSE 1 knight. If this results in either player having no knights in the <i>arena</i> , END the <i>battle</i> .				



SETTING UP THE GAME

1. Choose *castles*
2. Set-up the *map*
3. Deal out the *artefacts*
4. Return unused components
5. Set-up player areas
6. Place starting knights
7. Draw five cards
8. Determine the start player

13 VICTORY POINTS TO WIN

TURN OVERVIEW

1. Place three knights
2. Play *resource cards*
3. Use *crowns*
4. *Redistribute* knights
5. Make an *advance*
6. *Battle*
7. Play *resource cards*
8. Use *crowns*
9. *Restore artefacts*

ORDER OF BATTLE

1. Apply *territory abilities*
2. Draw up to five cards
3. Apply *sceptre abilities*
4. Play *conflict cards*
5. Play *support cards*
6. *Battle result*
7. Apply *orb abilities*
8. Lose knights and *retreat*
9. Apply *territory abilities*