Levy & Campaign Series - Volume III

Rules of Play

2024-07-19

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Summary of Inferno Changes from Nevsky

Strongholds: Types are City, Town, and Castle; VP Value equals Size: ❶, ❷, or ❸ (1.3.1); each side has a Leading City; there are no Regions.

Outposts: Certain Seats are map-edge Locales that only the owning Lord may enter (1.3.1).

Seats: Types include Podestà Main Seats and Vassal Seats that affect Muster (1.3.1, 3.4.1-.2)

VP Markers: 1VP Guelph/Ghibelline and ½VP Ruins replace Conquered (1.3.1, 1.4, 4.5.2).

Ways: The types are Road and Track (1.3.1).

Turns: Each Turn is 60 days (two months) (1.3.2).

Seasons: Spring, Summer, Autumn, Winter (1.3.2).

Revolt: Strongholds may change sides politically (1.3.1, 1.4, 3.3.1, 4.4.5, 4.5.1, 4.5.2, 4.7.5).

Lords: Podestà Lords have new rules for Revolt, Pay, Disband, Muster, combat removal, and Tax (1.5.1, 1.4, 3.2, 3.3.1, 3.4.1, 4.7.4). Commanders replace Marshals; they can add a second cylinder and mat called a Comune (1.5.1, 3.5.3).

Special Vassals: New types affect Muster, Battle, and Victory (3.4.2, 3.5, 4.4.3, 5.1).

Forces: Units include new types (1.6, Forces sheet).

Transport: Just Carts, plus Pisa has Ships (1.7).

Waste: The Asset maximum is 16 (1.7.3).

Cards: Command cards include Treachery that must be acquired before using them in a Plan. There are no "No Event" cards (1.9).

Disband: Lord removal depends on Podestà status and includes Revolt and Treachery (3.3.1, 4.4.5).

Muster: Podestà status, cards, and Call to Arms affect Lord and Vassal Muster (3.4.1-.2, 3.5.3).

Vassals: Vassals have Seats, loss of which blocks their Muster (1.3.1, 1.5.1, 3.4.2). Advanced Vassal Service Disbands them always to their mat.

Call to Arms: There are no Higher Authorities; instead, players declare Call to Arms (3.5).

March: Roads speed March (4.3.2-.3).

Bypass: Lords can Bypass rather than Besiege Enemy Strongholds to use more actions during March or to Avoid Battle (4.3.4-.6).

Avoid Battle: Lords may Avoid to an Enemy Stronghold by Bypassing it (4.3.4-.5).

Protection: There is no Evade (4.4.2).

Assign Hits: Crossbows often Select Targets (4.4.2).

Knight's Quarter: Elite Horse units face Capture, Ransom, and Languish (4.4.4-.5, 4.5.2, 4.9.2).

Surrender: Towns/Cities roll 2 or 3 dice; Ravage aids Surrender; Surrender can cause Revolt and add Treachery cards (4.5.1).

Retreat: Retreat may join Friendly Lords already Bypassing an Enemy Stronghold (4.4.3).

Storm: Reposition may add a Lord from Reserve to the Front, up to Stronghold Size; Lords Melee for at most six Hits each (4.5.2).

Sack: Sack Ruins Strongholds and causes Revolt and Treachery (1.3.1, 1.4, 4.5.2, 5.1).

Sail: Only Pisa can do it (4.7.3).

Sally: Array and Reposition are restricted in a way similar to that in Storm (4.5.3).

Supply: Seats can yield Provender up to Size, but not if Ruined; Routes require one Cart per Provender per Way (4.6).

Forage: Inadequately Besieged Lords may Forage; the Season may call for a die roll (4.7.1).

Ravage: Ravage can cost 2 actions; Ravage targets Strongholds by current Enemy Allegiance but always places Ravaged markers opposite to printed Allegiance; Berrovieri units double the take (4.7.2).

Tax: Podestà Lords receive 2 Coin (4.7.4).

Bribe: Lords may use Treachery cards to take away Enemy Vassals as Turncoats (4.7.6).

Feed: Lords with 13+ units use 3 Provender (4.8.1).

End Campaign: Steps add Grow, Ransom, Repair, and Treachery card set-aside (4.9).

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▷ Summary of Inferno Changes from Almoravid

Strongholds: Types are City, Town, and Castle; VP Value equals Size: ❶, ❷, or ❸ (1.3.1); each side has a Leading City; there are no Regions.

Outposts: Certain Seats are map-edge Locales that only the owning Lord may enter (1.3.1).

Seats: Types include Podestà Main Seats and Vassal Seats that affect Muster; there are no Seat markers. (1.3.1, 3.4.1-.2)

VP Markers: 1VP Guelph/Ghibelline and ½VP Ruins replace Conquered and Jihad (1.3.1, 1.4, 4.5.2).

Ways: The types are Road and Track (1.3.1).

Turns: Each Turn is 60 days (two months) (1.3.2).

Revolt: Strongholds may change sides politically (1.3.1, 1.4, 3.3.1, 4.4.5, 4.5.1, 4.5.2, 4.7.5).

Lords: Podestà Lords have new rules for Revolt, Pay, Disband, Muster, combat removal, and Tax (1.5.1, 1.4, 3.2, 3.3.1, 3.4.1, 4.7.4). Commanders replace Marshals; they can add a second cylinder and mat called a Comune (1.5.1, 3.5.3).

Special Vassals: New types affect Muster, Battle, and Victory (3.4.2, 3.5, 4.4.3, 5.1).

Forces: Units include new types (1.6, Forces sheet).

Transport: Just Carts, plus Pisa has Ships (1.7).

Waste: There is an Asset maximum of 16 (1.7.3).

Cards: Command cards include Treachery that must be acquired before using them in a Plan (1.9).

Calendar: There are no 0 or 17+ boxes (2.2.3).

Disband: Lord removal depends on Podestà status and includes Revolt and Treachery (3.3.1, 4.4.5).

Muster: Podestà status, cards, and Call to Arms affect Lord and Vassal Muster (3.4.1-.2, 3.5.3).

Vassals: Vassals have Seats, loss of which blocks their Muster (1.3.1, 1.5.1, 3.4.2). Advanced Vassal Service Disbands them always to their mat.

Call to Arms: Players declare Call to Arms; all options are new (3.5).

March: Roads speed March (4.3.2-.3).

Protection: There is no Evade (4.4.2).

Missiles: There are only normal Archery (bowmen) and Crossbows (4.4.2).

Knight's Quarter: Elite Horse units face Capture, Ransom, and Languish (4.4.4-.5, 4.5.2, 4.9.2).

Surrender: Surrender can cause Revolt and add Treachery cards (4.5.1).

Storm: Spoils amounts are altered (4.5.2).

Sack: Sack Ruins Strongholds and causes Revolt and Treachery (1.3.1, 1.4, 4.5.2, 5.1).

Sail: Pisa can use Ships to move (4.7.3).

Sally: Array and Reposition are restricted in a way similar to that in Storm (4.5.3).

Supply: Seats can yield Provender up to Size, but not if Ruined; Ships add Supply via Ports (4.6).

Forage: Inadequately Besieged Lords may Forage; Seasons affect Forage differently; there are no Gardens, but a STORES & WELL WATER Capability aids Forage similarly (4.7.1).

Ravage: Ravage can cost 2 actions; Ravage targets Strongholds by current Enemy Allegiance but always places Ravaged markers opposite to printed Allegiance; Berrovieri units double the take (4.7.2).

Tax: Podestà Lords receive 2 Coin (4.7.4).

Bribe: Lords may use Treachery cards to take away Enemy Vassals as Turncoats (4.7.6).

Feed: Lords use at most 3 Provender (4.8.1).

End Campaign: Ravage can reduce before Victory scoring; steps add Ransom and Treachery card set-aside (4.9).

Victory: VP come from Allegiance, Ruins, and Ravage markers and captured Carroccio (5.0).

Scenarios: There is no official Bidding option; Scenario F has a variable end turn (6.0).

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1.0 Introduction

Inferno is a board wargame about campaigns in 13th-Century Tuscany between Guelph and Ghibelline factions (*Guelfi e Ghibellini*) that culminated in the bloody battle of Montaperti on September 4th, 1260. The city-state of Firenze (Florence) leads the papal-allied Guelph faction against its commercial rival Siena at the head of the imperialist Ghibellines.

Inferno is the third volume in GMT Games' *Levy & Campaign Series* that portrays medieval military operations. Players will gather and equip their armies and then send them to ravage, ruin, or realign enemy locales and defeat enemy forces in battle. Alliances and obligations will provide lords and vassals to serve in the field but only for limited periods. Players must keep an eye on the calendar and offer pay or loot to keep troops in the field.

An advanced rule adds detail on vassal service, and optional screens can hide armies' strength for greater fog of war.

The final pages of this rulebook provide six scenarios of varying length and an index. Play aids summarize key rules and other aspects of the game. And a background booklet adds a "Quickstart" setup for players new to the Series, play examples of new aspects of this volume, a battle mini-game, solitaire and strategy tips, card lists and implementation tips, plus historical and other reference material.

The previous pages list rules changes from *Levy & Campaign* Series Volume I, *Nevsky*, and Volume II, *Almoravid*. In addition, this icon ▶ precedes concepts, sections, or details in this rules booklet changed from *Nevsky*.

1.1 General Course of Play

In *Inferno*, players take one of two enemy sides, Guelphs (purple) or Ghibellines (yellow-orange, hereafter "gold"). The wealthy city-state republic of Firenze leads an alliance of Guelph towns aligned with the Pope. The Ghibellines comprise city-states Siena and Pisa and allied landholders. Guelph expeditions from northern and eastern Italy can join in, while Manfredi Hohenstaufen, King of Sicily, sends German detachments to back the Ghibellines.

In turns covering 60 days each, Guelph and Ghibelline players will levy lords and vassal forces, gather transport, and recruit specialists. Each lord's forces and assets are laid out on a mat. Players then plan and command a 60-day campaign with their lords.

Cylinders on the map show the lords' movements, as they seek to take strongholds by siege, storm, or revolt and perhaps face each other in battle. Markers on a calendar show how long each lord will serve, varying by hunger, pay, political events, and success or failure in their campaigns.

1.2 Components

A complete set of *Inferno* includes the following:

- A mounted game board (1.3)
- Fourteen Lord mats (1.5.2)
- One Battle/Storm mat (4.4.1)
- ▶ 60 Horse unit wedges (8 silver [Ritter (German knights)], 35 green [Cavalieri (Italian knights)], 10 tan [Berrovieri (constables)], 7 brown [Light Horse]; 1.6)
- ▶ 101 Foot unit bars (29 steel [Men-at-Arms], 31 green [Armigeri (trained militia)], 30 brown [(lower-class) Militia], 11 tan [Villici (laborers)]; 1.6)
- Fourteen Lord cylinders (7 purple, 7 gold)
- A Lords sticker sheet (apply to cylinders)
- Three sheets of markers and counters (1.5-1.8)
- Four decks of playing cards (26 Arts of War and 28 Command for each side, 1.9)
- Two copies of a Sequence of Play, Commands, Forces & Strongholds, and Battle & Storm foldout
- ▶ One Revolt & Treachery aid sheet
- ▶ One Lords & Vassals reference sheet
- Two screens
- Six 6-sided dice (three purple, three gold)
- A background booklet (not needed for play)
- This rules booklet

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1.3 Game Board and Map

1.3.1 Map. The game board shows a map of Tuscany, circa 1260. It depicts Locales linked by Ways, a Calendar along the top, and Captured Knights boxes near each player's edge.

LOCALES: Locales are the spaces on the map that hold Lord cylinders and game markers.

- ***Strongholds:*** City, Town, and Castle Locales are Strongholds. They can be Besieged, Stormed and Ruined, and can switch Allegiance. Lords can Withdraw inside them. Strongholds show a Value (❶, ❷, or ❸) that is also their Size and affects how many Allegiance markers they receive (below and 1.4.4), how many Lords they can host, and other aspects of Revolt, Siege, and Storm (4.3.2, 4.3.5, 4.5). Ruins (below, 4.5.2) eliminate the Stronghold there until rebuilt.
- ▶ ***Outposts:*** Three Locales with purple arrows are entry points for Guelph armies from outside Tuscany. Lords with an Outpost Seat may setup, Muster, depart from, and reenter there (3.4.1, 6.0). Other Lords of either side may not enter Outposts. Outposts never Revolt or get Ruined, but Ravage can reach an adjacent Outpost (4.7.2).

ALLEGIANCE: A Locale's symbol (Stronghold circle or ▶ Outpost arrow) in either Guelph purple or Ghibelline gold shows its original Allegiance, the side to which it is Friendly. It is Enemy to the other side. ▶ "Guelph" and "Ghibelline" markers reverse a Stronghold's Allegiance to the side named.

- Muster (3.4), Pay with Loot (3.2.2), Withdrawal (4.3.4), and other actions require Friendly Locales.
- ▶ Original (printed) Allegiance (along with Allegiance markers) affects who may Ravage where and the color of Ravage and Ruins markers placed (below, 4.7.2, 4.5.2).

NOTE: *A dashed line on the map divides territory between originally Guelph Locales to the northeast and originally Ghibelline Locales to the southwest.*

> ***PLAY NOTE:*** *Allegiance 1VP markers show gains in territory that add to victory. They also make a region more susceptible to further Revolt (1.4).*

SEATS: Some Strongholds and all Outposts host Lords' Seats, as shown by that Lord's large Coat of Arms there (1.5.2) and as written on the Lord's Mat.

- ▶ ***Main Seat:*** Lords of a type called Podestà (1.5.1) bear their Main Seat's name in their title (shown on their Mats)—Firenze, Arezzo, Lucca, Colle, Siena, and Pisa. Main Seats bear pentagon symbols and have special Muster effects (3.4, 3.4.1).
- ▶ ***Leading City:*** Firenze is the Leading City for the Guelph side, Siena for the Ghibellines. They bear star symbols and have special Vassal Muster and Call to Arms effects (3.4.2, 3.5).
- ▶ ***Vassal Seat:*** Some Locales have Vassal Seats shown by a smaller Coat of Arms, often located with a Lord's Seat. The Vassal's Coat of Arms is also found on that Vassal's Service marker (1.5.2). Vassal Seats affect the ability to Muster or Bribe that Vassal (3.4.2, 4.7.5).

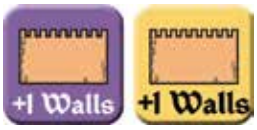
VP MARKERS: Locales can bear various markers that grant a side Victory Points (VP, 5.1). Whenever placing or removing them, immediately adjust the appropriate round Victory total marker(s) on the Calendar track (2.2.5).

- ▶ ***Allegiance:*** Guelph/Ghibelline markers worth 1VP each reverse a Stronghold's Allegiance. Revolt (1.4) and Surrender (4.5.1) places or removes them. Sack replaces them with Ruins (4.5.2). Place the number of Allegiance markers at a Stronghold equal to its Value (❶, ❷, or ❸; 5.1).
- ▶ ***Ruins:*** Successful Storm of a Stronghold (Sack, 4.5.2) places just a single Ruins marker there worth ½VP (5.1), in the opposite color from original (printed) Allegiance, regardless of Stronghold Value or who Sacked it. Ruins eliminate the Stronghold at that Locale (for Siege, Bypass, Withdrawal, Supply, and Forage; 4.3.4-.5, 4.6, 4.7.1). Any Seats there remain for Muster (3.4-3.5). Allegiance remains as printed.

  NOTES: *Ruins and Allegiance markers never occupy the same Locale. The* Costruttori *Capability repairs Ruined Strongholds (1.9.1).*

> **DESIGN NOTE:** Victors would destroy enemy walls to show power or clear obstacles to their army's march.

- ***Ravaged:*** Ravage actions place a single Ravaged marker at an Unravaged Enemy Locale (4.7.2) in the opposite color from original Allegiance. Ravaged markers award ½VP and affect Surrender and Forage (4.5.1, 4.7.1).

WALLS +1: The Reinforced Walls Capability can add an  available "Walls +1" marker of a side's color onto the map, one per Seat Stronghold, improving protection against Storm until Sacked (4.5.2).

PORTS: Locales with an anchor affect Supply (4.6) and Sail (4.7.3).

WAYS: ▶ Two types of Ways—gray Roads and brown Tracks—link Locales as adjacent. A Way's type affects March speed (4.3). Sometimes a Way has a crossroad where Road and Track meet: a path traced between two adjacent Locales along some Road and some Track counts as Track.

ON MAP: The phrase "on the map" refers to Lords at Locales (not on the Calendar).

1.3.2 Calendar. A Calendar on the board tracks time and victory scores (2.2, 5.1). Cylinders there track when Lords are Ready for Muster; markers show when Lords (and, if using an advanced rule, Vassals) must Disband.

TURNS: Each box of the Calendar is a Turn of 60 days (two months), in two rows from February-March 1259 to August-September 1261.

SEASONS: Calendar box colors show a Turn as ▶ Spring, Summer, Autumn, or Winter. Seasons show how many Command cards to use each Turn (4.1) and affect Supply by Ship (4.6), For-

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age (4.7.1), and some Events. The Calendar also shows Ravaged removal reminders (4.9.1). ***NOTE:*** *Italicized Calendar notes provide historical background; they do not affect play.*

▶ 1.4 Revolt and Treachery

Revolt by card play or ripples of a defeat can switch a Stronghold's Allegiance (1.3.1) by adjusting Guelph/Ghibelline markers:

- ***Removal*** of a side's Lord by Disband Beyond Service or in combat, ***Surrender*** or ***Sack*** of its Stronghold, and ***Languish*** of its Captured Knights each enable the other side to roll on a Revolt table and/or add Treachery cards to its Command deck (1.4.2-.3, 3.3.1, 4.4.5, 4.5.1, 4.5.2).
- Certain ***Events*** roll for or cause Revolts or add Treachery cards (1.9.1).
- ***Treachery cards*** enable Lords to target Enemy Strongholds for Revolt or Enemy Vassals to take a Bribe to switch sides (1.4.3, 4.7.5, 4.7.6).

NOTE: *A Revolt & Treachery aid sheet summarizes these rules and bears tables of random Revolt locations.*

1.4.1 Eligible. Only an Enemy Stronghold with no Enemy Lords there or adjacent (even Bypassed or Besieged) can Revolt. Ruins and Outposts never Revolt.

1.4.2 Revolt Tables. Each time an Event, Disband, combat, or Languish of captives calls for a Revolt table roll (3.1.3, 3.3.1, 4.4.5, 4.5.1, 4.5.2, 4.9.2), the benefitting side *must* roll on a table as follows. Multiple rolls are successive: results of one can affect the next.

DESIGN NOTE: Siena does not appear on the Revolt tables, reflecting its staunch Ghibelline stand these years.

ROLL ON A TABLE: Roll and cross-reference one purple and one gold die on the table for "Revolt Against" the side that lost a Lord or Stronghold.

REBELLION? When the result names a Locale:

- If the Locale is currently Enemy to the rolling side but ***not eligible*** for Revolt—an Enemy Lord is there or adjacent or it is Ruined (1.4.1)—do nothing.
- If it names an Enemy Stronghold that is ***eligible*** for Revolt (1.4.1), check whether any Lord cylinder or Allegiance marker (only, not printed Allegiance) of the rolling side is within one Locale (there or adjacent). If so, the named Stronghold Revolts (1.4.4). If not, nothing happens.
- If the named Locale is already marked with ***Friendly*** Allegiance, the rolling player *must* if able select one adjacent Enemy Stronghold (either side of the dashed line) of same or less Value and eligible for Revolt (1.4.1). It Revolts (1.4.4).

SUBMISSION? If the table result shows an "X" over an Allegiance marker, the rolling side *must* if able select a Stronghold marked with Enemy Allegiance (only, not printed Allegiance) that is eligible for Revolt (1.4.1) and at or adjacent to which the rolling side has a Lord cylinder. That Stronghold Revolts (1.4.4).

1.4.3 Treachery. Each Lord has one "Treachery" Command card that starts set aside (1.9.2, 2.1.1). Events, removal of Lords, conquest of Strongholds, and Languishing captives can add Treachery cards to a side's Command deck (1.9.1, 3.3.1, 4.4.5, 4.5.1, 4.5.2, 4.9.2). On Campaign, when a Lord Activates by his Treachery card, he can target a nearby Enemy Stronghold for Revolt or a Vassal for Bribe (4.2.3, 4.7.5, 4.7.6). Campaign Reset again sets aside any Treachery cards used in that Plan (4.9.6).

ADDING TREACHERY: When rules or card text instructs a side to "add Treachery", that player selects the specified Treachery cards (typically, any one) from those set aside and adds them to that side's Command deck, available for the next Plan stack to be formed (4.1, not for any current Plan), without showing the other player the card(s). "Remove Treachery" by selecting and setting aside Treachery cards from the owner's Command deck. ***NOTE:*** *Cards in a current Plan may not be selected (4.1, 4.9.6).*

1.4.4 Switching Allegiance by Revolt. Revolt either adds 1VP Guelph/Ghibelline Allegiance markers to a Stronghold of the op-posite printed Allegiance or removes all such markers already there. It then awards the side that suffered Revolt one to three Calendar shifts (2.2.3).

ADJUST MARKERS: When adding Allegiance markers, place the same number of them as the Value of the Stronghold (1.3.1 VP MARKERS). When removing them, remove all that are there. Adjust Victory (5.1). Revolt at Bypass (4.3.5) or Siege (4.5.1) also removes those markers.

PLAY NOTE: *Revolt of a Seat does not prevent an already Mustered Lord or Vassal staying in play or that Lord Mustering at his other Seat(s).*

TERMS: Revolt awards no Spoils, nor does it count as a Surrender or Sack for further Revolt or Treachery (4.5.1, 4.5.2).

EXILES: Immediately after any such switch of Allegiance by Revolt, the side that lost Allegiance slides any of its own (only) Lord Service markers or cylinders on the Calendar by one box per Allegiance marker placed or removed, if any (Service right or cylinders left).

EXAMPLE: *Revolt places two Ghibelline markers at Cortona. The Guelphs may shift two of their cylinders or Service markers one box each or one of them two boxes.*

DESIGN NOTE: Political flips often drove losers out as exiles who would then stir their new hosts to war.

1.5 Lords and Vassals

Cylinders, Service markers, and 5"x5" mats track the status of Lords in *Inferno*. Vassals tied to each Lord also have Service markers and add Forces.

1.5.1 Lords. Lords (six on each side) are the figures who carried out military preparations and operations—Levy and Campaign.

CYLINDERS: Each Lord has a cylinder to show his location or readiness to Muster. Any reference to location of a Lord means where his cylinder is—a map Locale, on the Calendar, or out of the game. A cylinder's sticker shows that Lord's Coat of Arms and Command rating (1.5.3, 4.2). ▶ Commanders sometimes use a second Comune cylinder (below).

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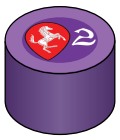
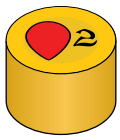


Guelph Lord
The Podestà of Arezzo



Ghibelline Lord
The Podestà of Pisa

STICKERING: Apply stickers from the small sheet provided onto the 14 cylinders, one sticker each, purple sticker on purple, gold on gold.

COATS OF ARMS: Each Lord has a shield-shaped symbol that identifies his Seats, cylinder, mat, Vassals, card effects, and such. ▶ Vassal Coat of Arms identify their Vassal Seats.

PODESTÀ: ▶ Six Lords—those of Firenze, Arezzo, Colle, Lucca, Siena, and Pisa—bear the title "Podestà" (mayor) on their mat. They have special Pay, Revolt, removal, Muster, and Tax effects reflecting Tuscan urban armies (3.2, 1.4, 3.3.1, 3.4.1, 4.4.5, 4.7.4).

COMMANDERS: The Podestà Lords of Firenze and Siena—each side's Leading City—can lead other Lords on March (4.3.1, they may not become Lieutenants or Lower Lords, 4.1.3). A ring on their stickers show that they are Commanders.

DESIGN NOTE: Why "Lords" and "Commanders" for free republics? An urban *comune* (municipality) often would appoint an outsider as *podestà* (mayor) to lead it.

COMUNI: ▶ Each side's Commander (Firenze and Siena) has a second cylinder and mat (1.5.2) called a "Comune" to handle a larger army. Comuni Muster via Call to Arms (3.5.3) and are removed with the Commander or if they have no Forces (1.6). On the map, stack a Comune cylinder under its Commander. Treat Commander and Comune as a single Lord (such as when counting their items for Feed or Waste, 4.8-4.9), ***EXCEPT:***

- A Comune mat holds additional Forces, Assets, Vassals, and cards for the Commander, as if his second Lord mat (1.5.2).
- Commander and Comune count as two Lords for comparison to Stronghold Size in Withdrawal, Siege, and blocking Forage (4.3.4, 4.5.1, 4.7.1).
- In Battle and Storm, they Array, fight, and Rout as two separate Lords (4.4.1-.4, 4.5.2). Event text that refers to Battle or Storm (only) affects them as separate Lords and, if naming "Firenze" or "Siena", affects both separately. "This Lord" Capability cards in Battle or Storm modify each mat's units separately.

SERVICE MARKERS: Each Lord has a Service marker that shows his Coat of Arms, Service Rating (1.5.3), and Fealty roll. Mustered Lords' Service markers shift along the Calendar's 60-Day boxes (2.2.3) to show how long Lords' Service will last.

VASSAL MARKERS: Each Vassal (1.5.4) has a marker showing the Coat of Arms of the Vassal's Lord, Vassal Forces (1.6), a Service Rating, and ▶ the Vassal's Seat (1.3.1). Vassal markers stay on a Lord's Mat or—if playing with the advanced Vassal Service rule—are placed and shift on the Calendar (3.4.2). ***NOTE:*** *Vassal ratings are used for ▶ Bribe (4.7.6) and an advanced Vassal Service rule.*

SPECIAL VASSALS: Certain Vassal markers have distinctive borders and background symbols to show that they enter play and behave differently than other Vassals (3.4.2, 3.5.3).

Lord, Vassal, and Special Vassal Service markers, front and back

Special Vassal background symbol

COMMAND CARDS: Each Lord has a set of regular and ▶ Treachery Command cards (1.9.2) that enables him to take actions on Campaign (4.2).

DISBANDED: Lords sometimes Disband (3.3). Disband, Battle (4.4), and Storm (4.5.2) can permanently remove certain Lords from play. Return a Disbanded or removed Lord's Forces and Assets from his mat to their respective pools (1.5.2, 2.1.1) and discard any "This Lord" Capability cards at his mat (1.9.1, 3.4.4). If Disbanded but not permanently removed, return his cylinder to the Calendar as instructed in 3.3.1-.2.

1.5.2 Lord Mats. Each Lord has a 5"x5" mat that shows his characteristics and holds his Forces, Vassals, and Assets. Set aside a Lord's mat unless Mustered. When he Musters, set his mat in front of that player. ▶ Commanders start with their main "Podestà" mat and can add a second "Comune" mat (1.5.1, 3.5.3).

MAT SECTIONS: The Lord's starting Forces upon Muster (3.4.1) are shown on the mat at the word "Forces"; put those pieces and any added Forces that the Lord acquires in the Forces section. ***NOTE:*** *Forces of Vassals do* not *start Mustered (1.5.4). Units Routed in Battle or Storm (4.4.2, 4.5.2) slide from the Forces section below a line into a Routed section. Keep the Lord's starting Assets (3.4.1) and Ready Vassal Service markers plus Assets that he acquires in an Assets & Vassals section.*

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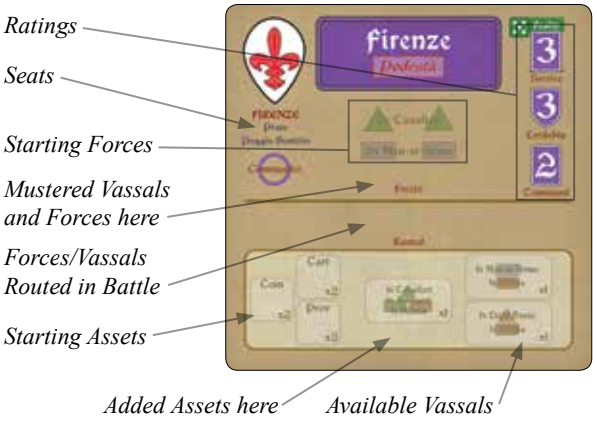

ITEMS ON MATS: When setting up a Lord at start (2.1.2, 6.0) or as Mustered during Levy (3.4.1, 3.5), place his initial Forces, Assets, and Vassal Service markers onto his mat as noted above. As the Lord Levies his Vassals' Forces or obtains Assets, add those unit pieces and Asset markers to his mat.

RATINGS: A Lord's ratings (1.5.3) are found listed in a column along the upper right of his mat.

CARDS AT MATS: Tuck Arts of War cards that affect specific Lords (1.9.1, 3.1.3, 3.4.4) partly under that Lord's Mat—Events at the top edge and a maximum of two "This Lord" Capabilities at the bottom edge. ▶ A Commander and Comune each can have two such cards of their own (1.5.1, 3.5.3).

SHARING: Lords may use and spend Assets (1.7) to help one another if at the same Locale. They never Share Vassals, Forces, or This Lord Capabilities.

EXAMPLE: *A Lord Shares his Carts with another Lord whose Provender exceeds Transport, so as to speed a group's March or enable Avoid Battle (4.3).*

Important: Lords on the same side may Share but not transfer or trade anything among one another—not Vassals, units, Assets, or cards.

Hidden Mats Option: For fog of war, players may agree to hide their Mustered Lords' mats (and "This Lord" Capability cards, 3.4.4) behind screens (2.1.1) except when in Battle or Storm (4.4, 4.5.2).

- Players declare hidden Assets, Capabilities, Forces, and Vassals only as needed to verify actions on the board, such as enough Transport for a March (4.3), or vulnerability to Bribe (4.7.6).
- Capabilities affecting an entire side remain revealed per the usual rules (3.4.4).

1.5.3 Ratings. Lord mats list several ratings:

- **Fealty:** A die-roll range for that Lord's propensity to Muster when another Lord Levies him (3.4.1), shown as a die with the upper number of that range (such as four pips for 1-4).
- **Service:** The number of Calendar boxes ahead of the current box that the Lord's Service marker is placed upon Muster (3.4.1) or cylinder is placed upon Disband (3.3), a numeral in a box symbol.
- **Lordship:** The number of Levy actions that the Lord takes (3.4), a numeral in a shield symbol.
- **Command:** The number of actions that the Lord can undertake each time his Command card is revealed during a Campaign (4.2.1), a numeral in a card symbol. This numeral is also on the Lord's cylinder piece and Command cards.

DESIGN NOTE: Fealty shows a Lord's enthusiasm to fight, Service his obligation to this conflict, Lordship his wherewithal to mobilize for war, and Command his alacrity in the field.

1.5.4 Vassals. Each Lord in *Inferno* has Vassals (subordinate elites, towns, and troops) who provide their Lord with additional Forces. Like Lords, each Vassal has a Service marker and a Service Rating (the latter used with an advanced rule, 3.4.2). Vassals have fealty solely to a single Lord, as shown by the Coat of Arms on the front of Vassal's Service marker. A Lord's Vassals, including the number of them with the same composition of Forces, are shown on his mat in the Assets & Vassals section, to simplify preparation of a mat when Mustering a Lord (1.5.2, 3.4.1).

- ▶ Most Vassals have a Vassal Seat that must be Friendly for them to Muster (1.3.1, 3.4.2). Special Vassals Muster differently (3.4.2, 3.5.3).

Important: At setup and when a Lord enters play, place his regular Vassal Service markers but not Vassal units on his mat. Add Vassal units only as the Lord Musters those Vassals (3.4.4, 3.5).

NOTE: *A reference sheet lists each side's Lords and Vassals.* ▶ *Bribery may switch control of Vassals to Enemy Lords' mats as Turncoats (4.7.6).*

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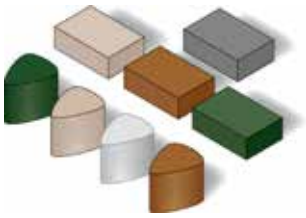
1.6 Forces

Inferno represents military Forces with wooden unit pieces: wedges for Horse and bars for Foot. See the Forces foldout page for a listing of unit types, their pieces, and characteristics (4.4.2). Keep spare Forces pieces in a pool such as a bowl (2.1.1). ▶ The pool of units is a limit on play (Muster, 3.4.1-.2).



- If a Lord ever remains Mustered without Forces, he immediately Disbands as per 3.3.2. ▶ Remove a Comuni that has no Forces separately (1.5.1).

DESIGN NOTE: A Horse unit represents 100-150 fighting horsemen, Foot about 500 infantry.

1.7 Assets

Various items that Lords obtain and use—Transport (Carts and Ships), Provender (food and other supplies), Coin (money), and Loot (livestock and other booty)—are shown by 5/8th-inch counters placed on Lords' mats.

NOTES: *Lords use Transport to acquire and move Provender (4.3, 4.6) and Ships to Sail (4.7.3); Lords themselves otherwise can move without Transport and do not need Transport to move Coin or Loot.*

1.7.1 Accounting. Lords account for each type of Asset as if money, making change as needed. Plain markers represent one such Asset each; "x2", "x3", and "x4" markers represent those amounts.

NOTE: *Asset markers are not a limit on play (but see 1.7.3). If Asset markers run out, stack unused markers below Asset markers as duplicates of the top marker.*

1.7.2 Greed. Lords may discard (rather than use) Assets only as needed to help them move—to March Laden or Unladen, Avoid Battle, Retreat, or Sail (4.3, 4.4.3, 4.7.3) or as rules or card text require.

1.7.3 Waste. A Lord may have at most ▶ 16 of each Asset type (16 Provender, 16 Carts, and so on). Any excess is lost.

1.8 Other Markers

Variously shaped game counters include round markers to track time and victory on the Calendar (2.2.2, 5.1, 6.0) and note Battle or Storm Locale (4.4, 4.5.2), plus a rectangular marker for Pursuit in Battle (4.4.2). ***NOTE:*** *The round "Inferno" token is just a bonus, not used in play.*

Several 5/8th-inch square markers include:

- Guelph 1VP / Ghibelline 1VP for Strongholds that switch Allegiance (1.3.1, 1.4, 4.5.1-.2, 5.1).
- Siege markers to put at Besieged Strongholds and to show Siegeworks in Storm or Sally (4.3.4, 4.5).
- Moved/Fought and Supply Source reminder markers (4.3, 4.4.6, 4.6.1).
- Walls +1 Capability markers (1.9.1).
- Numbered markers to help log actions, rounds, altered ratings, and such.

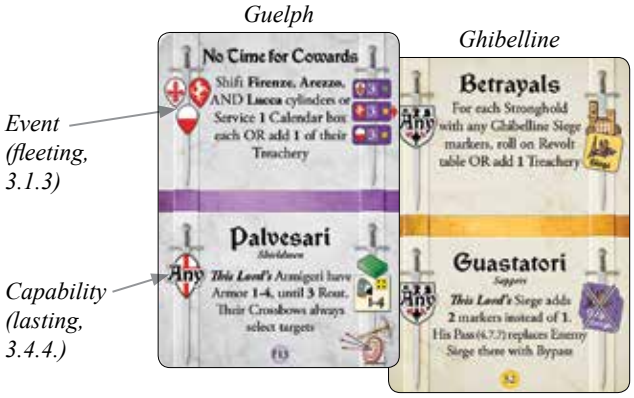
Several ½-inch square markers include:

- ▶ Ruins/½VP (1.3.1, 4.5.2).
- Ravaged/½VP (1.3.1, 4.7.2).
- ▶ Bypass Stronghold (4.3.5).
- Feed x2/x3 (4.8.1).

1.9 Cards

The game has two types of cards: Arts of War cards with Events and Capabilities, and Command cards for Campaign actions or Treachery. Players may not inspect one another's decks or cards set aside.

1.9.1 Arts of War. Each side has its own deck of Arts of War cards. Each Arts of War card has an upper Event section and lower Capability section. Only one of the two sections is in effect at a time. ***NOTE:*** *Italicized subtitles provide historical flavor or English translation (no effect on play).*



EVENTS: The upper Event section provides players immediate and/or temporary benefits or opportunities. Players draw two Arts of War cards for their Events at the outset of each Levy after the first (3.1). ***NOTE:*** *For the use of Events, see 3.1.3.*

CAPABILITIES: Lower sections show Capabilities with longer-lasting benefits, either drawn randomly during initial Levy (3.1) or selected (3.4.4). Coats of Arms show which Lords may Levy and use the Capability. Capabilities remain in effect unless discarded (Lord removal 3.3, 4.4.5; Discard 4.0).

PLAY NOTE: *As Events and Capabilities share cards, draw of some Events delay Levy of the card's Capability, and a Capability in play bars its Event (3.1.3, 3.4.4).*

CARD USE: When card text contradicts rules, card text takes precedence. The player of an Event or owner of a Capability decides how to implement card text within what is specified.

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1.9.2 Command Cards. Each side's Command deck has three action cards per Lord and four Pass cards. ▶ Each Lord also has one Treachery card that begins set aside, may join the Command deck during play, and will be set aside again when used (1.4.3, 4.9.6). Players build their Campaign Plan each Turn (4.1) by stacking Command cards of their Mustered Lords, possibly including Treachery cards that they have obtained. They add Pass cards as needed to fill out a Plan when too few Lords are Mustered.

2.0 SETUP AND CALENDAR

2.1 Setup

2.1.1 Lay Out. Set the gameboard between the players. You will want enough table space around the board for mats, cards, and pools. See the layouts shown here and, for solitaire play, in the Background Book.

POOLS: We suggest a nearby pool each for wooden units, Asset markers, and remaining markers (1.8).

DECKS: Separate playing cards into four decks—one Arts of War deck and one Command deck per side (1.9). ▶ Set Treachery cards aside, face down.

OTHER ITEMS: Each player takes a foldout aid. If using the Hidden Mats option (1.5.2), each player gets a screen. Keep unused mats and Service markers, reference sheets, this rules book, and the Background Book handy.

2.1.2 Scenarios. Choose a scenario (6.0). Agree on whether to use Hidden Mats screens (1.5.2) and/or advanced Vassal Service (3.4.2) options. Set up the situation, including Mustered Lord mats, and begin play with the first Levy (3.0). ***NOTE:*** *If playing the first time, try the Background Book's "Quickstart".*

2.2 Calendar

The Calendar (1.3.2) tracks time and victory.

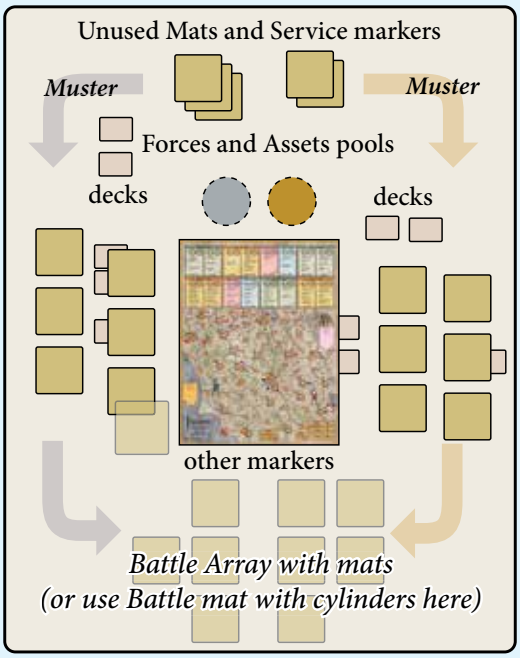
2.2.1 Turns. Each Scenario covers one or more 60-Day (2-month) Turns within a Season (1.3.2). Each Turn, conduct a Levy sequence, then a Campaign sequence, as detailed in rules sections 3 and 4 and summarized on the Sequence of Play foldout page.

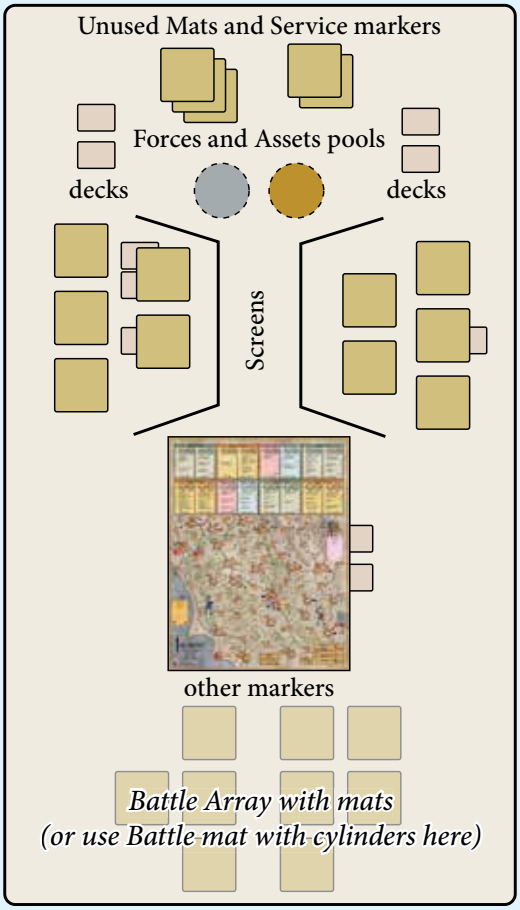
2.2.2 Marking Time. The round Levy/Campaign marker tracks the progress of 60-Day Turns and Levy and Campaigns within each. Mark that it is Levy or Campaign by placing the marker with that side up in the Levy/Campaign circle of the current 60-Day Turn box on the Calendar.

2.2.3 Marking Service. Place and shift Service markers and Lord cylinders in the Calendar's 60 Days boxes as described in various rules or on Event cards (1.9.1). All instructions to shift right or left mean that number of Turn boxes. If a direction is not specified, the executing player chooses.

EXAMPLE: *"Shift 1 right" from box 8 means to box 9, "1 left" from 9 means to 8.*

Sample layout with square or round table and no Hidden Mats Option (1.5.2).





Sample layout with wide but shallow table and using Hidden Mats Option (1.5.2).

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CALENDAR'S END: When a Service marker or Lord cylinder is to appear or shift below (left of) box 1 or beyond (right of) box 16, set it just off the board on that side and ignore further shifts in that direction. The first shift back toward the Calendar places the marker into box 1 or box 16, respectively. ***NOTE:*** *This reduces "end of time" anomalies.*

DESIGN NOTE: Feudal or communal military service obligation in mid-13th-Century Italy ranged from one to four months.

2.2.4 Player Order. Unless noted otherwise, the Guelphs go first and the Ghibelline second in each step of Levy and Campaign.

EXAMPLE: *During Disband Beyond Service (3.3.1), the Guelph player Disbands Lords, then the Ghibelline player does so.*

EXCEPTIONS:

- Play of Command cards alternates, one Guelph card, then one Ghibelline card, then another Guelph card, and so on (4.2).
- The order of many steps in Battle, Siege, and Storm will depend on who is Active, Attacking, has Archery or Cavalry, and so on (4.4-4.5).

2.2.5 Tracking Victory Points. The Calendar's numbered boxes also serve to track each side's victory score (5.1) using round Victory markers. Place the Victory marker of each side in the Victory circle at the box number to show that side's current victory point score (VP) between 1 and 16½ (on the +½ side as appropriate); just off-map left of box 1 for 0 VP or, on the +½ side, for ½ VP; or off-map right of box 16 for over 16½ VP. ***EXAMPLE:*** *The Guelphs have 8½ VP. Put the purple Victory marker in box 8 with "+½" up.*

▶ In the rare case that a side exceeds 17 VP, use a single Victory marker of the side ahead to show the net score. ***EXAMPLE:*** *18 Guelph versus 16 Ghibelline VP puts the purple marker in box 2.*

3.0 Levy

At the outset of each 60-Day Turn, players prepare for the campaign to follow by adding to their armies. See the Sequence of Play foldout page.

3.1 Arts of War

Each side first draws two random Arts of War cards as Capabilities or Events as follows.

3.1.1 Shuffle. Collect and shuffle all unused Guelph Arts of War cards into an Event draw deck; do the same for the Ghibelline player. Held Events (3.1.3) and Capability cards in play (3.4.4) are not included in the draw deck.

3.1.2 Draw Capabilities. If it is the Levy for the scenario's first 60 Days, the Guelph player then the Ghibelline player (2.2.4) each randomly draws two Arts of War cards from the player's own deck and deploys them as Capabilities (lower half of the card, 1.9.1) at that side's map edge or Lord mats (1.5.2).

- Discard any "This Lord" card that a side cannot assign to a Mustered Lord (3.4.4).

3.1.3 Draw Events. If it is the second or any later Levy, the Guelph then the Ghibelline player each draws and implements in the order drawn two cards' Events (the upper half of each card, 1.9.1). Except as specified below, reveal Events immediately and return the cards to the deck. Bold-italic card text specifies certain Event types:

- Players keep drawn "***Hold***" Events hidden for later use at the holder's discretion. When played on a specific Lord, tuck the card under the top edge of that Lord's mat, so that the Event text shows.
- "***This Levy***" and "***This Campaign***" Events are in effect until the end of the current Levy or Campaign, respectively. Do *not* return them to their deck until then. ***NOTE:*** *The Capability on the bottom half of such a card will not be available for selection this Levy.*

NOTE: *A side's Events can affect the opposing side. The side playing an Event card makes any decisions allowed unless otherwise specified.*

3.1.4 Greed. Players may not discard (as opposed to use) cards unless permitted by a rule.

EXAMPLE: *Hold Events only return to their deck once used per the text on the card or discarded at Campaign's end (4.9.6).*

3.2 Pay

After drawing cards, Guelph then Ghibelline sides may expend Coin and Loot to encourage their Lords to serve longer. They may remove Coin and Loot in this step only to actually shift Service markers (1.7.2).

3.2.1 Pay with Coin. Any Lords with Coin markers on their mat may remove some or all of their Coin to affect their own or other Lords' Service. Each Coin spent shifts a single Service marker right on the Calendar by one box, either:

- The paying Lord's own Service marker, OR
- That of another Lord at the same Locale.

▶ ***EXCEPTION:*** It costs two Coin (or Loot, 3.2.2) to shift Service of a Podestà (1.5.1) by one box.

3.2.2 Pay with Loot. Players may have any of their Lords who are in a Friendly Locale (1.3.1) that is free of Siege (it may be Bypassed) Pay with Loot markers from their mat as if Coin, one for one (▶ two Loot and/or Coin to extend a Podestà's Service by one box, 3.2.1).

Important: A Lord must be in a Friendly Locale free of Siege to Pay with Loot. He may do so at an Unbesieged Stronghold with his side's Allegiance markers, for example, but not at a Besieged Locale.

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3.3 Disband

Guelphs then Ghibellines may have to remove certain Lords from the map because of where that Lord's Service marker is on the Calendar (2.2).

3.3.1 Beyond Service Limit. First, for each Lord whose Service marker is to the left of (in a lower-numbered Turn box than) the Levy or Campaign marker (the current Turn), remove him from the map and check Revolt as follows.

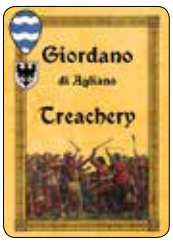
REMOVAL: When Disbanding a Lord Beyond Service (or removing him by combat, 4.4.5)—

- If he is a regular Lord (not a Podestà), remove his cylinder permanently from play: he may not Muster again.
- ▶ If he is a Podestà (1.5.1), put his cylinder on the Calendar three 60-Day boxes ahead of the current Turn (equal to his Service rating, as if Disbanding At Service Limit, 3.3.2).

DESIGN NOTE: Citizens after a defeat could always enlist another mayor to lead them.

- For either type of Lord, set aside his and his Vassals' Service markers, his Forces and Assets, and any ▶ Comune cylinder and mat (1.5.1); return any of his "This Lord" Capability cards (3.4.4) to that side's Arts of War deck.

REVOLT AND TREACHERY: ▶ When a Lord Disbands Beyond Service (or is removed by combat, 4.4.5), the Enemy side *must* roll on its Revolt table (1.4.2), once if a regular Lord or—if a Podestà—three times (equal to his Service Rating, 1.5.1). The Enemy side then selects one Treachery card to add to its Command deck for Disband of a regular Lord or three cards for a Podestà (1.4.3). ***NOTE:*** *Ignore Comuni Disband for Revolt and Treachery (1.5.1).*



PLAY NOTE: *Removal of a Podestà is not permanent but can cause more Revolt than of a regular Lord.*

3.3.2 At Service Limit. Lords with Service markers in the same Turn box as the Levy or Campaign marker (▶ and a Podestà whenever removed, 3.3.1, 4.4.5) Disband and may Muster again in a later Levy.

- Place such a Lord's cylinder onto the Calendar (even if under Siege or Bypassed, 4.3.5), a number of 60-Day Turn boxes to the right of the current box if Levy, or next box if Campaign (4.8.2), equal to that Lord's Service Rating (1.5.3). ▶ Set any Comune cylinder and mat aside (1.5.1).
- Return his Forces and Assets to their pools and discard cards at his mat. Set aside his mat(s), Service marker, and remaining Vassal Service markers for possible future Muster.

NOTE: *Rarely, a Lord may Disband because his last unit is removed outside of combat (1.6).*

3.4 Muster

After any Disband, Guelph then Ghibelline Lords already on the map may take Levy actions up to their Lordship Rating (1.5.3) to Muster other Lords, Vassals, Transport, or Capabilities. Each Levy action spends one point of a Lords' Lordship rating. Complete each Lord's actions before the next Lord, in any order desired.

REQUIREMENTS: To use Lordship, a Lord must have begun this Muster segment at a Friendly Locale (1.3.1) and Unbesieged (he may be Bypassed, 4.3.5). ***EXCEPTION—***

- ▶ ***Urban Army.*** A Podestà (1.5.1) can use Lordship from his Main Seat (Locale named in his title, 1.3.1) even if Besieged there (4.3.5).

Important: Lords may not conduct Muster from Enemy Locales or at a Siege, ▶ unless a Podestà who is Besieged inside his Main Seat.

3.4.1 Levy Other Lords. A Lord may use a Levy action (one point of Lordship) for another Lord to roll Fealty for placement on the map. If the roll fails, the Levying Lord may use more Levy actions (within his Lordship) to keep trying to Muster the same Lord (or others). ***EXCEPTION—***

- ▶ ***Exile Army.*** If a Podestà's Main Seat is marked with Enemy Allegiance (1.3.1, 1.5.1), it costs two Levy actions instead of one to roll to Muster him (at another Seat). ***EXAMPLE:*** *The City of Firenze is marked Ghibelline while Prato remains Guelph. Guido Guerra would expend his entire Lordship of "2" to roll once for Muster of Firenze's Podestà at Prato.*

NOTE: *Lords can Levy a Ready Commander to Muster like any other Lord.*

PLAY NOTE: *Consider keeping some Lords in reserve, ready to Muster in a future Levy.*

FEALTY ROLL: Designate a Lord to roll for Muster. The rolling Lord must be Ready, his cylinder in a Turn box at or left of the Levy marker (2.2). Also, he must have a Seat free, neither Enemy aligned, nor Besieged, nor—if Ruins—occupied by an Enemy Lord (it may be Bypassed, 4.3.5, or Ravaged, 4.7.2). Roll one die—if the roll is at or below that Lord's Fealty Rating (1.5.3), proceed per "MUSTERING" below; if not, do nothing. ***EXCEPTIONS—***

- ▶ ***Urban Army.*** A Podestà can be Mustered at his Main Seat Stronghold even if it is Besieged (4.3.5). ***NOTE:*** *A Podestà still may not Muster at Enemy Allegiance or at Ruins with Enemy Lords.*
- ▶ ***Emergency Army.*** If any Enemy Lords are at a Podestà's Main Seat, treat him as Ready to be Mustered, wherever his cylinder is on the Calendar.

EXAMPLE: *Guelph Lords Besiege the City of Pisa. Ghibelline Lords could Muster Pisa's Podestà there (where he would be Besieged) even if not yet Ready.*

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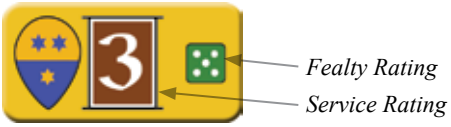
MUSTERING: When a Lord is Mustered—

- Place that Lord's cylinder at one of his free Seats ▶ or per 3.4.1 Urban Army above.
- Take that Lord's mat and place starting Forces on it as shown, drawing from the units pool (1.5). ▶ In the rare case that too few unit pieces remain in the pool, the Lord does not receive those units.
- Place his Assets and Vassal Service markers (Coat of Arms up, Ready to Muster, 3.4.2) onto the Lord's mat as shown there. ***NOTE:*** *Do not place Vassal Forces on the mat when the Lord Musters; they are available for the Lord to Levy at a later time.*
- Place the Lord's own Service marker (darker purple or gold than those of Vassals) into a Turn box on the Calendar, a number of boxes equal to his Service Rating to the right (ahead) of the current box (where the Levy marker is; if beyond 16, then just off the game board, 2.2.3).



A Lord's Service marker

EXAMPLE: *A Lord with Service 3 Mustering in August-September 1259 (Levy marker in box 4) would place his Service marker three boxes ahead into Turn box 7 (February-March 1260).*

> **Important:** Lords Levied to the map during this Muster segment may not yet themselves take Levy actions (3.4, until perhaps that Call to Arms, 3.5).

3.4.2 Levy Vassals. A Lord may use one Levy action to Muster one of his Vassals. The Vassal must have a face-up Service marker in the Assets & Vassals section of his mat (1.5.2) and ▶ its Vassal Seat must be Friendly (1.3.1, it may be Besieged, Bypassed, Ruined, or Ravaged). ***NOTE:*** *Smaller Coats of Arms on the map, on Vassal Service markers, and on a Lords reference sheet identify Vassal Seats.*

- ▶ ***EXCEPTION:*** Carroccio, Sestiere, and Terzo Special Vassals have no Vassal Seats but Muster only at their Leading City (1.3.1, 3.5.3, below).

> **Important:** Before Mustering a Vassal, check that its Vassal Seat is Friendly.

PROCEDURE: When a Vassal Musters, slide its Service marker on its Lord's mat up into the Forces section. Place the units shown on the Vassal's marker near or on it, drawing from the units pool (1.5). ▶ In the rare case that the pool holds too few unit pieces, the Vassal does not add those units.

Vassal Service marker

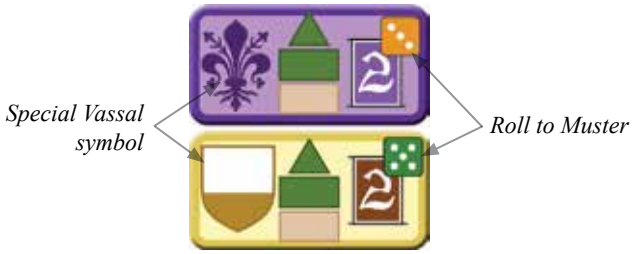
NOTE: *A reference sheet displays all Lords and their Vassals. Ignore Vassal Service ratings unless using the advanced rule below. Loss of Vassal units leaves the marker in place—it does not Disband it—to show that the Vassal already Mustered.*

▶ **SESTIERI/TERZI:** In some cases, a Commander can attempt to Levy Sestieri or Terzi Special Vassals outside Call to Arms (3.5.3):

- His Comune mat (1.5.1) must be already in play but with Sestieri or Terzi Ready (Unmustered), AND
- He must be inside (not Bypassing or Besieging) his Leading City (Firenze or Siena).

For each Levy action, select one Sestiere or Terzo and roll a die: less than or equal to the die shown on that Service marker Musters it on the Comune mat; a higher roll expends the action with no effect.

> ***PLAY NOTE:*** *Commanders more typically Muster Sestieri or Terzi during Call to Arms (3.5.3).*



Sestiere and Terzo Special Vassal markers

▶ **ALTOPASCIO:** This Special Vassal starts set aside until the

Tau Company Capability enables Firenze or Lucca to Muster it for zero actions but otherwise per rule 3.4.2 above (its Altopascio Vassal Seat must be Friendly). Discard of the card Disbands the Vassal.

▶ **TAGLIA:** This Capability enables certain Lords to Muster one of each other's Unmustered Vassals to their own mats, otherwise per rule 3.4.2 above.

Vassal Service Advanced Rule

For more detail, track Vassal Service on the Calendar.

Vassals whose Service markers are Coat-of-Arms side down—Unready, because they Disbanded this Levy (see below)—may not Muster.

- Place a Mustering Vassal's Service marker right of the Levy marker by a number of Turn boxes equal to the Vassal's Service Rating (just as for a Lord, 3.4.1) and put its Forces onto its Lord's mat.
- Whenever a Lord's Service marker is to shift for any reason, also shift all his Vassals' Service markers on the Calendar that number of boxes in the same direction. Shift Vassal markers the specified number of boxes even when the owning Lord's marker is already left of box 1 or right of box 16. Shift Vassal markers left or right off the Calendar in the same manner as Lord's markers (2.2.3).

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- After a side finishes all Vassal Muster for this Levy, flip up all Service markers that are Lord's Coat-of-Arms side down (3.3.1), making them Ready for Muster later in the game.

NOTE: *If using the Hidden Mats Option (1.5.2), the Vassal Service advanced rule will nevertheless reveal on the Calendar which Vassals Muster.*

Each Disband step (3.3, 4.8.2), put any Vassal markers that are at ▶ or beyond their Service limit back onto their mat (even if under Siege, 4.3.5)— Lord's Coat-of-Arms side down (Unready—they are not available until after the ensuing Muster).

- Return Forces shown on any Disbanding Vassal's Service marker from that Lord's mat (as able) to the pool. If that leaves the Lord without Forces, Disband him (1.6).

▶ Carroccio Special Vassal (3.5.3) and Turncoats (4.7.6) ignore Advanced Vassal Service limits.

3.4.3 Levy Transport. A Lord at a Friendly Locale may use one Levy action to add one Cart to his mat. The Podestà of Pisa (only) may instead add one Ship.

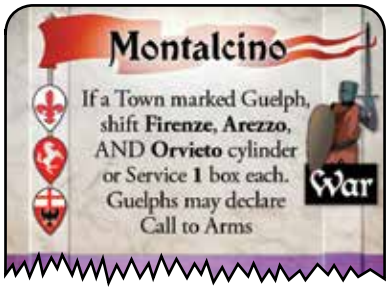
3.4.4 Levy Capabilities. A Lord at a Friendly Locale may obtain one Capability (an Arts of War card's bottom half) per Levy action, either for his entire side or for himself or ▶ his Comune (1.5.1). Select from any of the side's currently unused cards, within these restrictions:

- The (lower) Capability section of each Arts of War card shows the Coats of Arms of those Lords who can Levy that Capability and whom it affects, including "Any", "ALL", or "Not".
- Certain Capabilities refer to "This Lord". The Lord who Levies such a Capability places the card at the bottom edge of his mat, with the upper half of the card (the card's Event) tucked out of view underneath the mat, as shown in 1.5.2. ▶ A Commander may Levy cards to his Comune mat. Each mat may only have two "This Lord" Capabilities at a time, neither with the same title. After adding a third card to a mat, immediately choose and discard one. "This Lord" cards affect only that Lord or, for Commander and Comune in Battle or Storm (1.5.1), only Forces on that mat.
- Other Capabilities do not say "This Lord" and affect more than a single Lord. Tuck such cards' upper half under the player's closest game board edge as shown in table layout (2.1.1). A Lord may Levy any number of such Capabilities.

PLAY NOTE: *Levying a Capability blocks the Event on that card from occurring.*

▶ 3.5 Call to Arms

After Lords already in the field Levy their armies, one or both sides might escalate to mobilize even more strength. ***NOTE:*** *Scenarios A and E ignore this rules section (6.0).*



War Event

PROCEDURE: For Call to Arms to occur, at least one side must declare one during that Call to Arms segment. If either side does so, first Guelphs *may* carry out any or all steps 3.5.1-3.5.4 below, then Ghibellines *may* do so. Conduct at most one Call to Arms by the two sides per Levy. A side may declare Call to Arms if any of the following are true at this point in the sequence of play:

- It has the lower score by at least four VP (2.2.5), OR
- It drew a War Event that Levy (3.1.3), OR
- It plays the Treasurers Event and pays two Coin.

PLAY NOTE: *Other effects of War Events occur earlier and independently of Call to Arms (3.1.3). Each side has two War Events; the Guelphs have one Treasurers. Guelphs may wait for a possible Ghibelline declaration before they play Treasurers.*

3.5.1 Gather. Each Unbesieged Lord of that side anywhere on the map *may* immediately March (4.3) using his Command rating (modified as applicable). Commanders may March with other Lords. Do not mark Lords as Moved; they do not Feed (4.8).

- Such March may not at any point enter a Locale with any Unbesieged or Unbypassed Enemy Lord or un-Ruined Enemy Stronghold.
- Each Lord who Marches *must* end up closer to his side's Leading City (Firenze or Siena).

3.5.2 Commander to Arms. *If desired*, Disband that side's Commander (Firenze or Siena Podestà, with his Comune if it is on map) as if At Service Limit (3.3.2). Then, *if desired* and as able per 3.4.1, Muster the Commander inside his Leading City, from anywhere on the Calendar.

3.5.3 Comune. If a side's Commander is now inside his Leading City, (even Besieged or Bypassed), his side *may* Muster or augment his Comune. If it does:

- If not already Mustered, set out the Comune mat with the Assets and Special Vassals it shows. Stack that side's Comune cylinder beneath its Commander cylinder (1.5.1; if Besieged, there must be room, 4.3.4).
- Muster Special Vassals and units on the Comune mat. The Comune if in play *must* end up with at least its Carroccio (unless Captured) and one Sestiere or Terzo. Up to all remaining Un-

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mustered Sestieri/Terzi *may* Muster. During Call to Arms, Muster Sestieri or Terzi as desired, without rolling.

- Then, that side *may* reassign "This Lord" cards between Commander and Comune mats (as long as neither mat ends up with more than two, 3.4.4).

▶ **CARROCCIO:** A side's Carroccio Special Vassal Musters only in Call to Arms, can help if Retreated intact, but costs Victory Points if taken as Spoils (4.4.3, 5.1).

DESIGN NOTE: Cities recruited militia by wards, in Firenze a "Sixth" (*Sestiere*) and in Siena a "Third" (*Terzo*). A large ox-wagon (*Carroccio*) kept in the cathedral symbolized the city's autonomy. The *Carroccio* bore banners, an altar, and a cross. Another wagon brought a bell tower. In war, select troops defended the *Carroccio*, priests held Mass at the altar before battle, and trumpeters beside it called fighters to the fray.

3.5.4 Allies. Finally, that side *may* EITHER:

- Conduct an extra Muster segment with any one Lord of that side who is able to do so per 3.4 (Levy actions equal to Lordship), OR
- Muster any one Lord other than the Commander automatically, without a Fealty roll or Levy action, otherwise per 3.4.1 (including Urban Army).

4.0 CAMPAIGN

After Levy, conduct that Turn's 60-Day Campaign, completing the steps below. The Sequence of Play page of the foldout summarizes the Campaign steps.

CAPABILITY DISCARD: The players (Guelph first) must select and discard any Capability cards they have exceeding their number of Mustered Lords—not including any "This Lord" Capabilities (3.4.4). Compare the number of cards tucked under a side's map edge to its number of on-map Lords (not Comuni)—the player must discard any excess.

CAMPAIGN STEPS:

- Plan: Each side sets its Campaign Plan—an ordered stack of Command cards (4.1)—and may designate Lieutenants to lead other Lords (4.1.3).
- Activation: Starting with the Guelph player, one side flips its top Command card and executes actions (4.2-4.7, ▶possibly Treachery) with the Lord on that card or does nothing if a Pass card.
  - o ***Actions:*** One side is Active, using Command card actions; the other side is Inactive.
  - o ***Feed/Pay/Disband:*** At the end of each card, both sides Feed Forces who Moved or Fought, may Pay Lords, then check if they Disband (4.8).
- More Activations: The other side next flips its top card and executes that Activation (actions, Feed). Continue to alternate Activations by side until both Plan stacks are exhausted.
- End Campaign: After the sides exhaust Plan stacks and finish all Command Activations, the Campaign ends. Reset as listed at 4.9 and, if this was not the scenario's last Turn, advance and flip the Campaign marker to the next 60-Days' Levy.

4.1 Plan

The players each build a Plan for that Campaign by selecting and stacking Command cards (1.9.2). The current Season on the Calendar specifies the number of Command cards that each Plan stack must use:

- 7 cards in Spring.
- 6 cards in Summer.
- 7 cards in Autumn.
- 4 cards in Winter.

4.1.1 Selecting Cards. A Plan may use any cards available in that side's Command deck (1.9.2). Command action cards (those with a numeral) and Pass cards are always available. ▶ Players may use Treachery Command cards in their Plan only if they earlier added that card to their deck (1.4.3). Pass cards are available to fill out a Plan's Seasonal total of cards when a side has too few Lords on the map to do so with Lords that might become Active.

NOTES: *Each Lord has three Command action cards and may have one ▶Treachery card, so could become Active up to four times per Campaign. Treachery cards assigned to a Plan will be set aside upon Reset (4.9.6).*

4.1.2 Arranging Stacks. Each side stacks its four-to-seven selected Command action, ▶ Treachery, and/or Pass cards in any order desired, face down. The top face-down card will be that side's first Active Lord, and so on. Players may not rearrange Plan stacks once built. Keep all remaining Command cards face down as well. Players always may inspect their own Plan and the other side's played but not unused Command cards.

PLAY NOTE: *When arranging one's Plan stack, fan the cards to show the order of Lords by corner coat of arms from left to right, then flip face down.*

4.1.3 Lieutenants. During Planning (only), players may put a Lord cylinder of their side on top of one other cylinder at the same Locale. The upper Lord is a Lieutenant, overseeing the Lower Lord for that entire Campaign, unless one is removed. A Lieutenant may have only one Lower Lord at a time; the Lower Lord may not be a Lieutenant. Neither Commander nor Comune (1.5.1) may be a Lieutenant or Lower Lord. A side may have several Lieutenants.

- Lieutenant and Lower Lord always move together in March, Avoid, Retreat, and so on (4.3, 4.4.3).
- If a Lieutenant or his Lower Lord Disbands while the other does not, the remaining Lord becomes a normal Lord.
- Revealing a Lower Lord's Command card results in a Pass, as if a Pass card (4.2.4).

PLAY NOTE: *A Lieutenant and Lower Lord may not Withdraw into a Castle (Size ❶; 4.3.4) nor enter an Outpost (1.3.1).*

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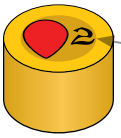
4.2 Command

After building Plan stacks, Guelph then Ghibelline sides alternate flipping (revealing) the top current Command card of their stack—one Guelph card, then one Ghibelline card, and so on. After revealing a Command card, a side Activates the Lord shown on that card or Passes if a Pass card (4.2.4).

Guelph Command actions card *Ghibelline Treachery Command card*

NOTE: *After each Command card, Lords who moved and/or fought will Feed their Forces, and Lords may Pay or might Disband (4.8).*

4.2.1 Actions. A Lord shown on a Command actions card (bearing his Command rating number, 1.9.2), may execute a series of Commands of the owning player's choice (4.2.2, 4.3-4.7), in any order, using actions numbering up to that Lord's Command Rating (1.5.2, as shown on the card and Lord cylinder and possibly modified by Arts of War cards), including Pass (4.7.7).



EXCEPTIONS: Besieged Lords (4.3.5) may only Sally (4.5.3), Pass (4.7.7), ▶ or perhaps Forage (4.7.1). Siege, Sail, and Tax take an entire card (4.5.1, 4.7.3, 4.7.4). Starting a Siege and any Battle or Storm end that card's actions (4.3.5, 4.4.6, 4.5.2).

NOTE: *Lords may use multiple actions for a single Command type, for example, three actions to Forage (4.7.1) three times.*

4.2.2 Command Menu. Lords select from Command actions listed on the Commands foldout page and detailed below: March, Siege, Storm, Sally, Supply, Forage, Ravage, Tax, or Pass; Pisa can Sail (4.3-4.7).

> **Important:** A Besieged Lord on a Command card may only Sally or Pass, or perhaps Forage or use Reinforced Walls (4.5.3, 4.7.1, 4.7.7, 1.9.1).

4.2.3 ▶ Treachery Card. Upon revealing a Treachery card (1.9.2, 1.4.3), the Lord shown takes no Command actions but *may* instead attempt Revolt (4.7.5) or Bribe (4.7.6) or may Pass (4.7.7).

4.2.4 Pass Card. Upon revealing a Pass card, a Lower Lord's card (4.1.3), or the card of a Lord not on the map, that side does nothing. Play instead passes to the other side or ends the Campaign if neither side has cards left in its Plan (4.9).

4.3 March

An Unbesieged (4.3.5) Lord may expend a Command action (possibly two if Laden, 4.3.2) to March to another Locale.

> **Important:** Carts are never needed to March; they haul Provender. Their number determines how much Provender a Lord can take along and whether he will be Laden (4.3.2) to do so. Lords do not need Carts to move with Coin or Loot.

MOVED/FOUGHT: As a reminder upon any movement during March, put a Moved/Fought marker on or next to each moving Lord's cylinder that does not yet have one.

4.3.1 Group March. Any or all of a side's Unbesieged Lords in the same Locale with its Commander may March with him (1.5.1). The Lower Lord beneath a Marching Lieutenant (4.1.3) *must* move with the Lieutenant.

4.3.2 Laden. Provender and Loot can hinder March, Avoid Battle (4.3.4), and Retreat (4.4.4).

- A Lord with any Loot on any Way moves Laden.
- A Lord with more Provender than Carts but not more than twice as much moves Laden along Track or (if without Loot) ▶ Unladen along Road.
- Lords with more than two Provender per Cart may not move unless they discard the excess (1.7.2).

> **DESIGN NOTE:** Medieval war booty (Loot in the game) included livestock herds or delicate goods that could only funnel so fast down narrow ways.

SHARING: Lords moving as a group (4.3.1) Share Carts (1.5.2). Count all Provender and Carts of Lords moving together to determine Laden status.

4.3.3 March Speed. An Unbesieged Lord takes one Command action to March to an adjacent Locale via a single connecting Way, except as modified below. If a Way used has both gray Road and brown Track, it counts as a Trackway (1.3.1).

- ▶ ***Unladen***, the first March of a Command card costs zero actions to move adjacent along Road (1.3.1, not Track).
- Marching ***Laden***—with Loot or, on Track, two Provender per Cart (4.3.2)—costs two Command actions, not just one.

NOTES: *The type of Way affects both speed and whether a Lord is moving Laden (4.3.2). Lords may discard Loot and Provender to facilitate March (1.7.2).*

4.3.4 Approach. If a Marching Lord enters the Locale of an Unbesieged and Unbypassed enemy Lord, check immediately for Avoid Battle (moving to an adjacent Locale), Withdrawal (into a Stronghold there), Battle, and Siege as follows.

AVOID BATTLE: Upon enemy Approach, some or all Inactive Lords may move to one or more adjacent Locales, within these restrictions—

- Lords may not Avoid Battle across any part of the Way that the Active Enemy Lord used to Approach the Locale.

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- Lords may not Avoid Battle to any Locale with an Unbesieged Enemy Lord.
- ▶ Mark Lords Avoiding Battle to an Unbesieged Enemy Stronghold as Bypassing it (4.3.5).
- Lords may only Avoid Battle Unladen (4.3.2).
- Lords may discard Loot and Provender as needed to become Unladen and thereby Avoid Battle (1.7.2). The Approaching Enemy Lords receive and divide among them any Assets so discarded (as if Spoils, 4.4.3).

Mark Avoiding Lords as Moved/Fought (4.3).

NOTE: *Lords may not Avoid via Sail (4.7.3).*

PLAY NOTE: *The Ambush Event can prevent ▶ one Enemy Lord from Avoiding.*

WITHDRAW: Upon Approach or after Battle (4.4.3), the Inactive side may Withdraw some or all Lords into a Friendly Stronghold there (not Ruins), a number of Lords up to its Size (❶, ❷, or ❸, 1.3.1). ***NOTE:*** *Withdrawal alone does not mark Lords as Moved/Fought.*

BATTLE: Unless all enemy Lords there either Avoid Battle or Withdraw, conduct a Battle immediately with the Marching side as Attacker (4.4), as part of that March Command.

4.3.5 Besiege or Bypass. Whenever a side has any Lord(s) in a Locale outside an Enemy Stronghold (not Ruins) that is not yet Bypassed or Besieged—and, if any Enemy Lords are there, all have Withdrawn inside—the Lord(s) outside must immediately either:

- ***Besiege***—Place one Siege marker of that side's color on the Enemy Stronghold or Lord(s) there, skip any more actions on this card, and go to Feed/Pay/Disband (4.8), OR

- ▶ ***Bypass***—Place a Bypass marker on that side's Lord(s) outside the Stronghold and continue any actions on that Command card without leaving that Locale *(**EXAMPLES:** Supply, 4.6; Forage, 4.7.1; Ravage, 4.7.2).*

Lords arriving outside a Besieged or Bypassed Enemy Stronghold join in the Siege or Bypass or may March on. Whenever a Besieged or Bypassed Stronghold becomes free of Enemy Lords in the Locale, remove all Siege or Bypass markers there.

NOTE: *Lords outside an Enemy Stronghold are either all Besieging or all Bypassing it. Ruins and Friendly Strongholds do not impede March; Lords never Besiege or Bypass them.*

PLAY NOTE: *Bypassing rather than Besieging a Stronghold allows a Marching Lord to use actions remaining on his card to Ravage, Supply, or Forage. Siege or Bypass allow Retreat to or Supply past an Enemy Stronghold (4.4.3, 4.6.1).*

4.3.6 ▶ March from Bypass. For any of the following actions, mark Marching Lords as Moved:

DEPART: A Lord or group that begins a Command card at a Bypass marker (either Bypassing or Bypassed) may March to an adjacent Locale normally (4.3.3). If no Lords remain at an Enemy Stronghold, remove any Bypass markers.

ENCAMP: A Bypassing Lord may use one March action (regardless of Laden status, 4.3.2) to replace all Bypass markers at the Bypassed Stronghold with one Siege marker, skip any more actions on this card, and go to Feed/Pay/Disband (4.8). Mark the Encamping Lord Moved/Fought (but not any other Lords there of either side).

PLAY NOTE: *With enough actions, a Lord could Bypass, Forage or Ravage, then Encamp on one card.*

SORTIE: A Lord or group inside a Bypassed Friendly Stronghold may use one March action (regardless of Laden status, 4.3.2) to Approach (4.3.4) the Bypassing Enemy instead of moving adjacent. If they lose a Battle there, they Withdraw or Retreat normally (4.3.4, 4.4.3). ***NOTE:*** *Only a Commander or Lieutenant can Sortie a group (4.3.1).*

4.4 Battle

When a Lord Approaches an Enemy Lord (4.3.4-.5) who does not Avoid Battle or Withdraw, a Battle ensues. All Unbesieged and Unbypassed Lords in the Locale not in a Stronghold must participate. A Battle and Storm page of the foldout summarizes these rules. ***NOTE:*** *Storm of a Stronghold (4.5.2) follows similar but distinct rules from field Battle.*

MARKER: As a reminder where Lords are fighting, put the Battle/Storm marker at that Locale.

4.4.1 Battle Array. Players Array their Lords involved—either cylinders on the Battle mat or mats on the table, as players prefer.

- Attackers then Defenders position their Lords.
- A side may have a Lord each in up to three possible Front positions: left, center, and right. Other Lords start in Reserve.
- The Active Lord must start at Front center. The Attackers then fill in Front left and/or right positions with one other Lord present each, if any, and put any remaining Lords in Reserve.
- The Defender must put one Lord directly opposite each Front Attacking Lord, first in the center, then left and/or right, as able.
- ▶ A Comune (1.5.1) Arrays, Repositions, Flanks, and Routs as if a separate Lord. It may start at Front center if its Commander is the Active Lord.

Battle mat with Lord cylinders in Array

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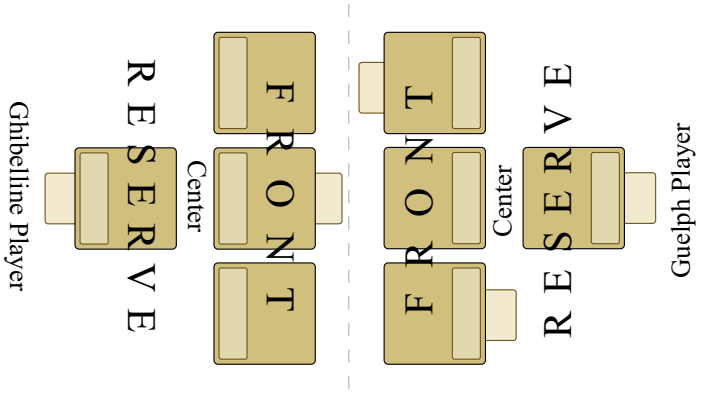


Battle Array using Lord mats

PLAY NOTE: *Players may use Lord cylinders on the Battle mat or Array Lord mats, as preferred.*

EVENTS: Attacking then Defending sides then may play Held Events that specify "in Battle" or "in Storm", as applicable (3.1.3).

RELIEF SALLY: When a side Approaches (4.3.4) a Locale where it is also Besieged, Besieged Lords may join any Attack for no added Command actions. ▶ Array and Reposition Sallying Attackers per Sally (4.5.3) but behind the Defenders; Array any Reserve Defenders as if Front Defenders, facing the Sallying Attackers. Sallying Lords Attack Reserve Defenders or, if none, Front Defenders as if Flanking them all of them equally closely (4.4.2). Siegeworks benefits apply to Strikes by Sallying Attackers only (4.5.3). If the Attackers lose, Withdraw Sallying Lords back into the Stronghold and reduce Siege markers there to one (4.5.3).

4.4.2 Rounds. Once Arrayed, a Battle continues Round after Round, until a side Concedes or all its Lords Rout. A Round of Battle will go through the steps below in this order: Concede?, Reposition, Strike. Within each Strike step, determine Hits, then Protection, then Rout. See the Battle and Storm chart of the play aid.

NOTE: *Some Events' Battle effects vary by Round.*

CONCEDE THE FIELD? At the start of each Battle Round, the Attacker then the Defender may declare that the Battle will end after this Round with that side as the loser but with diminished losses (4.4.3-.4). ***NOTE:*** *Battles last at least one Round.*

- Place the Pursuit marker between the two sides, pointing toward the Conceding side. The marker shows that the Conceding side in this final Round will halve its Hits against the Enemy (see below).

REPOSITION: Then, in each Round after the first, both sides reposition Lords as follows (in this order).

- ***Advance.*** First the Attacker then the Defender slides any Unrouted Lords in Reserve into any empty Front positions (one each).
- ***Center.*** If a Front center position remains empty, Attacker then Defender must select and slide one of that side's Lords from either left or right front to fill its empty Front-center position.

STRIKE: The Forces of Lords in Front Strike the Forces of the Lord directly opposite them or—if none opposite—an Enemy they are Flanking.

- ***Flanking.*** Whenever a Lord at Front has no Enemy Lord directly opposite, that Lord Flanks the closest Front Enemy Lord: center may choose left or right. Total Hits from Flanking plus directly opposed Lords, then round up. A Flanking Lord at the owner's option may absorb Hits from Strikes directed at other Friendly Lords, provided he is Flanking all of the Striking enemy Lords.

Initiative. Lords Strike step by step in the order shown below;

- each letter designates a separate step. Within each step, Striking Lords choose the order of Strike, Lord by Lord (or Lord with Flanking Lord[s]). Then any Flanking Lords choose whether to absorb Strikes before opposed Lords. Resolve all Hits, Protection rolls, and Rout before Striking in the next step, not simultaneously. ***EXAMPLE:*** *Attackers take Hits from Defending Archery before Attacking Archers Strike.*

1. Archery steps

a. Defending Archery

b. Attacking Archery

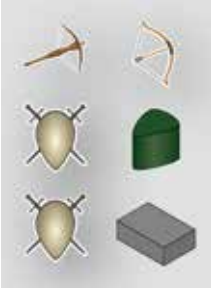
2. Melee steps

a. Defending Horse

b. Attacking Horse

c. Defending Foot

d. Attacking Foot



TOTAL HITS: Each unit causes ½, 1, or 2 Hits, depending on Forces and Strike type—see the Forces table. Total all Hits for that step, including Flanking plus directly opposing Lords, rounding up. ***NOTE:*** *You do not roll to generate Hits—they generate automatically based on the Forces Striking.*

- ***Mixed Archery.*** When Crossbows combine with normal Archery, round Hits in favor of Crossbows. ***EXAMPLE:*** *A Garrison of one Men-at-Arms and one Militia yields two Archery Hits, of which one counts as Crossbows.*
- ***Pursuit.*** The Conceding side halves its total Hits against the Pursuing side. Round all fractions up within each step.

APPLY HITS TO LORDS: Hits apply to the Forces of the opposed, Flanked, or Flanking Enemy Lord. A Player with a Flanking Lord chooses either the Flanking or directly opposed Lord to take Hits. Whenever a Lord Routs to create a new Flanking situation, apply remaining Hits accordingly.

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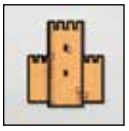
A portion of the Forces table.

PROTECTION: Strongholds, Siegeworks, some cards, and most Forces types give saving rolls that can nullify Hits—Walls, Armor, and Unarmored Protection. See the Forces and Strongholds tables. Card text (1.9.1) and Crossbows (below) can change these die-roll ranges by adding to or subtracting from the top number of the range.

EXAMPLES: *A "+1" to Armor would improve a 1-3 Armor die-roll range to 1-4. A "–1" to Walls would nullify a single Siegeworks marker (4.5.2).*

ROLL WALLS: If this is a Storm or Sally (4.5.2-.3), a Lord benefiting from any Walls or any Siege markers first rolls dice equal to the total number of Hits just received in that step before assigning any Hits to his units. Each roll within the Walls range specified (typically, "1-4") or less than or equal to the total Siege markers cancels one of those Hits. Roll Hits that differ from others (such as –2 Armor) separately.



ASSIGN HITS TO UNITS: After rolling for any Walls, the owner chooses which unit will absorb each Hit, Hit by Hit (***EXCEPTIONS:*** Select Target; Storm Attack). Each Hit either causes a Protection die roll that can Rout that unit or removes a Villici unit without a roll.

> **Important:** A unit may absorb several Hits in succession, shielding its fellow units, as long as it succeeds on each Protection roll.

- ▶ ***Select Target.*** Crossbows and the Event Sudden Clash can enable the Striking side instead to select which Enemy unit takes each such Hit. After the owner chooses a Lord to be affected (such when Flanking), the Striking side Selects Target units for such Hits; then the owner chooses units to take any other Hits.

> ***PLAY NOTE:*** *Crossbows will Select Targets when Defending a Stronghold in Storm (including Garrisons, 4.5.2) and whenever a Lord has both Balestrieri Crossbow and Palvesari Shieldmen cards (3.4.4).*

- ***Storm Attack.*** Hits against a side Attacking in Storm must select Armored before Unarmored units, regardless of who is choosing what (4.5.2).

ROLL BY HIT: Units roll Protection as follows.

- ***Armor.*** A unit with any Armor Protection assigned a Hit rolls a die. A roll within the Armor range specified (on the Forces table or by card, 1.9.1) means that Hit has no effect (no Rout).
- ***Crossbows.*** Crossbow Hits roll against Armor reduced by –2, to a minimum Armor of "1".

- ***Unarmored.*** Light Horse and Militia avoid Routing on a Hit only on a roll of 1.
- ***Laborers.*** Villici never roll Protection or Rout; instead, remove them when assigned a Hit.

ROUT: A non-Villici unit is Routed as soon as it fails to negate a Hit with a successful Protection roll. Slide each Routed unit to the "Routed" section of the Lord's mat. Routed units no longer Strike nor absorb Hits in that Battle.

- A Lord Routs at the moment that his last Unrouted unit Routs. Remove him from the Array. A new Flanking situation may immediately result.

NEW ROUND: If neither side Conceded and at least one Lord on each side has yet to Rout, begin a new Round with the "Concede the Field?" step (above); otherwise end per below.

4.4.3 Ending the Battle. A side that Conceded at the start of the Round or that has no Unrouted Lords when the other side did not Concede loses the Battle at the end of that Round. Proceed thus:

RETREAT, WITHDRAWAL, OR REMOVAL: All losing Lords must either:

- Retreat to a single adjacent Locale that has no Enemy Lords or Strongholds that are not already Besieged or ▶ Bypassed (4.3.5), OR
- Withdraw into that side's Stronghold at the Battle Locale (if it Sallied or is Defending at one), OR
- Be removed per 4.4.5 below.

The owning player chooses each Lord's fate among the above, within the following requirements.

- Defenders may not Retreat along any part of the Way that Attackers used to Approach the Locale.
- Marching Attackers must Retreat to the Local whence they Approached (4.3.4).
- Sallying Attackers must Withdraw back into their Stronghold.

NOTE: *Lords may not Retreat via Sail (4.7.3).*

LOSSES: Both sides check for removal of Routed Forces per 4.4.4 below.

SPOILS: Lords on the losing side of a Battle (or Sacked in Storm, 4.5.2) may have to immediately transfer Assets to Lords on the winning side; the winning player distributes these Assets among mats of Lords at the Locale—

- Losing Lords who were ***Removed*** (for being unable to Retreat or Withdraw or by Losses, 4.4.4) or who ***Retreated without having Conceded the Field*** (4.4.2-.3) transfer all their Assets except Ships. ▶ If the Lord has a Mustered Carroccio (3.4.2, 3.5.3), the other side permanently captures the Carroccio marker (not its Forces) and receives 2VP (adjust Victory, 5.1).
- Lords who ***Conceded and Retreated*** transfer all Loot and any Provender beyond that which they could move without being Laden (4.3.2) but lose no other Assets ▶ or their Carroccio.
- Lords who ***Withdrew*** keep all their Assets.

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DESIGN NOTE: Ship markers are not taken as Spoils because they show ownership not location.

SERVICE: The losing side rolls one die for each of its Retreated Lords and shifts that Lord's Service marker (and, if using the advanced Vassal Service rule, 3.4.2, each of his Vassals' markers) left one box on a roll of 1 or 2, two boxes on a 3 or 4, or three boxes on a 5 or 6.

- ▶ ***EXCEPTION:*** Each Lord of a side that Conceded and Retreated with a Carroccio (3.5.3) shifts Service just one box left.

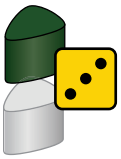
- Losing Lords who Withdrew into a Stronghold do not shift their Service.

PLAY NOTE: *Defending outside one's own Stronghold can avoid the worst effects of a defeat.*

4.4.4 Losses. After losing Lords Retreat, Withdraw, or are removed in a Sack (4.5.2), both sides determine the fate of their Routed units:

- Roll a die for each Routed unit.
- All Routed units of Lords who Retreated without having Conceded the Field (4.4.2) or who were Attacking in Storm (4.5.2) fail unless they roll a "1".
- For Routed units of all other Lords, compare each unit's roll to its inherent Armor or Unarmored Protection, as shown on the Forces table for that type, unmodified by Events or Capabilities.
- Units that roll within those ranges are no longer Routed—push them above the line on their mat. Those that fail their roll are Lost—remove them to the pool. (Service markers stay put.)
- For any Lord who loses all his Forces in Battle or Storm, remove him per 4.4.5 below. ▶ Remove a Commander who loses all Forces from his main mat even if his Comune still has some (1.5.1, 1.6).

▶ **KNIGHTS' QUARTER:** Put any Cavalieri or Ritter Horse unit that was removed in Battle on a roll of 3-6 into the owner's Captured Knights box (4.9.2).



EXAMPLE: A winning Lord's Routed Cavalieri roll a "3" and recover (Armor 1-3); they are not Captured. Cavalieri of a Lord who Retreated without Conceding roll a "3" and are Captured (they needed a "1" to recover).

NOTES: *Capture upon a 3-6 Loss roll applies to Battle. In Storm, Cavalieri and Ritter who lose on Defense all become Captured, while Attackers never do (4.5.2 SACK). Captured Knights can return via Ransom (4.9.2).*

4.4.5 ▶ Lord Removal by Combat. Lords removed in Battle (4.4.3-.4) or Storm (4.5.2)—by failure to Retreat or Withdraw, Loss of all his Forces, or Sack—suffer removal as if Disbanding Beyond Service (3.3.1, including Revolt and Treachery) plus—if in Battle—receive Knights' Quarter for all Cavalieri and Ritter.

NOTES: *Later Disband due to Service Limit (3.3) does not count as removal by combat, even if Battle caused a shortening of Service. Removal of a Comune adds no Revolt or Treachery penalty (1.5.1).*

4.4.6 Aftermath. After resolving Spoils, Losses, and Revolt, conclude the Battle or Storm as follows.

- **Moved/Fought:** Mark all Attacking and Defending Lords Fought (if not already marked).
- **Events:** Discard all Hold Events (3.1.3) used in this Battle or Storm.
- **Siege:** If the combat created or ended a Siege, adjust Siege, Allegiance, Ruins, and/or Victory markers (1.3.1, 1.4.4, 4.3.4-.5, 4.5.2, 5.1).

- **Recovery:** Skip any Command actions remaining this card. Go to Feed/Pay/Disband (4.8).

Important: A Battle or Storm blocks any further Command actions on the current Command card.

4.5 Siege, Storm, and Sally

Lords at Siege Locales (4.3.5) may advance the Siege or Storm or Sally (Attack).

4.5.1 Siege. Any Besieging Lord may use his entire Command card to advance the Siege as follows.

SURRENDER? If the Siege Locale has no Besieged Lords, the Besieging side may roll for Surrender. ▶ It rolls a number of dice equal to the Stronghold's Value (❶, ❷, or ❸). If each die rolled is less than or equal to the number of Siege plus Ravage markers there (up to four Siege markers plus zero or one Ravage marker), the Besiegers seize the Stronghold:

- Set it to their Allegiance (1.3.1, either placing markers equal to its Value of ❶, ❷, ❸ or removing markers already there; adjust Victory, 5.1).
- Remove all Siege markers.
- ***Terms:*** Award no Spoils (4.5.2).

NOTE: *A Ravage marker at the Siege Locale adds one to the Surrender die-roll range regardless of whose Ravage marker it is.*

▶ **REVOLT AND TREACHERY:** Next, if the Stronghold Surrendered, the Besieging side *must* roll on its Revolt table (1.4.2 and Revolt aid sheet), a number of times equal to the Stronghold's Value (❶, ❷, or ❸). It then selects and adds a number of Treachery cards to its Command deck (1.4.3), again equal to Stronghold's Value.

SIEGEWORKS: If the Stronghold did not Surrender (including because the Besieger declined to roll), and if the Besieging side has at least as many Lords there as the Stronghold's Size (❶, ❷, or ❸), add one Siege marker, to a maximum of four markers at the Locale.

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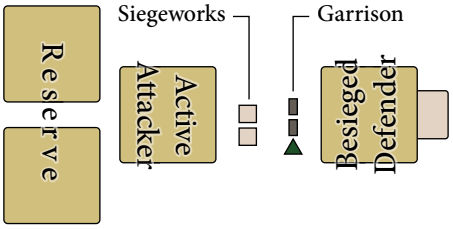
DESIGN NOTE: Larger Strongholds required more forces to blockade effectively.

PLAY NOTE: *Siege markers can erode at Campaign's end (4.9.4).*

MOVED/FOUGHT: Finally, mark all Lords of both sides there as Fought.

4.5.2 Storm. Any Lord outside a Besieged Stronghold may use a Command action to launch an Attack. Proceed per Battle rules (4.4) except as follows; refer to the Battles and Storm chart. ***NOTE:*** *Some Events and Capabilities apply to Battle but not to Storm, or the reverse.*



ARRAY: Follow Battle rules (4.4.1-4.4.2) except that each side's Front row begins with at most one Lord, for the Attacker, the Active Lord (▶ or Comune); other Lords start in Reserve. (More Lords may later move up, see REPOSITION below.)

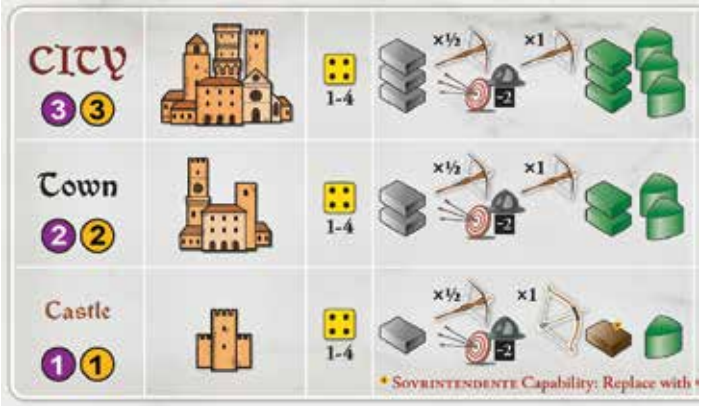
CONCEDE? At the start of each Round after the first, the Attacker (only) may end the Storm then. The Attacker loses. Go to Ending the Storm below.

REPOSITION: ▶ In each Storm Round after the first, Attacker then Defender may add one Lord from Reserve to the Front, up to Stronghold Size (❶, ❷, or ❸). If all Front Lords Routed, a Reserve Lord (if any present) must move to Front.

STRONGHOLD EFFECTS:

- The Besieged side receives the Garrison units shown for that type of Stronghold on the Strongholds table. ▶ In the rare case that the pool has too few pieces, do not place those units.
- The Besieged side uses that Stronghold's Walls, a base 1-4 (4.4.2 and the Strongholds table).
- The Besieging side uses Siegeworks as its own Walls (see below).
- All Defending units Melee Strike before any Attacking units do, unlike Battle in which Horse Melee precedes Foot (4.4.2, see the Battle and Storm chart).
- An Attacking Lord must absorb Hits with any Armored units before doing so with other units.
- ▶ As shown on the Forces chart, Berrovieri units in Storm—if on the Attacking side—Melee Strike with Hits x1, not their usual x½.
- ▶ Each Lord of each side in Storm adds no more than six Hits in Melee. (Archery is unlimited.)

DESIGN NOTE: Berrovieri were known for aggressive attacks when motivated by plunder.



The Strongholds table lists Walls and Garrisons.

GARRISON FORCES DURING STORM:

- A Garrison's Foot units have both Melee and Archery. Its Men-at-Arms are x½ and Armigeri x1 Crossbowmen that select Enemy targets (4.4.2 ASSIGN HITS) with -2 to Enemy Armor.
- Garrisons add their Strikes to those of the Defending Lords (rounding up), if any, but do not otherwise affect the Lords' Strikes. Garrisons are separate from any Defending Lords and ignore cards affecting Lords individually. ***EXAMPLE:*** *A Besieged Lord's units get Crossbows only via a Capability card.*
- The Defender must assign all Hits suffered to Garrison units until they are Routed, after which the units of the Front Defending Lords (if any) absorb Hits.
- Whenever Routed and at the end of the Storm, return Garrison units to the pool. (See also SACK Knights' Quarter, below.)
- The full complement of Garrison units Defend in each Enemy Storm action, regardless of what may have happened in previous Storm actions.

SIEGEWORKS: The Besieging side places all Siege markers at the Locale in front of its Attacking Lord(s). Those Lords during the Storm have Walls with value equal to the number of Siege markers against both Archery and Melee Strikes. ***EXAMPLE:*** *Lords Storming with three Siege markers would benefit from Walls 1-3.*

ENDING THE STORM: A Storm ends once the number of Rounds completed equals the number of Siege markers there, or earlier if a side loses because all its units there Rout or the Attacker Concedes.

- Unless the Defenders all Routed, the Attackers lose. Losing Attackers neither Retreat nor give up Spoils. Presuming that Attackers survive, the Locale remains Besieged—return the Siege markers to the map and go to Aftermath (4.4.6).
- If Defenders lose, Sack the Stronghold as below.
- Both sides' Forces take Losses per Battle (4.4.4), except that Routed Defending units always roll against Protection and Routed Attacking units that fail to roll a "1" are removed.
- Mark all Lords there as Moved/Fought, even Lords who remained in Reserve. ***NOTE:*** *Lords at a Storm Locale may not simply sit it out. Used or not, they showed up for action.*

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SACK: When Besieged Defenders lose a Storm—

- ▶ ***Ruin*** the Stronghold. Remove all Siege and any Allegiance and Walls+1 markers there (1.3.1, 1.9.1, 4.5.1). Place one Ruins marker there in the opposite color from the Locale's printed circle, regardless of its Value or who is Sacking it. Adjust Victory (2.2.5, 5.1).

- ***Award Spoils.*** Besieging Lords receive and distribute as desired among their mats a number of Loot, Provender, and Coin each equal to the Stronghold's Value (❶, ❷, or ❸; 1.3.1, Strongholds table) plus all non-Ship Assets and ▶any Carroccio of the losing Lords inside. ***EXAMPLE:*** *Sacking a Town yields two Loot, two Provender, and two Coin.*
- ▶ ***Knights' Quarter:*** Put the number of Garrison Cavalieri Horse units for that Stronghold (same as its Size)—plus all Cavalieri and Ritter of any Lord who lost Defending inside—into that side's Captured Knights box (4.9.2).

- ***Remove Lords.*** ▶Remove each losing Lord per 4.4.5—that is, Disband him as if Beyond Service (3.3.1, including Revolt and Treachery).
- ▶ ***Revolt and Treachery.*** Then check for Revolt and Treachery from the Sack itself (beyond that for any Lords removed). Just as for Surrender (4.5.1), the winning side *must* roll on its Revolt table, then add Treachery cards, each a number of times equal to the Sacked Stronghold's Value (❶, ❷, or ❸; 1.4, Revolt aid sheet).

AFTERMATH: Proceed with Aftermath (4.4.6).

4.5.3 Sally. A Besieged Lord may use a Command action to Attack Besiegers in a Battle. Follow Battle rules (4.4) ***EXCEPT:***

ARRAY AND REPOSITION: ▶ Each side begins with one Lord in Front, for the Attacker, the Active Lord; other Lords start in Reserve. In each Round after the first, Attacker then Defender may add one Lord from Reserve to the Front, up to Stronghold Size (❶, ❷, or ❸). If all Front Lords Routed, a Reserve Lord (if any present) must move to Front. ***NOTE:*** *Positioning of Lords in Sally in this way mimics that in Storm (4.5.2). A Comune counts as a separate Lord for Array (1.5.1).*

SIEGEWORKS: Defenders receive Siegeworks as if Storming (4.5.2). ***NOTE:*** *Attackers do not receive any Walls or Garrison (4.5.2).*

END: Losing Defenders Retreat normally, ending the Siege. Losing Attackers must Withdraw back into their Stronghold (4.4.3, not Retreat).

RAID: If Sallying Attackers lose, remove all but one Siege marker at the Locale (reflecting damage to Siegeworks by the sortie). The Siege goes on.

4.6 Supply

An Unbesieged Lord may use a Command action to add Provender to his mat from his Seats or, if using Pisa's Ships, a Port. ***NOTE:*** *A Stores & Well Water card can allow Supply while Besieged.*

4.6.1 Sources and Routes. The Active Lord must have an unbroken Route of Locales and Ways, served by Transport, to his own Seat(s) (not Vassal Seats) ▶ at an Unruined Stronghold or Outpost, or to a Port if using Ships, that he will use as a Supply Source. Mark Sources as helpful.

- A Supply Route may not include any Locale with an Enemy Stronghold or Lord unless Besieged or ▶ Bypassed (4.3.5).

NOTE: *Ruins and Ravaged (1.3.1) do not block Supply Routes, ▶ but a Ruined Seat cannot itself be a Source.*

TRANSPORT: To add Provender, the Active Lord must have or Share (1.5.2) at least one Cart per Provender for each intervening Way crossed (if any) along any Route to a Source. ***NOTE:*** *A Lord at his Seat or using Ships at a Port would not need Carts to use it as a Source.*

▶ **Important:** In order to draw multiple Provender per Supply action, a Lord must have a Cart for each Provender along each Way used by each Route.

DESIGN NOTE: Use of Transport for multiple Supply Routes is different than in the original *Nevsky*, which simplified this aspect more than does *Inferno*.

4.6.2 Add Provender. The Active Lord adds Provender to his mat ▶ as follows, within the Transport limit (Carts along Routes to Sources).

- Up to one per Size of each Stronghold Seat used (not Ruins), plus
- One per Outpost Seat, plus
- Unless the Season is Winter, one per Ship on Pisa's mat (if the Podestà of Pisa or a Lord Sharing with him, 1.5.2, and a Source is a Port, 4.6.1).

NOTE: *A Lord may have at most 16 Provender (1.7.3).*

EXAMPLE: *A Lord two Ways from his City Seat (Size 3) with four Carts could draw two Provender per Supply action (as limited by his Transport).*

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4.7 Other Commands

4.7.1 Forage. A Lord may use a Command action to seek to add one Provender to his mat:

- His Locale may not be Ravaged (4.7.2).
- He may not be Besieged ▶ by a number of Enemy Lords equal to or more than the Stronghold's Size.

PROCEDURE: Forage at an Unbesieged Friendly Stronghold (not Ruins, 1.3.1) automatically adds one Provender. ▶ For Forage anywhere else (including Ruins), the current Season (1.3.2) affects Forage:

- If Summer, add one Provender.
- If Spring or Autumn, roll a die: a roll of 1-3 adds one Provender; 4-6 nothing.
- If Winter, no Forage outside Friendly Strongholds.

PLAY NOTE: *Ravage blocks Forage while Ruins block Supply Sources. Forage requires no Sources or Transport but can be less sure and bountiful than Supply.*

4.7.2 Ravage. An Unbesieged Lord may use a Command action at a Castle or ▶ two actions at a Town or City to place a Ravaged ½VP marker there. The Locale must currently be Enemy (1.3.1) and not yet Ravaged. Ravage *must* place a marker in opposite color to the Locale's original Allegiance (printed circle or arrow). It awards ½VP to the side of the marker's color (adjust Victory, 5.1).

- ▶ Add one Provender to that Lord's mat; if at a City or Town (even if Ruins; not Castle) add one Loot also; if he has any Berrovieri (or a Gualdana card and any Horse), double that to two Provender if Castle, two of each if City or Town.

DESIGN NOTE: Settled areas faced raiders with tougher local defenses but also offered more to carry off.

PLAY NOTE: *Lords can Ravage while Besieging, at Ruins, and—with La Cavallata—against Outposts. Ravage at Enemy Allegiance markers encourages Surrender (4.5.1) but incurs a ½ VP penalty. Ravage markers are subject to periodic removal (4.9.1).*

4.7.3 Sail. ▶ The Podestà of Pisa (only) at a Friendly, Unbesieged Port in any Season except Winter (1.3.2) may use all actions of his Command card to move directly to any other Port that is free of Unbesieged Enemy Lords. He may do so as a Lieutenant with a Lower Lord (4.1.3).

- Before moving, he must have at least one Ship per Horse unit (1.6), plus one Ship per Provender, plus two Ships per Loot that are to move.

BESIEGE: If Sailing to an Unbesieged Enemy Stronghold, place a Siege marker.

MOVED/FOUGHT: Mark Sailing Lords Moved.

PLAY NOTE: *Pisa can Sail to Besiege an unoccupied Enemy Stronghold but not to Approach Enemy Lords. Ports include Strongholds up the Arno River, as marked.*

4.7.4 Tax. An Unbesieged Lord at any of his Seats (including an Outpost but not just a Vassal Seat, 1.3.1) may use all actions of his Command card to add one Coin to his mat, ▶ or two Coin if he is a Podestà (1.5.1).

4.7.5 ▶ Treachery – Revolt. Upon a Treachery card (1.9.2, 1.4.3, 4.2.3), the Active Lord, if Unbesieged, *may* attempt the Revolt of a currently Enemy Stronghold (not Ruins or Outpost) that he is at or adjacent to and that has no Enemy Lord there or adjacent (eligible for Revolt, 1.4.1). ***NOTE:*** *Refer to the Revolt & Treachery reference sheet.*

PROCEDURE: First, openly commit one to four Coin of the Active Lord (he may Share, 1.5.2). Then, select a target Stronghold and roll a number of dice equal to its Value (❶, ❷, or ❸).

- ***Accepted:*** If each die rolled is less than or equal to the number of Coin declared, pay that Coin (into the pool) for the Stronghold to Revolt (1.4.4, adjust Allegiance, 1.3.1, and Victory, 5.0).
- ***Declined:*** If any die rolled exceeds that number of Coin, there is no Revolt. (Keep the Coin.)

EXAMPLE: *A Lord near an originally Enemy Castle on his Treachery card commits 3 Coin to spur Revolt. A die roll of 1-3 would pay the Coin to place one Allegiance marker.*

4.7.6 ▶ Treachery – Bribe. Upon a Treachery card (1.9.2, 1.4.3, 4.2.3), the Active Lord, if he is Unbesieged and has at least one Coin (may Share, 1.5.2), *may* attempt to Bribe away an Enemy Vassal (instead of attempting Revolt, 4.7.5). ***NOTE:*** *Refer to the Revolt & Treachery reference sheet.*

REQUIREMENTS: Bribe may target regular Vassals only, not Special Vassals (Carroccio, Sestiere, Terzio, or Altopascio; 1.5.1, 3.4.2). The target Vassal must be EITHER—

- Mustered (including as a Turncoat, below) with an Enemy Lord at the same Locale or adjacent to the Active Lord OR
- Unmustered (neither on a mat nor, per Advanced rule 3.4.2, on the Calendar) and have a Vassal Seat in the same Locale or adjacent to the Active Lord.

PLAY NOTE: *The Lords & Vassals reference sheet lists Vassals and Seats. Presence of the Vassal's Lord and state of the Vassal Seat do not affect Bribe. Vassals of removed Lords (3.3.1, 4.4.5, 6.0) are subject to Bribe as Unmustered Vassals.*

EXAMPLE: *Pisa's Podestà is at Pontedera, adjacent to San Miniato. Colle's San Miniato Vassal is Unmustered. Pisa on its Treachery card could try to Bribe that Vassal.*

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PROCEDURE: The Bribing side designates a target Vassal and rolls a die.

- If the roll is higher than the Vassal's Service rating, the Active Lord pays one Coin into the pool to take the Vassal's Service marker from wherever it is to his own mat (it may be a Comune, 1.5.1). He then adds that Vassal's Forces—if Mustered, from the Enemy Lord's mat, to the degree surviving. ***NOTE:*** *Removal thereby of the Enemy Lord's last Forces from his mat would Disband him (1.6).*

- If equal to or less than the Vassal's Service rating, there is no effect. (Keep the Coin. Later Treachery may target the same Vassal.)

If using Hidden Mats (1.5.2) and the designated Vassal is not a valid target for Bribe (because it is or is not Mustered), the Active Lord may designate other potential targets until one is found.

TURNCOAT: A Bribed Vassal is a Turncoat. Bribery may target a Turncoat. Turncoats are not subject to Disband by the Advanced Vassal Service Rule (3.4.2). When a Lord Disbands or is removed, any Turncoats with him immediately become available to their original side. (If their Lord is on map, put their markers on his mat face up Ready.)

4.7.7 Pass. An Active Lord may opt to Pass (do nothing) instead of using any actions or Treachery.

4.8 Feed/Pay/Disband

At the end of each Command card, those Lords on BOTH sides marked Moved/Fought (because they took part in March, Avoid, Battle, Siege, Storm, or Sail) must Feed their Forces. All Lords on both sides may receive Pay. All then check for Disband.

4.8.1 Feed. Each Lord who Moved or Fought (Guelph then Ghibelline) must remove Provender or Loot per the number of units on his mat:

- One Provender or Loot for 1-6 units.
- Two for 7-12 units.
- ▶ Three for 13 or more units.

NOTES: *The amounts equal one Asset per six units, to a maximum of three. Put "Feed x2" or "Feed x3" markers on mats as a cue.*

PLAY NOTE: *The maximum of Feed x3 will mainly help Firenze's Comune, representing that wealthy city's inherent capacity when up in arms to provision its army.*

GREED: Feed may not remove Assets beyond this requirement (1.7.2). ***NOTE:*** *Loot Pays Lords only at Friendly Locales (3.2.2) but Feeds them anywhere.*

SHARING: First, all Lords *must* Feed their own Forces, using Provender and Loot from their own mats. Then, Lords *must* expend Provender and Loot to Feed Forces of other Friendly Lords at the same Locale who did not fully Feed their own Forces but are out of Provender and Loot (1.5.2). A side may not withhold Provender or Loot; it must use all as able to meet Feeding needs, even if only partially.

UNFED: Shift the Service marker for any Lord that received less Provender or Loot than required one 60-Days box left. (If using Advanced Vassal Service, 3.4.2, also shift those of his Vassals.) A Lord requiring two or three Provender or Loot but with access to fewer consumes them *and* suffers the shift.

4.8.2 Pay and Disband. Any Guelph then Ghibelline Lords may receive Pay as per Levy (3.2). Then all Lords on both sides Disband as required by their Service limit (3.3.1-.2).

4.8.3 Remove Markers. Remove Moved/Fought markers from all Lords and proceed with the other side's next Command card, if any.

4.9 End Campaign

After revealing all Command cards in both sides' Plan stacks, end this 60-Day Turn.

4.9.1 ▶ Grow. At the end of each April-May late-Spring and each October-November Autumn Turn (boxes 2, 5, 8, 11, and 14), the Guelph player then the Ghibelline player each *must* select and reduce the Enemy's Ravage markers on the map to ½ their total number, rounded up (adjust VP, 5.1). ***EXAMPLE:*** *Reduce five markers on the map to three.*

4.9.2 ▶ Ransom. Next, any Guelph then Ghibelline Lords *may* pay Coin to recover Captured Knights (4.4.4, 4.5.2), one Coin total per six units in its Captured Knights box, rounded up (they must pay the full amount). The other side receives and distributes the Coin among its Lords. The paying side then selects and distributes half of those units, rounded up, to any of its on-map Lords (regardless of who paid or the units' origin) and returns the remainder to the pool.

NOTE: *The Lords involved may be Bypassed or Besieged.*

LANGUISH: If a side has Captured Knights but cannot or declines to Ransom them, the other side then rolls on its Revolt table (1.4.2) or adds one Treachery card (1.4.3), one of either for every six Cap-tured Enemy Knights, rounded up. ***NOTE:*** *Any Revolt rolls in lieu of adding Treachery are mandatory.*

4.9.3 Game End. Then, if the just-ended Campaign was part of the scenario's final 60-Day Turn, the game ends: the side with the most Victory points wins (5.3). Otherwise proceed.

PLAY NOTE: ▶ *Grow and Ransom steps can affect Victory scores just before the game ends (4.9.1-.2, 5.0).*

4.9.4 ▶ Repair. At the end of each Campaign, remove one Siege marker from each Town and City that has three or four Siege markers.

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4.9.5 Waste. Guelphs then Ghibellines must select and discard any one Asset or "This Lord" Capability card from each of their Lords who has more than one of any type of Asset or more than one such card.

EXAMPLE: A Lord with two Carts, one Loot, and one card at his mat must discard one item because of the two Carts; the owner could choose a Cart, Loot, or the card.

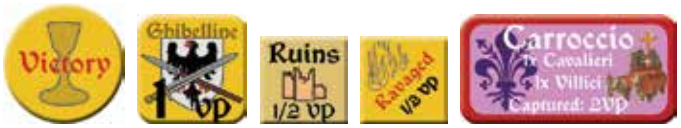
DESIGN NOTE: Wastage represents rotting of food, loss of draft and pack animals to mistreatment, wear and tear on wagons, loss of ships in storm, and so on.

4.9.6 Reset. Prepare for the next Turn:

- ▶ Set aside all Treachery cards that were in either side's Plan this Campaign (1.9.2, 4.1-4.2, whether or not used to trigger a Revolt check or Bribe).
- Unstack any Lieutenants and Lower Lords (4.1.3).
- Discard all "This Campaign" Events (3.1.3).
- Guelph then Ghibelline players *may* discard any Arts of War cards back into their decks (1.9.1).
- Advance the Campaign marker to the next 60 Days box and flip the marker to Levy (2.2.2).

5.0 VICTORY

A side may win an immediate victory during play (5.2). Otherwise, determine victory at Game End (5.3).



5.1 Earning Victory Points

Track victory points (VP) on the Calendar (2.2.5). A side earns 1VP for each of its Allegiance markers on the map, plus ½VP for each of its ▶ Ruins and Ravaged markers, plus ▶ 2VP for a Captured Carroccio (1.3.1, 1.4, 3.5, 4.5.2, 4.7.2, 4.4.3).

5.2 Campaign Victory

If at any moment during Campaign (4.0) a side has no Mustered Lords on the map, the game ends immediately—the other side wins regardless of VP.

5.3 End of Scenario Victory

If neither side wins by the Game End step (4.9.3) of the last Campaign of a scenario, the side with more Victory Points wins; if tied, the sides draw.

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6.0 SCENARIOS

Prepare general setup per 2.1.1. Agree on whether to use the Hidden Mats option (1.5.2) and/or the advanced Vassal Service rule (3.4.2). Choose a scenario (lettered A to F) from the chart below. Find the scenario in the following pages and set it up.

MAP: Place markers, Mustered Lord cylinders, and Capability cards (if any) as listed.

CALENDAR: Place markers and cylinders as listed for that scenario and shown in its Calendar setup illustration. ▶ Use the "End" marker to block the Levy/Campaign circle in the box after the scenario's last Campaign.

DECKS: Each side has one Arts of War deck and one Command deck per side. ▶ Be sure to find and set aside each Command deck's six Treachery cards.

LORD MATS: Prepare the mats of Mustered Lords listed as if just Levied (3.4.1), with their starting Forces, Assets, and Vassal Service markers.

- Vassals other than Special Vassals (3.4.2) are Ready, Service markers face up on their mat.

REMOVE FROM PLAY: Return the cylinders, Service markers, mats, and Command cards of Lords listed as removed to the game box.

SPECIAL RULES: Note any listed scenario rules, such as "Night March" or "Exhaustion".

BEGIN PLAY: Commence the first Levy by shuffling each side's Arts of War deck and drawing random Capabilities (3.1.1-3.1.2).

Scenarios Guide

A. Dolenti Note – Early 1259
Introductory scenario
No Call to Arms

B. In far Vendetta – 1259 to 1260
Medium scenario

C. Santafior Oscura – Early 1260
Short scenario
Limited Call to Arms

D. Arbia Colorata in Rosso – Late 1260
Short scenario
Both sides conduct Call to Arms

E. Lasciate Ogne Speranza – 1261
Short scenario
No Call to Arms

F. Di Sangue t'Empio – 1259 to 1261
Full-length scenario.

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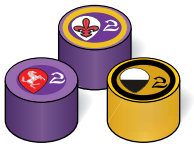
A. Dolenti Note – 1259

"Notes of Pain" – When the town of Cortona declares itself Ghibelline, Guelph Arezzo's Podestà Astoldo de' Rossi prepares a night march on the rebels. Siena faces rebellions of its own.

Length: This introductory scenario (two Turns) begins with just one or two Lords on each side dealing with enemy-allied towns. Play from February-March 1259 (box 1) Levy through end of April-May 1259 (box 2).

Map:



- **Firenze** cylinder at Firenze.
- **Arezzo** cylinder at Arezzo.
- **Siena** cylinder at Siena.
- Two **Guelph 1VP** Allegiance markers each at Montalcino and Montepulciano.
- Two **Ghibelline 1VP** Allegiance markers each at Poggio Bonizio and Cortona.

Calendar:

- Box 1 has **Levy** marker and **Provenzano** cylinder.
- Box 3 has **End** and **Firenze**, **Arezzo**, and **Siena** Service markers.
- Box 4 has purple and gold **Victory** markers.

Set up Lord Mats (1.5):

Guelphs—Firenze Podestà and Arezzo.

Ghibellines—Siena Podestà.

Remove from Play: All Lords not named above. (They are left out to simplify the scenario.)

Night March: Guelphs begin Holding Event card F3 Surprise.

Sudden Campaign: For the first Levy's Arts of War, instead draw one Capability then one Event (3.1).

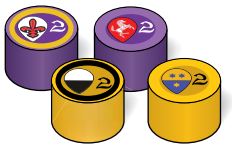
Preamble: Skip all Call to Arms (3.5).

B. In far Vendetta – 1259 to 1260

"[Honor] in Vengeance" – As towns resist Imperial authority, Siena burns Guelph holdings. But rebellion spreads, and Firenze readies to roll out its Carroccio for what would be a dry run for Montaperti.

Length: This is a medium-length scenario (up to five Turns). Play from the August-September 1259 Levy (box 4) and to the end of April-May 1260 (box 8).

Map:



- **Firenze** cylinder at Firenze.
- **Arezzo** cylinder at Arezzo.
- **Siena** and **Provenzano** cylinders at Siena.
- Two **Guelph** Allegiance markers each at Volterra, Montalcino, and Montepulciano.
- Two **Ghibelline** Allegiance at Poggio Bonizio.
- Gold **Ravaged** and **Ruins** at Monte San Savino, Castelnuovo Berardenga, and Cortona.

Calendar:

- Box 4 has Levy marker and **Colle** and **Santa Fiora** cylinders.
- Box 5 has gold **Victory** marker and **Giordano** cylinder.
- Box 6 has purple **Victory** marker and **Firenze**, **Arezzo**, **Siena**, and **Provenzano** Service markers.
- Box 7 has **Guido Guerra** and **Astimberg** cylinders.
- Box 8 has **Orvieto** cylinder.
- Box 9 has **End** marker, **Lucca** and **Pisa** cylinders.

Set up Lord Mats (1.5):

Guelphs—Firenze Podestà and Arezzo.

Ghibellines—Siena Podestà and Provenzano.

Reprisal War: Before their initial Arts of War draw, Ghibellines assign their Lords S18 La Cavallata, S19 Gualdana, and S20 Masnadieri (then draw two more as usual). Skip the Grow step (4.9.2) of Autumn 1259 (Turn 5) only.

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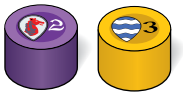
C. Santafior Oscura – Early 1260

"Dark Santa Fiora" – With Tuscany heating up, the Hohenstaufen King of Sicily sends his cousin Count Giordano with German knights to Siena, as the Guelphs back fresh rebellions in the Maremma region.

Length: This short scenario (three Turns) focuses on quashing rebels south of Siena, with the Guelph player in a harassing role. Play from Winter 1259-1260 Levy (box 6) through April-May 1260 (box 8).

Map:



- **Colle** cylinder at Colle.
- **Giordano** cylinder at Siena.
- Two **Guelph** Allegiance markers each at Volterra, Montalcino, Montepulciano, and Grosseto; one **Guelph** each at Montemassi and Montepescali.
- Two **Ghibelline** Allegiance at Poggio Bonizio.
- Gold **Ravaged** at Colle, Montespertoli, San Casciano, and Barberino; gold **Ravaged** and **Ruins** at Castelnuovo Berardenga and Monte San Savino.
- S22 Manfredi **Capability** card at Ghibelline edge.

Calendar:

- Box 6 has **Levy** marker and **Firenze**, **Siena**, and **Provenzano** cylinders.
- Box 8 has **Guido Guerra** and **Santa Fiora** cylinders, **Colle** and **Giordano** Service.
- Box 9 has gold **Victory**, **End**, **Lucca** and **Pisa** cylinders.
- Box 10 has purple **Victory** marker.

Set up Lord Mats (1.5):

Guelphs—Colle.

Ghibellines—Giordano.

Remove Lords: Arezzo, Orvieto, Astimberg.

Alliance Treaty: In this scenario, S22 Manfredi Capability adds 3 Victory points to the Ghibelline score.

Maremma War: Ghibellines (only) conduct Call to Arms in first Levy; skip all other Call to Arms (3.5). Ghibelline Lords may not cross the dashed line (1.3.1) until the Guelphs place a Siege or Ravage marker (4.3.5, 4.7.2). Grosseto with two Siege markers and no Lord inside Surrenders at once (4.5.1).

D. Arbia Colorata in Rosso – Late 1260

"Arbia Dyed Red" – As Tuscany boils over, all muster for a grand reckoning. Firenze in the Fall of 1260 leads the Guelph alliance out to aid rebels in Siena's hinterland. The Ghibellines set to block them.

Length: This three-Turn scenario runs June-July 1260 (box 9) through October-November 1260 (box 11).

Map:

- **Guido Guerra** cylinder at his western Lombardia-Bologna Outpost, **Arezzo** and **Orvieto** at Arezzo, **Colle** at Colle.
- **Astimberg** at Siena, **Provenzano** and **Santa Fiora** cylinders with two gold **Siege** markers at Montepulciano, **Giordano** at Massa Marittima.
- Two **Guelph** Allegiance markers each at Volterra, Montalcino, and Montepulciano; one at Casole.
- Two **Ghibelline** Allegiance at Poggio Bonizio.
- Gold **Ravaged** at Montespertoli, Barberino, San Casciano, Monte San Savino; gold **Ruins** at Castelnuovo Berardenga and Monte San Savino.

Calendar:

- Box 5 has gold **Victory** marker.
- Box 7 has purple **Victory** marker.
- Box 9 has **Levy** marker and **Firenze**, **Lucca**, **Siena**, and **Pisa** cylinders.
- Box 10 has **Santa Fiora** Service marker.
- Box 11 has **Arezzo**, **Colle**, **Orvieto**, **Giordano**, **Provenzano**, and **Astimberg** Service.
- Box 12 has **End** marker, **Guido Guerra** Service.

Set up Lord Mats (1.5):

Guelphs—Arezzo, Colle, Guido Guerra, Orvieto.

Ghibellines—Giordano, Provenzano, Astimberg, Santa Fiora.

Escalation: In the first Levy, either side may trigger Call to Arms as if it had drawn a War Event (3.5).

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E. Lasciate Ogne Speranza – 1261

"Abandon All Hope" – Exploiting the Guelph disaster at Montaperti, Ghibellines occupy Firenze and look to douse the conflagration. Guelphs flee to Lucca and Arezzo to fan the embers of resistance.

Length: This three-Turn scenario starts with a special "Resistance" Muster (see below) and runs December 1260 (box 12) through May 1261 (box 14).

Map:

- **Lucca** cylinder at Lucca, **Arezzo** at Arezzo, **Giordano** at Firenze, **Astimberg** at Siena.
- Purple **Ruins** and **Ravaged** at Monteriggioni, Casole, Montemassi, and Montepulciano.
- Three **Ghibelline** Allegiance at Firenze; one **Ghibelline** Allegiance each at San Casciano and Barberino; gold **Ravaged** at San Casciano, Barberino, Castelnuovo Berardenga, and Castiglione.

Calendar:

- Box 6 has purple **Victory** marker.
- Box 7 has yellow **Victory** marker.
- Box 12 has **Levy** marker, **Siena** and **Pisa** cylinders.
- Box 13 has **Firenze**, **Colle**, and **Orvieto** cylinders.
- Box 14 has **Arezzo**, **Lucca**, **Giordano**, and **Astimberg** Service markers.
- Box 15 has **End** marker.

Set up Lord Mats (1.5):

Guelphs—Lucca and Arezzo.

Ghibellines—Giordano and Astimberg.

Remove from Play: All Lords not named above.

League: Ghibellines begin with S23 Taglia Capability.

Spoils of Victory: Giordano starts with two Coin.

Resistance: Before first Levy, Lucca and Arezzo each conduct an extra Muster (3.4). Double Guelph victory points except for Ravaged (5.1).

Exhaustion: Skip all Call to Arms (3.5).

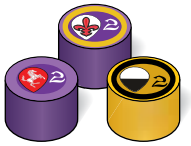
F. Di Sangue t'Empio – 1259 to 1261

"Your Fill of Blood" – The Guelphs of a flourishing Firenze in 1258 expel its Ghibelline notables. Rival Siena takes them in, touching off a war for Tuscany that will take almost three years to burn itself out.

Length: This is the full-length scenario. Play from the Levy of February-March 1259 (box 1) through variable "Exhaustion" by end of August-September 1261 (box 16, up to 16 Turns).

NOTE: *See setup illustration on next page.*

Map:



- **Firenze** cylinder at Firenze.
- **Arezzo** cylinder at Arezzo.
- **Siena** cylinder at Siena.
- Two **Guelph** Allegiance markers each at Volterra, Montalcino, and Montepulciano.
- Two **Ghibelline** Allegiance markers each at Poggio Bonizio and Cortona.

Calendar:

- Box 1 has **Levy** marker and **Provenzano** cylinder.
- Box 3 has **Colle** cylinder and **Firenze**, **Arezzo**, and **Siena** Service markers.
- Box 4 has gold **Victory** marker and **Santa Fiora** cylinder.
- Box 5 has **Giordano** cylinder.
- Box 6 has purple **Victory** marker.
- Box 7 has **Guido** and **Astimberg** cylinders.
- Box 8 has **Orvieto** cylinder.
- Box 9 has **Lucca** and **Pisa** cylinders.

Set up Lord Mats (1.5):

Guelphs—Firenze Podestà and Arezzo.

Ghibellines—Siena Podestà.

Night March: Guelphs begin Holding Event card F3 Surprise.

Exhaustion: At the start of each Levy beginning with June-July 1260 (Turn 9), roll one die. On a roll of **1-3**, put the End marker in Turn box 16 or—if already on the Calendar—slide it one box left (lower). End the game the moment that the Levy and End markers are in the same box together, otherwise at Game End step of Turn 16.

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Gameboard setup for Scenario F: **Di Sangue t'Empio – 1259 to 1261**

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Key Terms Index

60 Days—Calendar box, a Turn (1.3.2).
Active—Acting on Campaign (4.0).
Adjacent—Linked by a Way (1.3.1).
Armigeri—Foot Forces type (1.6).
Allegiance—Friendly or Enemy (1.3.1); VP markers that show a Stronghold has switched sides.
Allies—Call to Arms step (3.5.4).
Altopascio—Special Vassal type (3.4.2).
Approach—March to enemy (4.3.4).
Archery—Strike type (4.4.2).
Armor—Unit Protection (4.4.2).
Array—Lords in Battle or Storm (4.4.1).
Arts of War—card, deck (1.9.1, 3.1).
Asset—Coin, Loot, Provender, Transport (1.7).
Attack—Initiate Battle or Storm (4.4, 4.5.2).
Autumn—Type of Season (1.3.2).
Avoid Battle—Back off from Approach (4.3.4).
Battle—Fight due to March (4.4).
Battle mat—Array option (4.4.1).
Berrovieri—Horse Forces type (1.6).
Besieged—Under Siege (4.3.5).
Bribe—Treachery type (4.7.6).
Bypass—Approach option, marker (4.3.5).
Calendar—Board track for Turns, Ready Lords, Service, and victory (1.3.2, 2.2).
Call to Arms—Occasional part of Levy (3.5).
Campaign—Phase of each 60 Days (4.0).
Capability—Card aspect (1.9.1, 3.4.4).
Carroccio—Special Vassal type (3.5.3).
Cart—Transport type (1.7).
Castle—Stronghold type (1.3.1).
Captured Knights—Box on gameboard (4.9.2).
Cavalieri—Horse Forces type (1.6).
City—Stronghold type (1.3.1).
Coat of Arms—Lord or Vassal's symbol (1.5.1).
Coin—Asset type (1.7).
Command—Rating (1.5.3); card (1.9.2); Activation (4.2); actions (4.3-4.7).
Commander—Lord type (1.5.1).
Commander to Arms—Call to Arms step (3.5.2).
Comune—Special cylinder and mat (1.5.1, 3.4.2, 3.5.3).
Concede the Field—Declare end to Battle (4.4.2).
Crossbow—Archery type (4.4.2).
Cylinder—A Lord's piece (1.5.1).
Dashed Line—Guelph-Ghibelline border (1.3.1)
Defend—Face an Attack (4.4, 4.5.2).
Depart—Leave from Bypass (4.3.6).
Disband—Remove Lord from map (3.3).
Eligible—Can Revolt (1.4.1).
Encamp—Convert Bypass to Siege (4.3.6).
Enemy—Of the other side (1.1, 1.3.1).
Event—Arts of War card aspect (1.9.1).
Exhaustion—Scenario F variable end (6.0).
Exile Army—Podestà Muster effect (3.4.1)
Exiles—Revolt side effect (1.4.4).
Fealty—Lord rating (1.5.3).
Feed—Eat after Marched/Fought (4.8.1).
Flank—Fight non-opposite (4.4.2).
Foot—Forces category (1.6).
Forage—Command action (4.7.1).
Forces—Foot and Horse units (1.6).
Free—Able to host Muster (3.4.1).
Friendly—Of the same side (1.3.1).
Front—Forward Array row (4.4.1).
Garrison—Storm Defense units (4.5.2).
Gather—Call to Arms step (3.5.1).
Ghibelline—A side (1.1).
Greed—Discard restriction (1.7.2, 3.1.4, 4.8.1).
Grow—Remove Ravage in Spring and Autumn (4.9.1).
Guelph—A side (1.1).
Hit—Combat effect endangering a unit (4.4.2).
Hold/Held—Event type (1.9.1, 3.1.3).
Horse—Forces category (1.6).
Initiative—Strike order (4.4.2).
Knights' Quarter—Capture of Enemy units (4.4.4-.5).
Laden—Slowed by Assets (4.3.2).
Languish—Penalty for failing to Ransom (4.9.2).
Leading City—Firenze or Siena (1.3.1).
Levy—Phase of 60 Days (3.0); call into play (3.4-3.5).
Lieutenant—Lord leading another Lord (4.1.3).
Light Horse—Horse Forces type (1.6).
Locale—Map space (1.3.1).
Loot—Asset type (1.7).
Lord—Military Leader (1.5.1).
Lordship—Lord rating (1.5.3).
Loss—Unit removal in combat (4.4.4).
Lower Lord—Led by Lieutenant (4.1.3).
Map—Section of game board (1.3.1).
Main Seat—Podestà named Seat (1.3.1, 3.4, 3.4.1).
March—Command type (4.3).
Mat—Display for Lord, Array (1.5, 4.4.1).

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Melee—Strike type (4.4.2).
Men-at-Arms—Foot Forces type (1.6).
Militia—Foot Forces type (1.6).
Moved/Fought—marker (4.3, 4.4, 4.8).
Muster—Levy Segment, enter play (3.4-3.5).
On Map—At a Locale (1.3.1).
Outpost—Locale type (1.3.1).
Pass—Command card or action (4.2.4, 4.7.7).
Pay—Expend Coin or Loot (3.2.1-.2).
Plan—Stack of Command cards (4.1).
Podestà—Lord type (1.5.1).
Port—Locale aspect (1.3.1).
Protection—Saving roll (4.4.2).
Provender—Asset type (1.7).
Pursuit—Battle advantage (4.4.2).
Quarter—Capture of Enemy units (4.4.4-.5).
Raid—Siege reduction by Sally (4.5.3).
Ransom—Release of captive units (4.9.2).
Ravage—Command action (4.7.2).
Ready—Able to Muster (3.4.1-.2).
Rebellion—Revolt Table result (1.4.2).
Recovery—Battle or Storm end to actions (4.4.6).
Relief Sally—Besieged Lords joining an Attack from outside Approach (4.4.1).
Removal by Combat—Lord removal during Battle or Storm (4.4.5, 4.5.2)
Repair—End-of-Turn Siege erosion (4.9.4).
Reposition—Move in Array (4.4.2, 4.5.2).
Reserve—Array back row (4.4.1, 4.5.2).
Retreat—Forced out by Battle (4.4.3).
Revolt—Switch Stronghold Allegiance by Event, Revolt table, or Treachery card (1.4, 4.7.5).
Ritter—Horse Forces type (1.6).
Road—Way type (1.3.1).
Rout—Battle harm to unit/Lord (4.4.2).
Route—Locales and Ways with Carts (4.6.1).
Sack—Ruin and obtain Spoils by Storm (4.5.2).
Sally—Besieged Attack (4.4.1, 4.5.3).
Season—Aspect of 60-day Turn (1.3.2).
Seat—Stronghold aspect (1.3.1).
Select Target—Crossbow aspect (4.4.2).
Service—Lord/Vassal rating (1.5.3-.4); marker (1.5.1); advanced rule (3.4.2).
Sestieri—Special Vassal type (3.4.2, 3.5.3).
Share—Use Asset for another Lord (1.5.2).
Ship—Transport type (1.7).
Siege—Marker (4.3.5); action (4.5.1).
Siegeworks—Besiegers' Walls (4.5.2).
Size—Stronghold aspect (1.3.1).
Sortie—Approach Bypasser (4.3.6).
Source—Locale yielding Provender via Supply (4.6.1).
Special Vassal—Vassal type (1.5.1, 3.4.2).
Spoils—Battle/Storm gain (4.4.3, 4.5.2).
Spring—Type of Season (1.3.2).
Storm—Command action (4.5.2).
Strike—Inflict Hits (4.4.2).
Stronghold—Locale type (1.3.1).
Submission—Revolt Table result (1.4.2).
Summer—Type of Season (1.3.2).
Supply—Command action (4.6).
Surrender—Taken via Siege (4.5.1).
Taglia—Vassal Muster special case (3.4.2).
Tax—Command action (4.7.4).
Terms—No Spoils in Revolt, Surrender (4.5.1).
Terzi—Special Vassal type (3.4.2, 3.5.3).
This Lord—Capability type (3.4.4).
Town—Stronghold type (1.3.1).
Track—Way type (1.3.1).
Transport—Cart or Ship Asset type (1.7.1).
Treachery—Command card type (1.4.3, 1.9.2, 4.7.5-.6)
Turn—60 Days (2.2.1).
Turncoat—Bribed Vassal (4.7.6).
Unit—Forces piece (1.6).
Unarmored—Unit Protection roll (4.4.2).
Unready—Unable to Muster (3.4.1-.2).
Urban Army—Podestà Muster effects (3.4, 3.4.1-.2)
Value—Stronghold aspect (1.3.1).
Vassal—Forces Lords Levy (1.5.4); Seat type (1.3.1).
Villici—Foot Forces type (1.6).
VP—Victory Points (5.1).
Walls—Overall saving roll (4.4.2, 4.5.2); marker (1.9.1).
Waste—Asset or Capability limit or loss (1.7.3, 4.9.5).
War—Event allowing Call to Arms (1.9.1, 3.5).
Way—Link between Locales (1.3.1).
Winter—Type of Season (1.3.2).
Withdraw—Pull back into Stronghold (4.3.4).

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