

## ▶ SUMMARY OF ŽIŽKA CHANGES FROM PREVIOUS VOLUMES

**Strongholds:** Types are Town, Royal Town, and Fortress; VP Value equals Size: ❶, ❷, or ❸, but Fortress has Capacity one (1.3.1); Praha is a special Locale with several various Strongholds and specific rules (1.3.6); there are no Regions.

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

**Seats:** Some Seats are placed and removed on the map via Events and Capabilities (1.3.1).

**VP Markers:** Various denominations of Hussite / Catholic are used instead of Conquered (1.3.1).

**Turns:** Each Turn is 40 days (1.3.2).

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

**Papal Legate:** Special rules for Crusade (1.5.1).

**Lords:** Commanders replace Marshals. Some Catholic Lords are specifically Bohemian Lords. Some non-Bohemian Lords may lead Crusaders; they add a second cylinder and an attached mat. Hussite Lords may Field Muster at non-Friendly (3.4.1).

**Special Vassals:** New Catholic Vassals are automatically mandatorily Mustered by Crusade; New Hussite Vassals are acquired via Capability and Spoils (3.4.2).

**Transport:** Just Carts. Some Hussite Lords have Wagons (1.7.4) instead which can't be used for Supply but with Capability allow Walls in a Battle.

**Assets:** New type Flock (1.3.4, 1.7) comes into play with some Hussite Lords and with Capability for mustering Serfs (Cziepnici). It must be fed (4.8.1), makes Lords Laden, disallows Concede Field and if acquired as Spoils gives Catholics VPs.

**Waste:** The Asset maximum is 16 (1.7.3).

**Cards:** New deck of Cause cards (1.9.3) is used for Open the Gates (4.3.5) and for Negotiations (1.9.1) initiated by Events and Capabilities, which may shift Hussite Service and cylinders on Calendar.

**Pay:** Crusaders Pay two Coins (3.3.1). Paying with Loot is allowed during Levy only (3.2.2).

**Disband:** End of Crusade may immediately Disband certain Catholic Lords (3.3). Permanently removed Hussite Lords may transfer their Vassals to other mats (1.5.1).

**Levy:** New Cause cards may be Levied (3.4.5).

**Call to Arms:** Starts Turn 3. In scenario F, Catholics score for territories where they have a Majority (3.5.1); Capability may initiate Crusade with some Lords and Vassals automatically required to Mustered (3.5.2); Hussite at their Seats may remove Flock (3.5.3).

**Open the Gates:** Towns and Royal Towns may change sides politically by die rolls (4.3.5) influenced by Cause cards (1.9.3). Any Stronghold changes sides if enemy Lords exit (4.3.5).

**Bypass:** Lords can Bypass rather than Besiege Strongholds to use more actions or to Avoid Battle (4.3.4-6); only unsuccessful Open the Gates roll prevents further March.

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

**Battle:** All Unbesieged Lords must Battle (4.4); Reserves may be used even if Front not filled (4.4.1); Missiles replaces Archery (4.4.2); lost Catholic Knights are awarded to Hussites (4.4.4) to be used later with Capabilities..

**Surrender:** Roll dice equal to Value; any Ravage aids Surrender (4.5.1).

**Retreat:** Lords may Retreat to an Enemy Stronghold by Bypassing it; if no Friendly Lords already Bypassing roll for Losses as if not Conceded the Field (4.3.4-5).

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

**Sack:** Sack causes Open the Gates for adjacent Enemy Towns and Royal Towns (4.5.2).

**Supply:** Each Seat provides 2 Provender (4.6.3).

**Forage:** The Season may call for a die roll (4.7.1). Crusaders presence doubles Forage (4.7.1).

**Ravage:** Ravage (4.7.2) can target Friendly; it always gives Provender and Loot and no VPs. Locale may be Ravaged once by each side. Bohemian Lords (1.5.1) cannot Ravage. Crusaders presence doubles Ravage.

**Tax:** Lord may only Tax in a territory where his side controls majority of Strongholds (4.7.4).

**Feed:** Use number of units plus Flock assets divided by six, rounded up (4.8.1).

**End Campaign:** Steps add Grow (4.9.2); Reset is modified (4.9.4).

playtest version