POINTS

The winner of the game is decided by the points accumulated by players in the course of the game. Players generally accumulate points according to the successes, or lack thereof, of the Lords they advise. Points are gained and lost for the following:

Attacker in a battle

Victor in a Decisive Victory	+4 points
Victor in an Ordinary Victory	+2 points
Victor in a Marginal Victory	+1 points
Loser in a Marginal Defeat	-0 points
Loser in an Ordinary Defeat	-1 points
Loser in a Disastrous Defeat	• -2 points

Defender in a battle between Lords' armies

Loser in a Decisive Victory	-2 points
Loser in an Ordinary Victory	-1 points
Loser in a Marginal Victory	-0 points
Winner in a Marginal Defeat	+1 points
Winner in an Ordinary Defeat	+2 points
Winner in a Disastrous Defeat	+4 points

Other Points

Gaining an Unclaimed Province	+3 points
Gaining a Claimed Province	+5 points
Losing an Unclaimed Province	-3 points
Losing a Claimed Province	-6 points
Having an increase in average I loyalty in the course of a year	+4 points
Having the nobles of a province in rebellion at the end of the year	-1 points
Having the towns of a province in rebellion at the end of the year	-2 points
Letting a domain be eliminated	-20 points

Ranks

Ranks are based on players' scores and how many years they played.

Slave

Stableboy

Jester

Pageboy

Squire

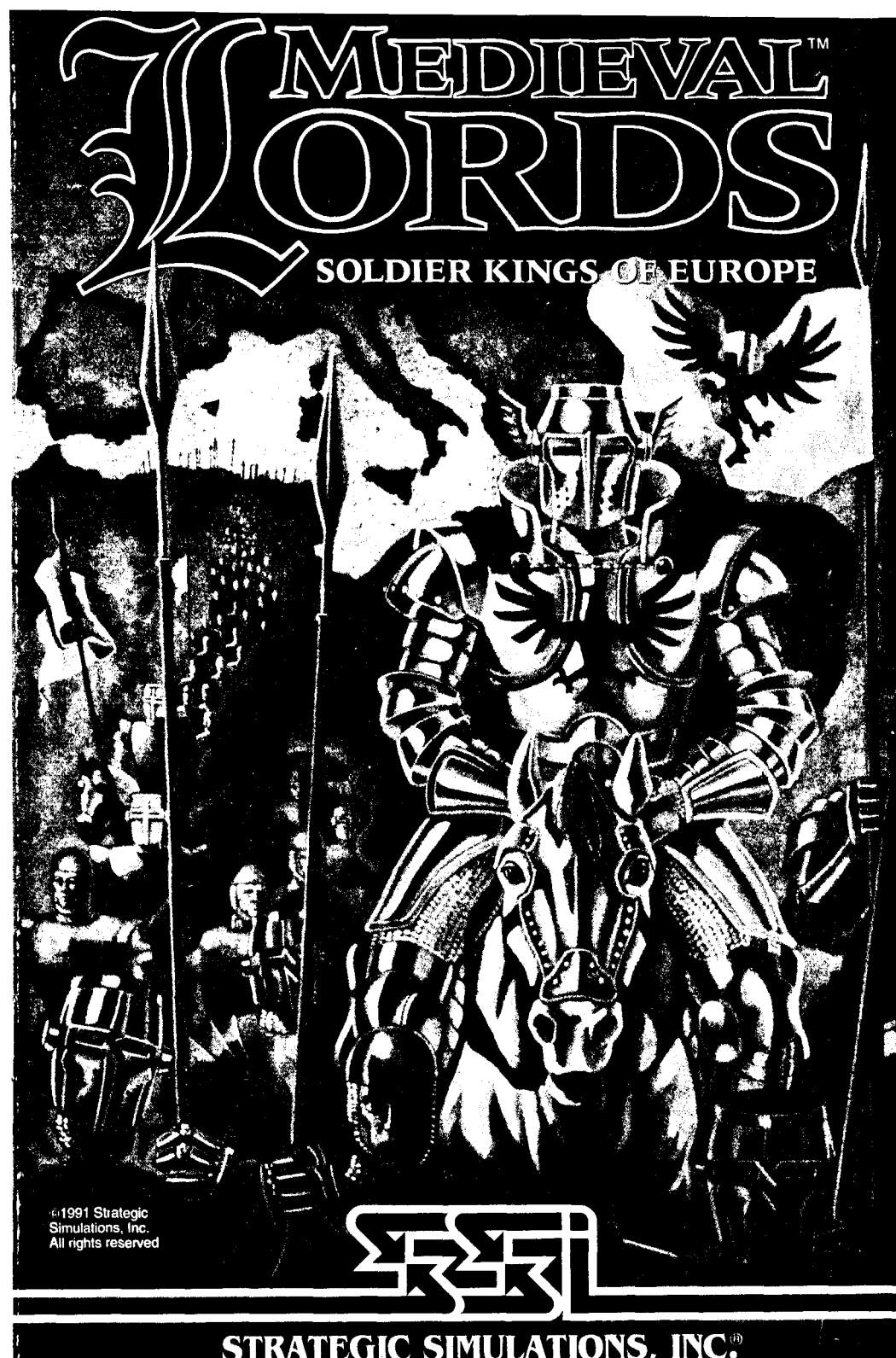Knight

Chamberlain

Constable

Prime Minister

Prince

Expenses

The following are the maintenance costs for troops, fleets, bureaucrats, and castles:

For armies:

each mercenary	4 ducats
each other soldier	2 ducats

For fleets:

each squadron	500 ducats (rounded up to nearest 1000)

For bureaucrats:
((strength)(population/2) * 1,000 ducats

For castles:
strength * 1,000 ducats

MEDIEVAL™ LORDS
SOLDIER KINGS OF EUROPE

SSI

STRATEGIC SIMULATIONS, INC.®

LIMITED WARRANTY

WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

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INTRODUCTION

Object of the Game

Each player in the game is an advisor to the Lord of a domain — that is the player (usually) determines what course of action the Lord will take. There are both human and computer-players in the game. The actions of unadvised Lords are determined by the computer using simpler rules than the actions of the player-advised Lords.. How well the Lord and his realms thrive determines a player's score. Players earn points for winning battles, gaining new territories, and maintaining loyalty and peace in their domains. Players can also lose points for losing battles, territories or loyalty. Points are added to and subtracted from a temporary score, then, when a Lord dies, the temporary points are added to or subtracted from the per-manent Score. The temporary score indicates how well a player did under a specific Lord. The permanent score is a player's career accomplishments.

Ordinarily, a player goes on to advise his Lord's successor, but a better job may be open elsewhere if a suitable Lord is on the board with no player-advisor. If a Lord dies, the player is given the option of transferring to another available domain. This trans-fer costs 15 points, which are sub-tracted from the player's score (possi-bly leaving a negative number). If a player's domain has been eliminated, the player must transfer to a new domain. If a player thus changes his allegiance involuntarily, he does not pay any transfer points, but he does suffer a large penalty for losing a domain. At the end of the game, any-positive or negative points accumu-lated by the player's current Lords are totaled with their score.

What Comes with Your Game
Your MEDIEVAL LORDS game should include the following:
• Disks
• Rule Book
• Data Card

The Rule Book is used to learn the game and answer any questions that may come up while you are playing.

The Data Card explains how to start the game on your computer system, how to load and save games and other machine-specific information.

Game Terms

The following terms are used in the game and throughout the rule book:

Lord: An independent ruler of any rank, for example Emperor, King, Emir, Sultan, Khan or Duke. Lords have the personal characteristics of Charisma, Warlikeness, Generalship and Rulership abilities. When Lords die they are ordinarily replaced by their heirs, if they have any. If not, they are still replaced but with possi-ble complications.

Domain: An independent territory consisting of one or more Provinces, generally ruled by a Lord (the few exceptions are republics [such as the Leaders of Venice], the Papal States, and the domains of military orders [such as the Teutonic Knights]). Domains include Empires, Kingdoms, Sultanates, Emirates, Khanates, Principalities, Republics, and Dukedoms.

Province: One of the geographic areas that the map is divided into. Each province has a unique name and two-letter abbreviation. Most provinces belong to a domain. A few provinces are or become "disorga-nized," that is, they are not part of a domain, and are divided into many small city-states and independent baronies.

Player: "The power behind the throne" — advisor to a Lord who rules a major domain. A player can sometimes switch to advising a differ-ent Lord. Players can be human or computer.

Royal Castles: Royal castles are for-tifications under the direct control of the Lord. Castles increase the diffi-culty of conquering a province, and are sold off automatically to cover domain debt. All towns are assumed to be fortified at a level proportional to the strength of the townsmen. All nobles are assumed to possess castles proportional to their strength.

The Map

The map has 159 land provinces and 4 sea areas: the Baltic Sea, Atlantic Ocean, Mediterranean Ocean, and Black Sea. Each province is identi-fied by a unique two-letter abbrevia-tion. Generally the provinces are indicated on the map by their abbre-viation. You can use the Get informa-tion option to change the abbrevia-tions to display information about troop strengths, religions, loyalties, and so on.

Moving Armies

Armies can either be moved by land to enemy provinces, or by sea to either friendly or enemy provinces, with the Campaign option. Armies can be moved overland to other friendly provinces with the Move army option. Campaigning is generally done to pillage or conquer provinces. Moving an army is often done to crush rebellions in provinces of the Lord's own domain or to move the Lord and his army to perform domain actions such as supporting towns or nobles.

Armies move by land from one province to any contiguous provinces. Provinces which meet only at corners are not contiguous. Sea movement can take place only within a single sea. Sea movement is not necessary to move across the strait of Gibraltar, the strait of Messina (between Sicily [WS, ES] and the toe of Italy [CL]), or the strait of the Dardanelles (between Gallipoli [GP] and Nicomedia [NI]). Sea movement in the Mediterranean is limited by the availability of war ships (necessary to escort the transports). You must use the Campaign option to make sea moves, even to a friendly province.

SETTING UP THE GAME

Options Menu:

A) New Game   Saved Game

B) Human Players: 1 2 3 4 5 6 7 8 9 10

C) Computer Players: 0 1 2 3 4 5 6

D) Computer Player Skill Level:
   Low   Med   High

E) Scenario Start:
   1028 1092 1173 1230 1360 1430

F) Game Length:

10 20 30 40 50 75 100   to 1530   Other

G) Map: Whole Map   West Only   East Only

H) Actions per Turn: 3   4   5   6

I) Display Mode:
      Display all actions
      Display war actions
      Actions affecting players only
      Actions affecting humans only

Push the letter of the option to toggle the selection. Push [Space] to begin play.

A) Either start a new game or load a saved game. See your data card for information on saving and loading games.

B) Select the number of human-players (one to ten). You can also add or remove players during the game. After you push [Space] to begin the game, each human player must select a domain.

C) Select the number of computer controlled opponents (zero to six). You can also remove computer opponents during the game. A list of computer-player names is displayed after you push [Space] to begin play. You may select the computer players and push [Space] to play, or simply push [Space] and the computer will choose automatically. The computer players will pick their positions from those left by the human players. They will choose the most powerful domains remaining. The computer players will compete against the human players by amassing points, and they will generally play a more active game for any domain that they take than an unadvised domain.

D) Select the skill level of domains that are advised by computer-players.

E) Select the date for the game to begin.

F) Select the number of years the game will last. If the game is set to end before 1530, you will have the option to continue past the selected end date when it arrives.

G) Select what area of the map the game will take place on.

H) Select the number of major actions a Lord may perform per turn. Players may perform up to the maximum selected number of major actions such as raising armies, or supporting towns or nobles in a domain. Players may also perform any number of minor actions, such as declaring war, or proposing alliances or truces, before the last major action.

I) Select the amount of information to be displayed each turn. This can be changed during the Action Phase with the Game utilities option.

Selecting Player Domains

After you push [Space] to begin the game, each human-player must select his or her domain. When a domain name appears either type in the name of a player, or push [Enter] to skip to the next one. You can do this all the way through the list of available domains, and then start again at the beginning. The game will proceed when the last human-player has selected a domain. Computer-players will select from the strongest of the remaining domains.

HOW TO MAKE CHOICES

The following sections describe how to make selections and move around on the map.

Text Menus

Text menus come on the screen with the default option highlighted. Use the arrow keys to move the highlighting around, and push [Enter] to make a selection. Some of the responses listed on the screen may not actually be available at a particular point in the game. Unavailable responses will be bracketed or in another color, and the highlighting will not stop on them. Often, you can return to a previous menu by pushing [Esc].

Selecting Provinces

When you must select a province for any action, the current province abbreviation will be highlighted on the map, and arrows pointing to legal
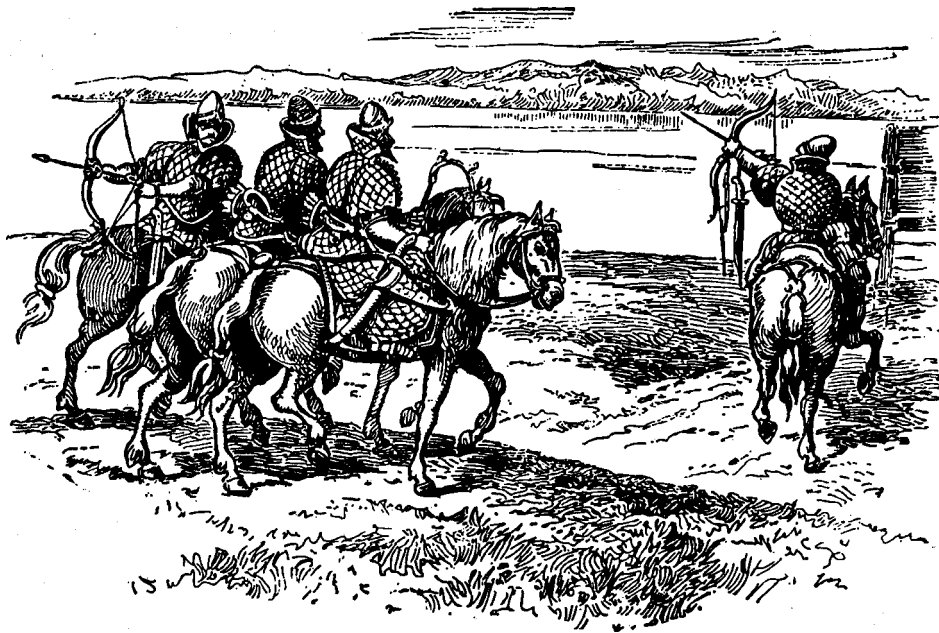
adjacent provinces will appear. Push [Enter] to choose the highlighted province, or push an arrow key to move to the indicated province. You cannot select illegal provinces for any action. Some of the arrows on the screen may point offscreen to a province abbreviation that is not displayed.

As a short cut, you may type the two-letter province abbreviation and go directly to any legal province you want. This option is especially useful when there are many choices or when the place you want is far away from the place you start. Also, some provinces can only be accessed by selecting the abbreviation or from a single adjacent province. You may avoid making any choice by pushing [Esc], which will bring you back to the previous menu.

Selecting Domains

Selecting domains for actions operates very much like selecting provinces. The map comes on screen with one or more province abbreviation highlighted. The highlighted province or provinces belong to the domain which is "under the cursor." In the information area under the map are named the domain that is under the cursor and the adjacent domains that you can move to with the appropriate arrow key. Push [Enter] to choose the domain which is under the cursor, or use the arrow keys to move to another. You cannot select illegal domains for any actions Selecting province abbreviations or [Esc] work as in selecting provinces.

As a short cut, you may type the two-letter province abbreviation to go directly to the domain containing that province.

Moving Around and Examining the Map

There are simple key-commands to move the map display to view various regions — see your Data Card for details. To examine the strengths and locations of armies or castles, or province religions or loyalties, change the map display with the Get information option and then move around to examine.

SEQUENCE OF PLAY

Each turn of the game represents one year. Turns are divided into three main phases:
The Events/Tax Collection Phase
The Action Phase
The End Year Phase

EVENTS/TAX COLLECTION PHASE-Beginningof the Year

The Events/Tax Collection Phase includes collecting taxes, paying expenses and announcing assorted events and their results. Some of the possible events are: the death of Lords, births or deaths of heirs, rises and falls of the strengths and loyalties of towns and nobles, population increases, plagues, crusades, excommunications of powerful Lords, heresies, peasant revolts and nomadic invasions from the East. Altering the display mode either in the Set Up

Menu, or with the Game utilities option will change for whom event messages are displayed.

Tax Collection and Expenses

At the start of every year income, expenses, and current treasury are summarized for all of the provinces — with the first human-player domain starting highlighted. If you wish to see a breakdown for a domain, place the highlighting over the line to view and push [Enter]. You will get a list of incomes and expenses broken down by items and provinces. Push [Esc] to proceed to the Actions Phase.

Lords earn a gross income based on the number and strength of their domains, bureaucratic strength, and the Lord's rulership ability. The gross income is shared with nobles and, for Roman Catholic rulers, the Pope. The portion paid to nobles and the Pope is based on their strength or prestige and these deductions are automatic. After the Lord's portion is calculated, he must pay for his armies, fleets, bureaucrats, and castles.

ACTION PHASE

In the Action Phase, play proceeds with each domain taking its turn. Each round represents one year and the order is generally from west to east. A turn consists of the Lord performing any number of cost-free minor actions, and then up to the number of major actions chosen on

the Options Menu at the beginning of the game. A turn ends when a player performs all of his major actions, selects End turn, loses a battle or conquers a province with less than a 60% initial chance of victory. Other domains may have to respond to players' actions, such as answering treaty offers and so on. The actions of non-player domains are interspersed by the computer among the actions of player-advised domains.

Not all menu options are available at all times. Commands that are not available are indicated in a different color or by brackets and cannot be selected.

Main Menu:

Get information	War actions
Domain actions	Diplomatic actions
Game utilities	End turn

Get information displays the Get information Menu.

War actions displays the War action Menu.

Domain actions displays the Domain actions Menu.

Diplomatic actions displays the Diplomatic actions Menu.

Game utilities displays the Game utilities Menu.

End turn finishes the current player's Action Phase.

Get information Menu:

Province data	Domain data
General info	Loyalty status
Armies	Religion
Castles	Province abbrs

Province data displays the map with one province highlighted. Information about this province appears at the bottom of the screen. Shown are the province's noble and town strengths and loyalties, bureaucratic strength and population. All of these, except population, range from zero to nine. Population can never be zero. You will also see the name of the domain to which the province belongs, or the word "disorganized" if it does not belong to a domain and a list of the domains which claim the province.

Domain data displays three pages of textual information for the selected domain. The first page shows information about the king, number of heirs, court religion, advisor, and the state of the treasury. Below this are the alliances and wars the domain has and a list of the domains provinces and rebellions. The second page displays the domains military and fleet information, province claims and wars. The third screen summarizes all of the strengths, loyalties, populations, religions and castle strengths of all of the domain's provinces.

Scan through the three pages by pushing [Enter]. Pushing [Esc] gets you back to the Get information Menu. As the game proceeds, some

of the information may no longer fit on one screen and each page scrolls as necessary.

General info displays a single text page showing the year, the identity of the Holy Roman Emperor, papal prestige level (zero to nine), imperial prestige level (that is, of the Holy Roman Emperor) and the players' scores. Pushing [Enter] displays the financial screen for all of the domains. [Esc] goes back to the Get information Menu.

Loyalty status replaces the province abbreviations with codes indicating the loyalties of nobles and towns. The codes are: Low for one to three, Medium for four to six, and High for seven to nine. Medium and High loyalties mean that there is no danger of an immediate revolt. If one of the groups is actually in revolt, the status code R is shown (and the loyalty will be zero). Provinces with a strength of zero or one have a displayed loyalty of -. The code on the left shows the loyalty of the nobles in that province, the right shows that of the towns.

Armies replaces the province abbreviations with numbers or a symbols to indicate the location and strength of armies. If the army has 99,000 men or fewer, the number of thousands is shown. If the army has over 99,000 men, the symbol "++" is shown. For example, an army of 20,000 men would be listed as "20," but an army of 120,000 men would be listed as

Religion replaces the province abbreviations with icons indicating the religion of each province. There are six religions:

Roman Catholic   Eastern Orthodox

Muslim   Pagan

Jewish   Heretic
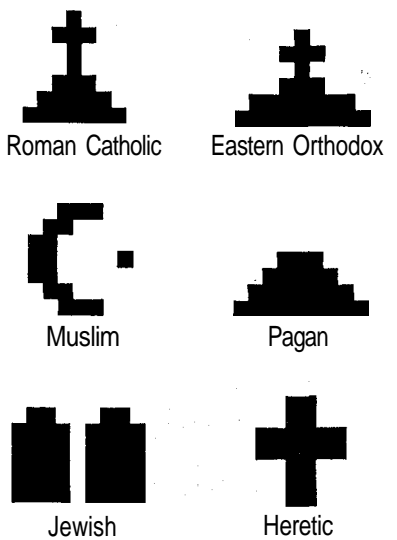
Castles Replaces the province abbreviations with zero to four castle symbols which indicate the strength of the royal castles each province.

Province abbrs Changes the information blocks on the map to show the two-letter abbreviations associated with each province. This is the default display and it is activated any time you access a map menu.

Domain actions Menu:

Support nobles	Support towns
Support bureaucrats	Build castles
Get information	

Support nobles (Major Action) Selecting this action means that the Lord spends his time promoting the
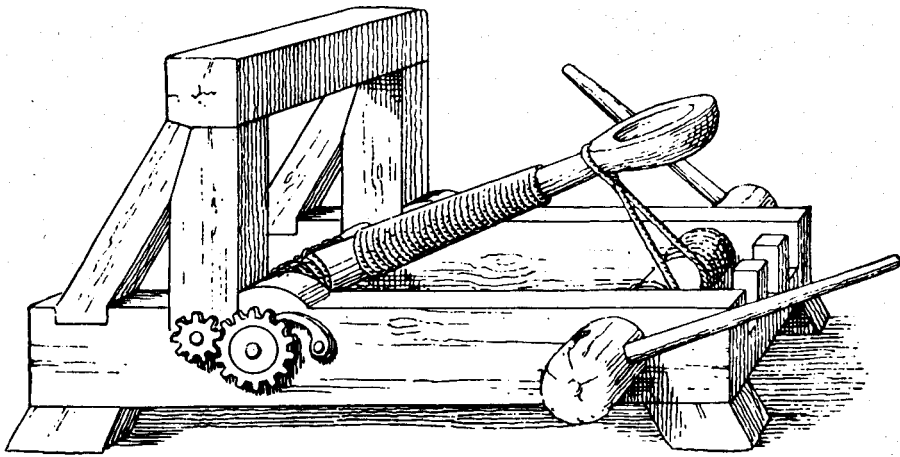
political interests of the nobles. Nobles help a Lord raise troops — both feudal levies and noble volunteers. The effect of support depends on the qualities of the Lord, the distance between the Lord's court and the province, and the noble, town and bureaucratic strengths of each province acted on. The tendency is to increase the strength and loyalty of the nobles in the supported province and to decrease the strength and loyalty of the towns. The activity costs the Lord 1,000 ducats for each population point in each province acted on.

Support towns (Major Action) Selecting this action means that the Lord spends his time promoting the commercial and political interests of townsmen in one province. Towns produce goods and other commerce that benefit the Lord in the form of higher tax revenues .The effect of support depends on the qualities of the Lord, the distance between the Lord's court and the province, and the noble, town and bureaucratic structure of each province acted on. The tendency is to increase the strength and loyalty of the townsmen in the supported province and to decrease the strength and loyalty of the nobles. The activity costs the Lord 1,500 ducats for each population point in each province acted on

Support bureaucrats (Major Action) Selecting this action means that the Lord spends his time promoting his own political interests by establishing or building up the power of a bureaucracy. Bureaucrats increase the efficiency of tax collection. Although they are expensive to maintain, they can offset their cost with increased revenues. The effect of support depends on the qualities of the Lord,

the distance between the Lord's court and the province, and the noble, town and bureaucratic strengths of each province acted on. The tendency is to increase the strength of the bureaucrats in the supported province and decrease the loyalty of the nobles. The activity costs the Lord 2,000 ducats for each population point in each province acted on.

Build castles (Major Action) A Lord may spend his time and money trying to build royal castles at the cost of one action point per province. Castles increase the defensive value of provinces and are automatically sold to cover debt. There is a limit of four royal castle strength points per province. Trying to build royal castles costs 2,000 ducats per population point in the province. If the Lord succeeds, it costs him another 2,000 ducats per population point.

Get information displays the Get information Menu.

Game utilities Menu:

Save game to disk   Edit map/options
Conclude game   Change display mode
Start a new game   Change delay

Save game to disk See your Data Card for details on saving games.

Edit map/options displays the Edit map/options menu.

Edit map/options Menu:
Add human player   Remove player
Change map colors

Remove player allows any player (human or computer) to leave the game.

Add human player allows a new human player to enter the game if there is an eligible province available.

Change map colors allows you to adjust the colors or color patterns for domains or disorganized provinces.

Conclude game ends the scenario any time before the regular end-date selected in the Options Menu. Players will receive a rating based on their score at the end of the game. The rating system is described under Points on page 39.

Change display mode shows the current display mode and allows you to change it. This command allows you to change the selection made on the Options Menu.

Start a new game return to the Options Menu, and begin a new game.   .

Change delay alters the speed at which messages are displayed.

War actions Menu:

Raise army   Dismiss army
Campaign   Move army
Change fleet   Get information

Raise army (Major action) A Lord may raise an army at any time at a cost of one action point. After the army is confirmed, the Lord will have the

option to purchase a point of siege advantage if he has enough money and if his siege advantage is less that the possible maximum for that date. Siege advantage represents technological and logistical advances that increase the army's strength when attacking or attempting to conquer provinces. There are five different kinds of troops, although any specific army can only have three or four different kinds of troops.

Raise army Menu:

Feudal levy	Noble volunteers
Mercenaries	Household troops
Nomads	Confirm new army

Feudal levy: Lords of non-nomadic domains may raise a feudal array of loyal vassals. The feudal levy will consist only of those nobles (and their retainers) who choose to honor their feudal obligation. The number who come from each province depend on the nobles' strength, loyalty, distance from court and the Lord's charisma. Levies fight at full strength only on the defense or in putting down revolts in the Lord's domain. They fight at half strength in offensive battles. They go home if the army makes a sea move. If the Lord raises the feudal levy before calling for noble volunteers, the number of possible volunteers is cut in half. If the Lord raises noble volunteers first, and gets them at full strength, then he may not raise any feudal levy that round.

When the feudal levy is called up, the new vassals raised replace the vassals that are currently with the army. Feudal levy cost two ducats per man per year to keep.

Noble volunteers: Volunteers are landless nobles hoping to repair that disability or other adventurous nobles. The main purpose of a volunteer army is conquest — therefore, volunteers fight offensively at full strength, but defensively at half strength. Volunteer units are recruited from a Lord's own nobles and will volunteer in large numbers only in certain circumstances. Noble volunteers may leave the army after a conquest. If the conquest is unsuccessful, they may become discouraged and leave. If the conquest is successful, they may leave the army to take over the lands of indigenous nobles. Because they are conquest troops, noble may insist that a Lord attempt to conquer a province he might want otherwise to just pillage. Those things which affect the number of noble volunteers are: their loyalty, their strength, the Lord's charisma and warlikeness. Noble volunteers cost two ducats per man per year to keep.

Mercenaries: The number of mercenaries that show up depends partly on chance and partly on the Lord's attributes, the characteristics of his court and the place where he is raising them if different than his court There are no restrictions on the use of mercenaries. They are worth twice as much as volunteers or vassals in the conquest of a province. They are

likely to plunder the surrounding provinces if dismissed. They are also likely to plunder or take over a province if their pay is in arrears (that is, if the Lord is too far in debt). Mercenaries cost nothing to raise, but cost four ducats per man per year to keep.

Household troops: Household troops have the same fighting value as mercenaries but different costs. They do not mutiny when not paid, but they may "evolve" into mercenaries which sets them up to mutiny the next time their employer goes too far into debt. Household troops cost eight ducats per man to raise but only two per year to keep.
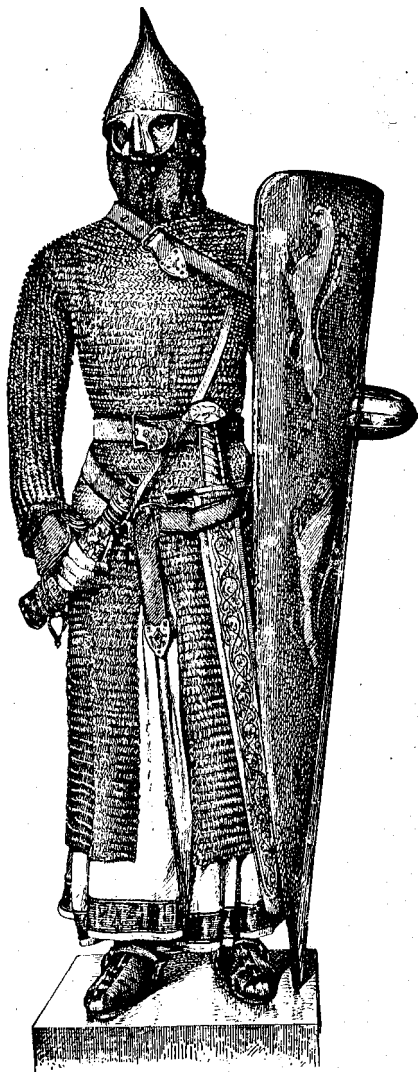
sea move, the nomads in it go home. Nomads cost two ducats per man per year to keep.

Dismiss army (Minor Action) A Lord may dismiss an army in any turn he has not raised troops. Mercenaries in an army tend to get out of hand when they are dismissed — they turn into free companies which may ravage not only their former employer's lands but also neighboring lands. If a Lord's army has any household troops, you must indicate how many of them will be dismissed along with the rest of the army. If any are retained, they will be a standing army and can fight without a new army being raised. If any household troops are dismissed, the Lord's treasury gains four ducats per man dismissed, which is 1/2 of the cost of raising similar troops.

Campaign (Major Action) Campaigns can be either military expeditions against neighboring provinces, or sea moves to either hostile or friendly provinces. A Campaign begins with the choice of a base. A base can be *any* province which is contiguous by friendly land spaces with the previous base — that is, a path can be drawn between the first base and new base provinces only going through friendly territories. After the base is selected, every move into an enemy province costs one action point.

Sea moves to either friendly or hostile provinces also costs one action point. If a sea move is to a friendly province, the army automatically changes its base to the new province.

A sea move also costs money which is charged to the Lord's treasury. The cost is based on the size of the army, and the distance traveled. There is some chance that a sea move may not work — contrary winds may keep the ships in port. Failed attempts to move still cost one action point but no money.

If a move takes place in the Mediterranean and the destination province belongs to a domain that has a fleet, the defending domain has the option to intercept the movement. This choice brings on a naval battle if the attacking domain has an escort fleet, otherwise the move is repelled. The battle results are announced (loss or victory) always phrased from the point of view of the attacking domain. Results are displayed and all ship losses are listed. If the result is any kind of defeat or if the attacker has no war fleet, the sea move is repelled and the attacker's turn is over.

In any round in which the Lord's army ends up in enemy territory, the defending Lord is given as many as three options: to offer battle with the Lord's own army, to offer battle with locally raised forces or to refuse battle. The first option is not available if the defending Lord does not have an army in a province that is contiguous by land with the attacked province. If combat occurs, the battle results and losses of men are announced. There is a small chance of Lords getting killed in battle. If a Lord is killed, his heir does not take over until the

beginning of the next year. The turn ends if the result is any kind of a defeat. If the attacker wins or if no battle was offered in the first place, then the attacker has two options: to pillage the province or to attempt to conquer it. Conquest will be easier in

Nomads: Can be raised by nomadic domains in nomadic provinces in lieu of feudal levies and noble volunteers. They fight in battle equally well defensively or offensively but are not as good at keeping a territory from being conquered. If an army makes a

the wake of a successful battle. Conquest is also easier if it is attempted earlier in a turn while the army is fresh. Conquest attempts are resolved as any other battle. If the chance of conquest is 60% or more and the attempt is successful, the attempt only costs one action point. Otherwise, the attempt costs all remaining action points and the turn ends. If the attempt is successful, the army's base automatically changes to the new province. If you elect to pillage, a random number of ducats is captured for the Lord's treasury, and the turn continues if there are any remaining action points. Each round proceeds in the same way. At any point during the turn, you may push [Esc] and perform other actions in lieu of campaigning.

Move army (Minor Action unless crushing a rebellion or heresy) Allows a Lord to move armies between his provinces. The provinces moved to and from must be connected by contiguous provinces of the Lord's domain. That is, you must be able to draw a path between the origin and the destination provinces that only goes through friendly territories. You may attempt to crush rebellions or heresies by simply moving the Lord's army into a rebellious province — the turn ends if the attempt fails. To move an army to a friendly province across a body of water you must select the Campaign option.

Change fleet (Major Action) Only a Lord who controls a province with a coastline on the Mediterranean Sea may build a war fleet. War fleets accompany armies and may aid or help prevent the conquest of a province which is on those seas or escort troop movements into those provinces. The Change Fleet Menu allows you to build new fleets or lay up (decommission) existing ones.

Change fleet Menu:
Build squadrons   Lay up squadrons

Build squadrons Build war ships to support sea movements and defend against seaborne invasions. War fleets cost 5,000 ducats per squadron of 10 ships.

Lay up squadrons decommissions war ships and recovers 2,000 ducats per squadron for the domain treasury.

Get information displays the Get information Menu.

Diplomatic actions Menu:
Declare war   Grant to others
Propose alliance   Propose peace
Subvert nobles   Subvert towns
Get information

Declare war (Minor Action) A Lord may declare war on any other domain, unless he has an active alliance with the Lord of that domain. A declaration of war is necessary before the Lord can campaign against another domain. The declaration has to be made at least a year

before any campaigning begins. A Lord may not declare war against a disorganized province — he may invade a disorganized province without a specific declaration of war.

Grant to others (Minor Action) Lords may grant money, ships, or provinces to other Lords. This allows the players to make private arrangements of almost any kind.

Grant to others Menu:

Grant money	Grant province
Grant ships	

Grant money A Lord who has money in his treasury may send any of it, in increments of 1,000 ducats, to any other Lord. The other Lord must signify that he accepts the money.

Grant ships Players may give each other war ships, but only if the recipient is eligible to have them, i.e., if his domain has a province adjacent to the Mediterranean.

Grant provinces Players may grant occupation of a province to another player, but cannot grant a claim. A Lord may not grant another Lord either his court province or the province in which his army is currently located. If he grants another Lord his last Mediterranean province, he automatically grants his war fleet along with it.

Propose an alliance (Minor Action) A Lord may propose an alliance with any other Lord of the same religion (Eastern Orthodox and Roman Catholic being considered the same religion for this purpose only) or with a pagan domain. Only player-advised Lords can propose alliances, although non-player domains may accept them. Lords who have concluded an alliance cannot interfere with each other for ten years — that is, they may not declare war on each other or subvert each others' townsmen or nobles. Any existing war between the two Lords is automatically ended by an alliance. Furthermore, since all alliances are cemented by marriages, an alliance opens up a conduit for the Lords on each side to acquire province claims from the other. A pagan-Christian, pagan-Muslim or pagan-Jewish alliance may be proposed by either side. If it succeeds, it has the additional effect of converting the pagans to the other religion.

Propose peace (Minor Action) A Lord may propose peace with any domain he is at war with. If the enemy domain is advised by a human player, the computer will ask the other player if his Lord wants to accept the peace treaty. The computer will decide whether unadvised or computer-player-advised Lords wish to make peace. Relative strength of the domains and religion are factors in whether peace overtures will be accepted.

Subvert nobles (Major Action) Lords may spend money to strengthen nobles of another Lord's domains and undermine their loyalty. The activity costs the Lord 1,000 ducats for each population point in each province acted on.

Subvert towns (Major Action) Lords may spend money to strengthen townsmen of another Lord's domains and undermine their loyalty. The activity costs the Lord 1,500 ducats for each population point in each province acted on.

Get Information This displays the Get information Menu.

END YEAR PHASE

The End Year Phase is concerned with lordly finances and player scores. Lords are punished for going too far into debt, or, if they have been thrifty, some of their hoard of cash may be used up by the monarch for discretionary activities such as gifts to favorite nobles and so on. After that, the players' scores are updated, the scores are displayed and the turn ends.

Debt and Excessive Treasuries

A Lord's revenues are usually customary not enacted for the occasion. Therefore, the Lord's income in the game is not easily controllable. However, rulers are usually able to borrow freely — up to a point. A Lord can spend any amount during a turn and automatically build up a debt. Eventually, of course, an accounting comes. When by the end of a year, a Lord has gone into debt beyond double his income, there is a chance that the accounting will come. When it does, the ruler is offered the choice of several strategies to meet the crisis. All involve some kind of penalty. These strategies are picked from the Deficit Strategy Menu:

Deficit Strategy Menu:

Bluff it out	Affect towns
Deal with nobles	Deprive forces
Call on assembly	Get information

Bluff it out means the ruler will try to ignore the crisis and suffer random effects. The assembly will not be called unless they have already been called on once and have more than minimal power. Note: the assembly call may have happened before the beginning of the scenario and not all domains have assemblies.

Affect towns means that the Lord will raise money by various drastic measures that antagonize the Lord's towns or hurt their strength. Those measures might include devaluing the currency, resorting to forced loans or selling trading privileges to non-subjects. In game terms, the effect is that town strengths and loyalties are depleted as the debt is retired.

Deal with nobles means that the ruler will allow the nobles to increase their power and independence in exchange for cash or the assumption of some of his debt. In game terms, the effect is that the strength of the nobles increases, their loyalties go down, and the Lord will lose bureaucratic strength and castles if he has them.

Deprive forces means that the ruler saves money by not paying for the upkeep of his fleet or by not paying his soldiers. If the domain has a fleet, it will be affected first. If the army is affected, mercenaries in it may revolt. If they do, they may plunder any province they are in, and neighboring provinces — including provinces not belonging to their Lord. They may also take over a province and turn it rebellious or into a rival domain. Deprive forces is only possible if the domain has naval or army forces.
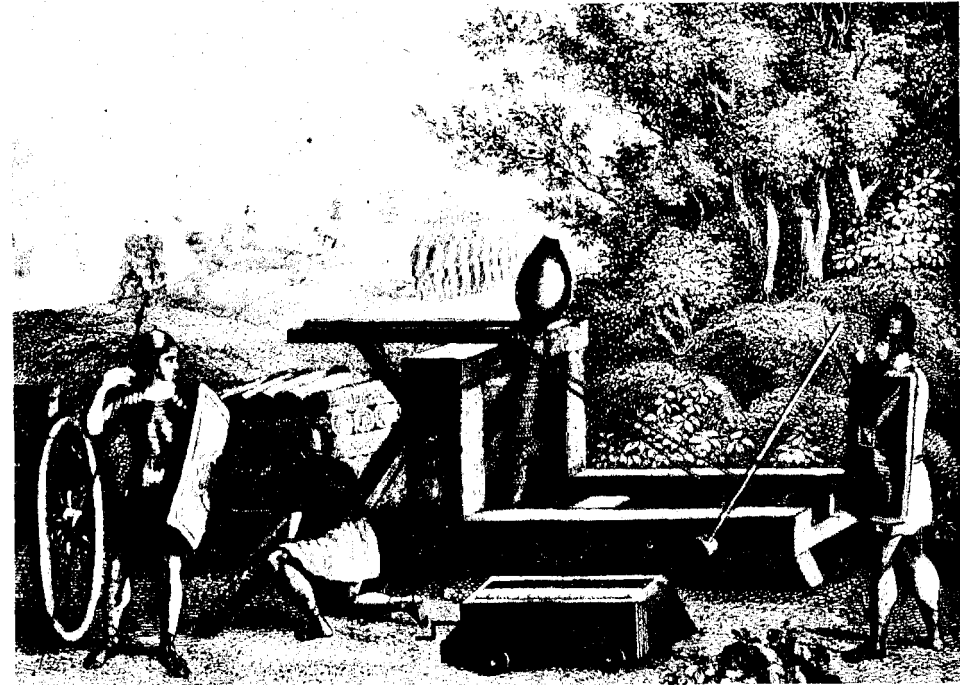
Call on assembly means that the ruler calls an assembly of his nobles and burghers (England: Parliament, France: Estates, Iberian Peninsula: Cortes). Going to the assembly is in some ways the best approach, since it tends to raise taxes generally, but it is a dangerous approach for the maintenance of royal power. If you call an assembly once, then that gives the assembly a will of its own, and further advances in assembly power are liable to come from using the Bluff it out option. In some scenarios the original appeal has already been made in certain domains, notably in England, before the scenario begins. Call on assembly is only possible in those few domains which have an appropriate tradition.

Remember: Even if you pick one of the specific strategies, there is some chance that penalties other than the one you picked will be invoked.

Treasury Depletion

If there are funds left in the treasury at the end of the year, a Lord may spend it on state building projects, lavish parties, and gifts to political favorites. A player can do nothing to stop his Lord's financial excesses.
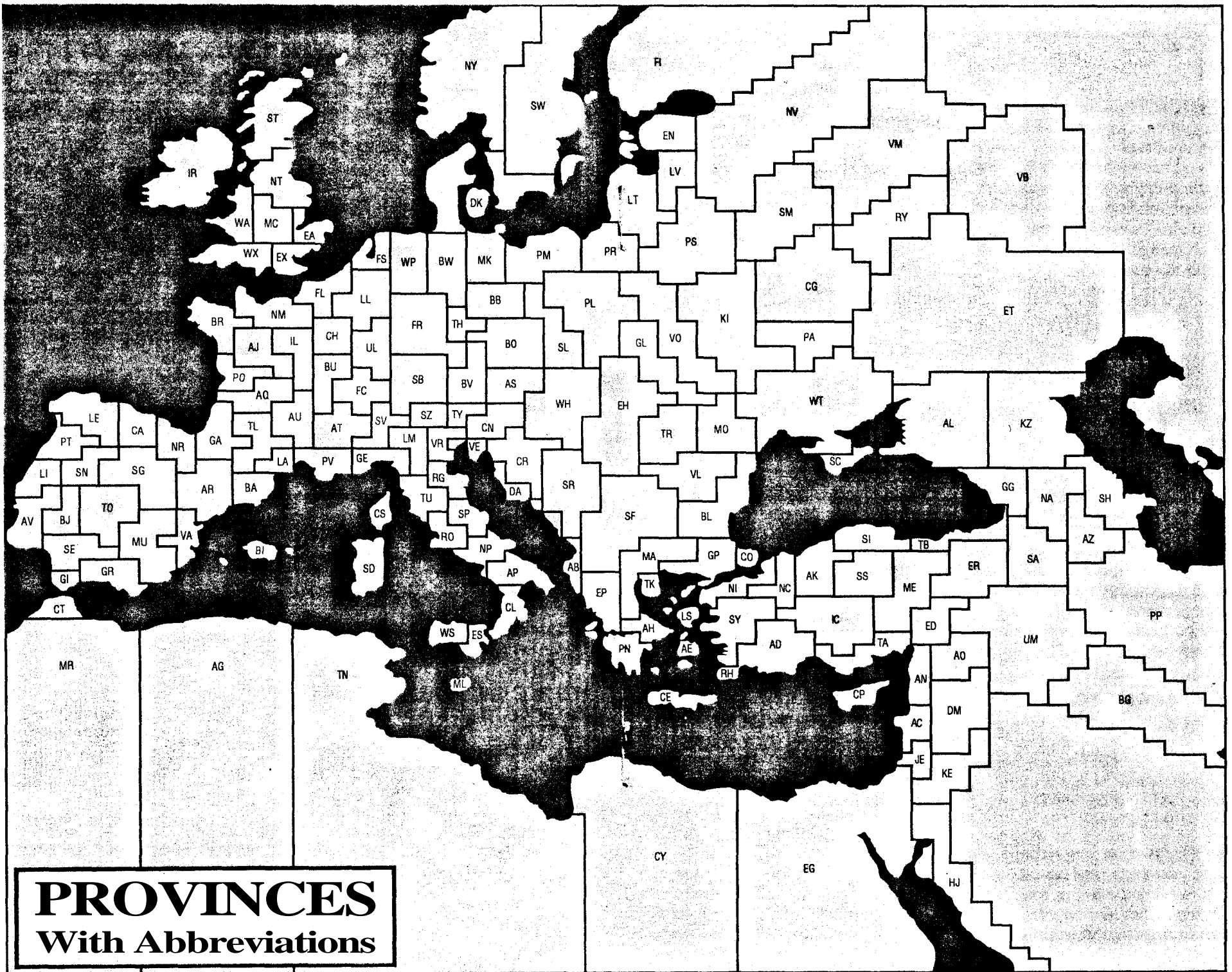
PROVINCES
With Abbreviations

REFERENCE

Lords

Every Lord has several attributes that define his ability to rule, influence subordinates and wage war. They range in value from one to nine, and do not change for any given ruler. The attributes are:

Charisma is the quality of being able to influence men to emotional attachment to the Lord. In the game, good charisma helps a ruler attract volunteers, mercenaries, and household troops. More importantly, charisma plays the largest role in determining loyalty shifts in support and subversion actions. A Lord with high charisma will tend to be able to support towns or nobles, for example, without lowering the loyalty of the other group.

Generalship is the ability to conduct battles and campaigns intelligently. It is a major determinant in deciding any battles in which the Lord's army is involved.

Warlikeness is a trait much admired in the Middle Ages. It describes how much of a warrior a ruler is, how eager he is for battle. It helps to attract noble volunteers and household troops. If warlikeness is higher than generalship, it will weaken generalship in actual battle.

Rulership describes how well the Lord can administer and operate a domain. It plays the largest role in determining whether strengths increase during support actions and whether castles are successfully built. It also helps to determine how successful a Lord is at tax collection and the results of naval battles (Rulers do not lead their own navies, but better rulers will find better admirals).

All of the attributes added together help to determine an individual's resistance to disease and therefore longevity.

Succession

When a Lord dies of natural causes or in battle, his oldest male heir usually takes the reins of power. If the heir has not reached legal age, the actual business of ruling is handled by a regent until the young ruler comes of age. A regent is like a ruler in most ways, although the attributes of a regent will tend to be lower than a Lord.

Provinces

Domains, whether single regions or encompassing vast areas, are made up of many provinces. Lords, and their player-advisors, must watch the loyalty and strength of nobles, towns and bureaucrats in each province of their domain to determine where to support, where rebellions are likely and where bureaucrats may be most beneficial. Also, the condition of neighboring provinces may be of interest if a domain has hopes of conquest.

Towns, Nobles and Bureaucrats

Towns are the economic centers of a province. Strong towns mean that a province can produce high tax revenues. Nobles provide military support for the Lord's army. They supply feudal levies and noble volunteers for campaigns. Bureaucrats are the political infrastructure of a province. Bureaucrats increase revenues through improved efficiency in collecting taxes and allow a Lord to recruit more mercenaries and household troops from a province.

Strength and Loyalty

Strength measures development and political clout, while loyalty measures how highly towns or nobles regard their Lord. Bureaucrats have no status without the positions given them by their Lord, therefore they are totally loyal and will never revolt. The political objectives of towns and nobles are not generally compatible. Towns thrive in an environment of free trade and personal freedom. Noble power is at its greatest in an autocratic environment. Supporting one or the other will tend to erode the power and/or loyalty of the other. Supporting bureaucrats can also erode noble strength and loyalty.

Rebellions

When the loyalty of either nobles or towns drops too low, they may rebel against the reigning Lord. Lords with low leadership ability will tend to make the kinds of political blunders that lead to low morale and rebellion more often. It tends to be more difficult to maintain loyalty in provinces farther away from a domain's court province. If a rebellion begins you can move in the Lord's army and attempt to crush the insurrection. If a rebel province is attacked by another domain you cannot offer battle against the marauding army. Rebellions cannot begin in any province where the Lord's army is stationed. Nobles and towns with a strength of zero or one are too weak to ever rebel — so, watch for strength increases in areas with low loyalties. If a province is in rebellion too long, it may declare its independence and become either a disorganized province or a new domain.

Court Provinces

The court province is where the Lord normally rules from. The court is the center of government, and the Lord's power radiates from there, growing weaker as distance increases. A Lord may effectively move his court for an action by moving his army (and hence himself) to another location — a ruler who has no army is always in his court. If a court province falls to an enemy domain you are allowed to select another location. If the traditional court province of a domain comes back under the domain's control, the court may move back. A domain that has lost its original court province has a small chance of becoming completely disorganized until the province is recovered. When

a court province is conquered by an enemy army, the conquerors capture the domain's entire treasury. The court province for a domain is highlighted on the first page when you select the Domain data option.

Assemblies

Assemblies are a tradition in only a few domains. They are a gathering of the politically powerful citizens of a domain that can muster resources to help a Lord who has amassed debt. Whenever a Lord calls upon the assembly for assistance, the assembly gains political strength and may grow belligerent. Strong assemblies will tend to lead to more rebellions in a domain, and the rebellions are more likely to spread to other provinces. Winning battles, successful conquests, defenses and rebellion suppressions will tend to increase Lord's political power in the kingdom and decrease the power of the assembly.

Claims and Overlordships

Lords may have claims or documents purporting rights of ownership to individual provinces. A claim is not the same as having a province as part of a domain. For example, France starts the 1028 scenario with many claims, including to Aquitane, which is a sovereign domain. If a disorganized province is claimed by a domain, there is a chance that the province will recognize the claim and accept the Lord's Overlordship voluntarily and will join the domain.

Religion

There are six religions in MEDIEVAL LORDS, however only three of them are common. The three most prevalent faiths are Roman Catholic (Roman), Eastern Orthodox Catholic (Eastern), and Muslim. The other three are Pagan, Christian Heretic (Heretic), and Jewish. Catholic (either Roman or Eastern) nations may make alliances with one another, but not with Muslim or Jewish domains. Catholic, Muslim, or Jewish domains may ally with pagan domains — these alliances have the additional effect of converting the pagans to the new ally's faith. There are no heretical domains, only individual provinces.

Heresy

As the Middle Ages progressed, Western Europeans tended to become more prosperous. As they became more prosperous, they became more pious and more likely to start criticizing the churchmen they knew, some of whom did not lead notably pious lives. Criticism of churchmen easily led to criticism of the church and a community might be ready to listen to a pious preacher teaching doctrines defined by the church as heretical. Heresy will tend to break out in the most urban and populous Roman Catholic provinces, then it will tend to spread. Heresy is bad for two practical political reasons. First, and less seriously, heretics tend to be hard to influence in support actions and tend to revolt more easily than the orthodox. More seri-

ously, the Pope, if he has a high prestige, takes an active interest in the suppression of heresy. If a domain has an heretical province that is not being suppressed, the Pope may decide to take it away and give it to a new Lord who will fight the heretics.

To extirpate, or crush heresy, move the Lord's army to the heretical province as you would for a rebellion. The computer will ask if you want to suppress the heretics. If you answer "yes" the province will go into revolt and your action will become a suppression of revolt. Anytime a revolt is suppressed in an heretical province by a Roman Catholic Lord, the heretics are suppressed. Likewise, any time an heretical province is conquered by a Roman Catholic ruler, the heretics are extirpated.

Province Religion Conversions

In some circumstances, a province may convert to the religion of its Lord if it is different. A province can convert if it is geographically adjacent to another province which professes the religion of its Lord, or if it is not adjacent to a province which professes its own religion (like an island). However, no province will convert to paganism — instead, pagan rulers are subject to conversion themselves. Pagans may convert to the religion of a province they control. If they are nomads, however, they will only convert to the Muslim faith.

The Pope

The Pope, when he has" Papal States, behaves like other rulers on the board, but he also has unique powers which depend on papal prestige. Like other attributes in the game, papal prestige ranges from zero to nine. When the game begins in 1028, the papal prestige is zero. Typically, it will gradually rise to nine and then fall to zero again well before 1530. Any special papal action directed against a Roman Catholic ruler will cause papal prestige to decrease. Any time the Papal States are wiped out, the process starts over again. The Pope's special powers are:

• The Pope can gain his political independence by establishing independent Papal States. If the ruler of the province or provinces taken over by the Pope is Roman Catholic, he is assumed to acquiesce. If not, the Pope uses a crusading army to automatically conquer the area.

• When the Pope has sufficient prestige, he gets a slice of the income of every province ruled by a Roman Catholic Lord.

• The Pope can excommunicate any ruler of Italian provinces who is too powerful. The results of the first excommunication are that the ruler's charisma is temporarily reduced to one, and the loyalties of all his towns and nobles are reduced by one if possible. Also, alliances have no effect, excommu-

nicated rulers are not allowed to go on Crusade, and the Pope may help a Lord's enemies with troops and money. Since this excommunication reflects what happened to Henry IV, it is removed by doing what he did, "going to Canossa," which will restore his charisma, and also use up his turn for the year. Going to Canossa is voluntary. Later excommunications can start as soon as the first one is resolved. The effects are not as drastic, being limited to prohibiting alliances and crusades, and papal aid to enemies described above. These excommunications can only be removed by giving up the Lord's strongest Italian province as determined by the Pope, but this action does not use up the ruler's turn that year.

- The Pope can institute a crusade against heretics by the process of giving a heretical province to a new Lord, who will then move in an army and attempt to crush the heresy. The pope can do this even if the province is already part of a domain.

- The Pope can proclaim crusades to the Holy Land or to the pagan Baltic provinces. In the First Crusade to the Holy Land, four new domains under Christian rulership will be created. Later crusades will be proclaimed in response to any Christian losses in the Holy Land, especially the loss of Jerusalem (JE). In the later crusades, the rulers may have a chance to take up the Cross — that is, go

on crusade. If any ruler goes on crusade, the loyalties of his nobles increase by one each and their strengths decrease by one each. Furthermore, other Roman Catholic rulers may not make war on him while he is gone. Rulers who go on crusade stay away for a random number of years. Their domains also may not make war, and no heirs will be born to them while they are gone. A crusade to the Holy Land can go wrong and result in the conquest of Constantinople instead. A crusade might also set up the Kingdom of Cyprus. Crusades in the Baltic are fought by the Order of the Teutonic Knights, who may be given one or more pagan Baltic provinces by the Pope. Their subjects will automatically be in rebellion.

- The Pope can send troops and monies to any Roman Catholic ruler who is at war with a Muslim domain, an excommunicant or engaged in trying to suppress heresy.

- At very high prestige levels the Pope acquires the ability to make war in a special fashion on rulers who are too powerful in Italy, especially those who encircle his domain and who have been excommunicated. This kind of war is conducted by the Pope automatically taking away one of the excommunicated Lord's provinces and giving it to a new Lord who will make war on the excommunicant. Using this power erodes papal prestige, but once he

has the ability, the Pope may use it for several years after his prestige has declined.

The Holy Roman Empire

The empire traditionally consists of greater Germany and Northern Italy. The term "Holy Roman Empire" was not adopted until late in the Middle Ages, but it is commonly used for convenience in the earlier period as well. In 1028, the Emperor was one of the most powerful rulers in Europe. By 1500, the empire was a sham, and the Emperor had no power as Emperor, although he may have had a great deal of power by virtue of his other titles and offices. In the game, the Emperor is distinguished by having two titles. He is duke, prince, or king of something as well as Emperor. He will be identified by either title. His actions are the same as any other Lord, but his death might be handled differently, depending on the imperial prestige, and the number and ages of his heirs.

Succession of the Emperor

If the imperial prestige ever gets to 9, his death is treated just like the death of any other Lord, that is, his heir takes over his domain more or less intact and his advisor begins advising the new Lord. If the imperial prestige is seven or eight, then the domain is transferred to his heir too, but only if the heir is of age. If the heir is under age, there is a change of dynasty. If the imperial prestige is five or six, there is a change of dynasty if the deceased Emperor had no male heir.

If the imperial prestige is less than five, there is always a free election.

In a change of dynasty the German provinces of the empire are divided into up to six duchies (Lorraine, Saxony, Franconia, Swabia, Bavaria, and Austria). Two of these plus any Italian provinces are given to the new Emperor, who will be one of the dukes not holding the domain belonging to the old Emperor. Any player who was advising the old Emperor will not be advising the new Emperor and will have a much smaller domain to manage. A player who was advising another German duchy might end up as Emperor with a larger domain. Free election is much simpler. The imperial crown is given to the most powerful adult king, prince, or duke whose court is within seven squares of Thuringia [TH], or, if there is no suitable one, then eight squares, etc., up to 30 squares away.

Events

The Plague
The bubonic plague or Black Death was one of the major scourges of the later Middles Ages. In early scenarios, it appears somewhere around 1350 in early scenarios, while it has already appeared in the 1360 and 1430 scenarios. While historically it took several years for the plague to cover all Europe, in the game it appears and spreads in the same year. It will affect the vast majority of the provinces on the board, and has the effect of eliminating 1/3 of the popu-

lation (rounded up). After its first appearance, the plague will reoccur in a few provinces every year. The effect will be to lower the population points by one each time it appears. The plague also indirectly causes general unrest among the peasants of Western Europe. After the appearance of the plague, there may be general peasant uprisings throughout the domain. Historically, the peasants always got slaughtered without bringing any changes to their lot, and so in the game the only effect of the revolts is that they keep the Lord and his nobles busy for a year doing the slaughtering.

Nomadic Invasions

Another of the great scourges of the Middle Ages were the periodic appearances of mounted nomadic raiders and conquerors from the East. The Huns, Avars, and Magyars had devastated Western Europe in the early Middle Ages. During the time of the game, several other notable invasions take place. In the full game, starting in 1028, there will be six such invasions by 1530:

1. The Seljuk Turks
2. The Cumans
3. The Mongol reconnaissance in force under Genghis Khan
4. The Mongol conquest north of the Caspian
5. The Mongol conquest south of the Caspian
6. The incursion of the forces of Tamerlane

In other scenarios, some or all of these events have already taken place when the game begins. The exact time of the invasion is uncertain. When the invasion takes place, the invaders will automatically take either the Eastern Steppes (ET) (invasions 2 and 4) or Persia (PP) (invasions 1, 3, 5 and 6), and they will automatically be at war with many of the nearby domains. When they first appear, they will be part of larger empires that exist off board, and will therefore get income and reinforcements from there. Later they will lose this connection and the invaders will operate like the other neutral domains on the board, except that their forces will be stronger than most. As long as they have an off-board connection, they will not be available to be taken over by any player who is changing Lords or entering the game. Later, they can be advised like any other domain. Unlike the other invasions, invasion 3 does not result in any permanent conquests. Instead it ends when the Mongols leave the board after the death of Genghis Khan. Whatever provinces they had conquered before their departure become disorganized.

Historical Background

MEDIEVAL LORDS is intended to reflect the problems of establishing and keeping together a kingdom or empire in the Middle Ages. Some of the main problems were localism, the immense importance of the personality and fertility of the ruler, the diffi-

THE HOLY ROMAN EMPIRE
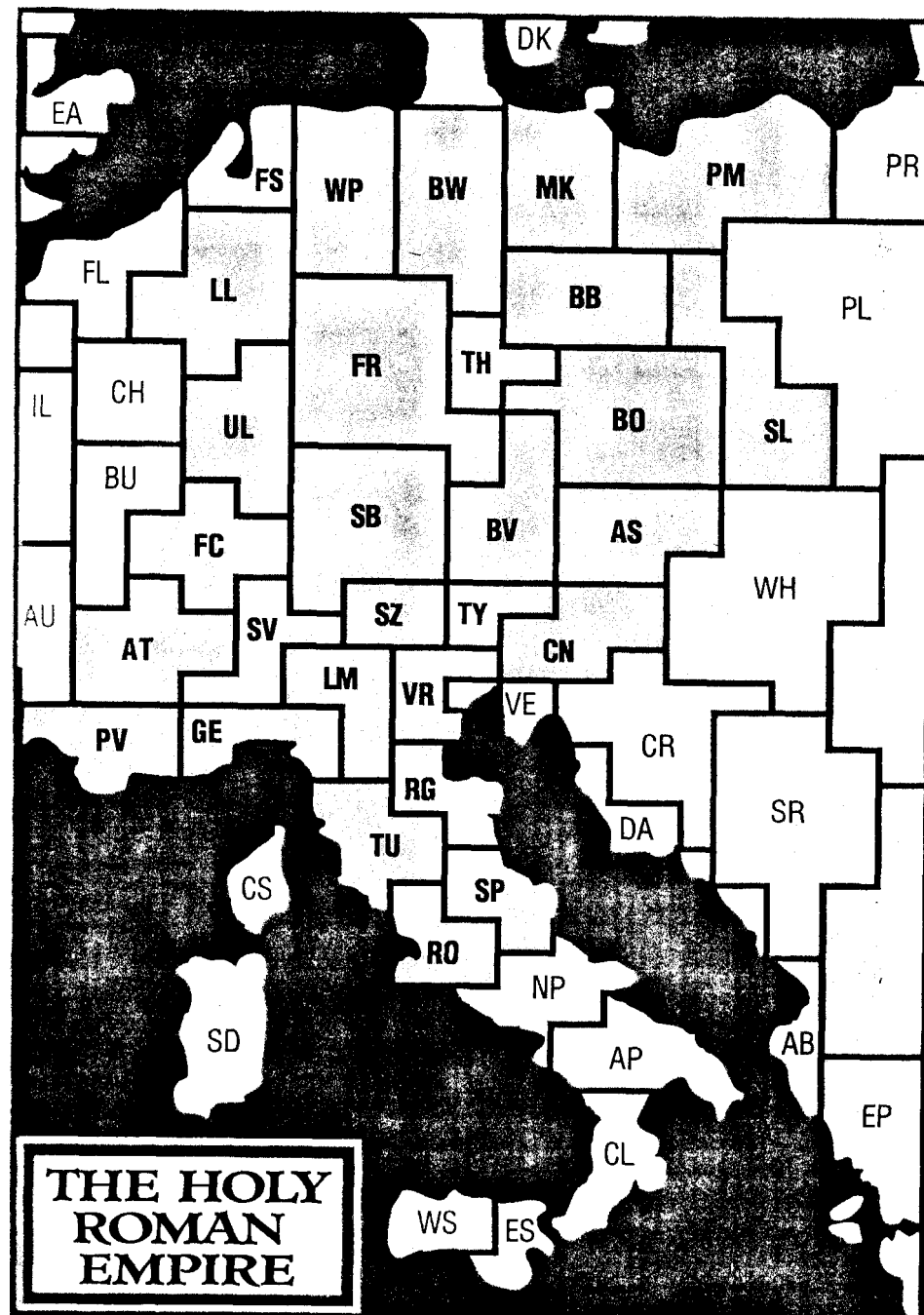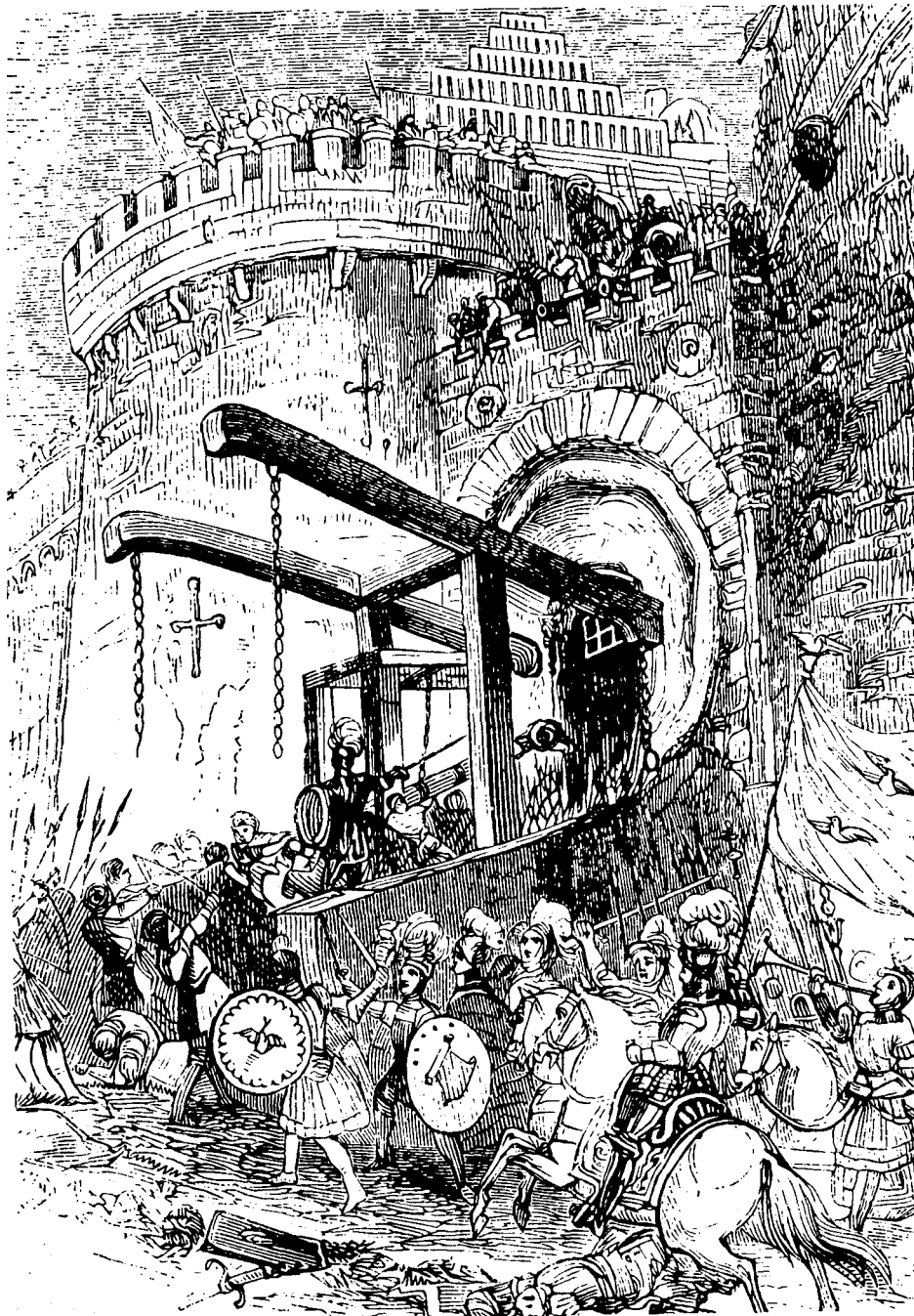
culty of financing government and the difficulty of raising and controlling an army.

Everywhere in the Middle Ages, there was a tension between the centralizers and the local powers, which translated into a Lord-noble conflict, or even a higher noble-lesser noble conflict. Local power advocates believed that there should be a separation of powers, with great control resting with the traditional feudal lords. A special version of this tension underlied the great conflict between Pope and Emperor that dominated the history of Germany and Italy from the eleventh to the thirteenth centuries. Most often the centralizers had the support of the towns, who found that centralized power tended to bring peace which was good for business. In Italy, however, the towns became quite powerful and were themselves the champions of localism.

The importance of heredity has been largely abandoned in the Twentieth Century as a means of determining the possession of political power, but in the Middle Ages it was the only widely recognized principle. Ideally, a man became king or whatever because he was the eldest son of the previous ruler. The operation of this principle produced some brilliant and also some very weak or even insane rulers. A domain prospered or suffered accordingly, especially since there was seldom anything like a strong bureaucracy which could mitigate the effects of having a bad ruler. A domain could really get into trou-

ble, however, when the heredity principle failed, which could happen in a number of ways. A ruler might produce no heirs at all, or only girls in places that would not accept female heirs. (The game regretfully ignores the fact that there were a number of remarkable women who ruled domains in the Middle Ages.) Or the legitimate heir might be underage, or a younger brother of the heir might decide that he would be a better ruler than the elder. Another problem, especially in Germany and Western Europe, was that a ruler might specify that his domain be divided among his sons after his death. Therefore, in the game, when a ruler dies with too few or too many heirs, the result might be a breakup of the empire, and a player who has spent many game years building an empire might suddenly find that he has to do it all over again.

Money was scarce in Western Europe in the early Middle Ages. By 1028, commerce was picking up and money was becoming available again. But money was still a major problem for rulers, because their subjects generally assumed that a ruler should support himself from the proceeds of his own estates and customary fees. In the east, where bureaucratic government had survived since late antiquity, out-of-date systems of taxation and corruption still did not produce comfort for the rulers. Rulers borrowed heavily as a result and resorted to the most desperate expe-

dients to get money. Popular feeling against the Jews, for example, had violent swings, and they were subject to periodic pogroms. They were expelled from the Western European countries only when the rulers had a need for the large amount of extra money that could be had from selling their confiscated properly. In the later Middle Ages, some rulers were able to increase the rationality of their financial arrangements, but in England, where the rulers had had to beg their subjects for money to fight the Hundred Years' War, the result was a loss of power by the king to Parliament, and eventually the disorders of the War of the Roses.

The problem of raising and controlling an army was, of course, tied up with the problem of money. Usually, if money was plentiful, there were few problems, but money was never plentiful. A ruler usually had subjects who owed him military service, but that service was owed in restricted circumstances and for limited times during a year. Other than for feudal duty, men served in a ruler's army for love of adventure, the prospect of plunder, the hope of acquiring new land or steady wages. Any one army might be made up of a variety of people serving for a variety of reasons, but wages were the only incentive that worked in the long run. After about 1350, gradually rulers had the opportunity . to acquire more and more effective gunpowder weapons—effective mostly for sieges until very late in the 15th Century. Acquiring these weapons gave them the prospect of fighting more productive wars of conquest, but also was a another drain on the royal treasury.

Strategy

The game is designed so as to produce a realistic Medieval history when played by a group of people who suffer from the same disability that the original historical characters had — that is, who do not know the roles of the game very well or at all. Experienced players should be able to build stronger, more viable kingdams and empires, and build them sooner than was done in the historical Middle Ages.

The first thing that a successful advisor must learn is that he must patiently get his house in order before going off on foreign adventures. Preferably, your treasury will be strong and the every loyalty value in your domain will be up to 5 or higher before you go to war. Building up your treasury will require you to support your towns until they produced adequate income and to establish at least one, preferably two, points of bureaucrats in each province that has towns. It is more productive to build up towns in the higher population provinces than in the lower.

It is essential to try to prevent rebellions, and to crush them when they occur. To prevent rebellions in difficult situations, keep in mind that a support nobles or support towns action in a province prevents rebellions in that province for two years. So do not automatically support the class in a province with the lower loyalty. It may be more advantageous to support the class with the higher loyalty, and possibly weaken the other class.

You must keep in mind the need for an army even in your domestic actions. Feudal levies, noble volunteers, and nomads are cheap, but the first two do not always follow orders and they are available in numbers only when the nobility is strong, which may be dangerous to the stability of the domain. Supporting towns and bureaucrats enables you to build a stronger force of mercenar-

ies and household troops, and also tend to supply the money necessary for those rather expensive troops. On the other hand, operating without volunteers will deprive you of the ability of volunteers to raise the loyalty of conquered provinces (by displacing disloyal, indigenous nobles). Fleets are necessary for all but the shortest hops in the Mediterranean.

Alliances can be a valuable tool for securing parts of your domain from attack or to build buffers. If you wish to concentrate your efforts in one direction, alliance with domains on the other side of your territories might be a good idea. Alliances can also be made to give you time to concentrate your efforts on domain actions.

After the first Lord of a scenario, a player has to work with whatever chance gives him in the way of a ruler. But the damage done by a poor ruler can be limited by avoiding doing the things that such a ruler cannot do well and concentrating on things that he does adequately or that do not require strong attributes. Occasionally, the best thing that a player can do with a particular ruler in a particular situation, is nothing. If you use your good rulers to build up strong bureaucracies in your provinces, the effects of the inevitable bad ruler will be mitigated somewhat.

The Historical Rulers

The attributes of the rulers who are reigning at the beginning of each scenario are based as much as possible on actual people. However, in most cases, the only thing available was a name and the dates of the ruler's reign. There is no room in the game for ruler's names. For a large number of rulers, approximate birthdates were found and used to estimate age. Some of the more important, or more interesting, rulers are listed here:

1028:

Navarre: Sancho the Great
Anjou: Fulk Nerra (the Black)
Normandy: Robert the Devil
France: Robert the Pious
Flanders: Baldwin II the Bearded
Franconia: Emperor Conrad II
Denmark: Canute the Great
Hungary: St. Stephen

1092:

Leon: Alfonso VI
England: William Rufus
Normandy: Robert II
Franconia: Emperor Henry IV
Sicily: Roger I
Byzantium: Alexius Comnenus

1173:

Navarre: Sancho VI the Wise
England: Henry II
France: Louis VII
Swabia: Emperor Frederick Barbarossa
Saxony: Henry the Lion

Denmark: Valdemar I the Great
Byzantium: Manual I Comnenus
the Zangids: Nur al-Din

1230:

Aragon: Jaime I the Conqueror
England: Henry III
France: Louis IX (St. Louis)
Denmark: Valdemar II the Victorious
Sicily: Emperor Frederick II
Bulgaria: John Asen II

1360:

Castile: Pedro the Cruel
England: Edward III
France: John II
Denmark: Valdemar IV
Ottomans: Murad I

1430:

England: Henry VI
France: Charles VII
Hungary: Emperor Sigismund
Poland: Ladislaus II Jagiello
Ottomans: Murad II
Georgia: Aleksandre I the Great

Medieval Timeline

1028	Zoe becomes Empress of Byzantine Empire.
1031	Henry I becomes king of France.
1035	William the Bastard becomes Duke of Normandy.
1039	Henry III becomes Holy Roman Emperor.
1040	McBeth, the Mormaer of Moray, kills Duncan to become King of Scots.
1042	Edward the Confessor becomes King of England.
1053	Henry IV becomes Holy Roman Emperor.
1054	Abdaliah ben Yassim begins the Muslim conquest of West Africa. The Byzantine Empire breaks from Roman church and founds a totally separate Eastern Church
1066	Harold II becomes king of England, and is killed by William the Bastard's troops in the Battle of Hasting. William I, now "the Conqueror," is crowned King of England.
1070	Saxon revolt under Hereward the Wake in England.
1071	Battle of Manzikert leaves Asia Minor open to the invasion of the Seljuk Turks.
1076	Henry IV excommunicated.
1077	Henry IV is absolved.
1083	Henry IV storms Rome.
1085	Henry IV imposes "Peace of God" on entire empire.
1086	Almoravid dynasty reinstates Muslim rule in Spain.
1094	El Cid takes Valencia from the Moors.
1096	First Crusade begins.
1099	Crusaders take Jerusalem.
1122	Byzantines exterminate Patzinak Turks.

1132	Henry I of France issues charters protecting commerce and industry.
1139	Civil War in England.
1145	Start of Second Crusade.
1154	Plantagenet rule begins in England.
1162	Frederick Barbarossa destroys Milan.
1165	Byzantium allies with Venice against the Emperor Frederick I Barbarossa.
1167	Frederick Barbarossa crowned emperor.
1170	Saladin of Damascus subdues Egypt.
1176	Saladin conquers Syria.
1187	Saladin takes Jerusalem.
1189	Richard I Coeur-de-Lion becomes king of England.
1204	Crusaders sack Constantinople
1212	Children's Crusade begins.
1215	Magna Carta delivered.
1225	Magna Carta issued in third and final form.
1228	Sixth Crusade recaptures Jerusalem.
1241	Mongols defeat Germans and invade Poland and Hungary.
1252	Inquisition begins to employ torture instruments.
1291	Saracens capture last Christian stronghold in Palestine and crusades end.

1314	Battle of Bannockburn — Scot forces route English troops.
1346	English army under Edward III defeats larger French force at battle of Crecy.
1348	Black Plague sweeps across Europe.
1354	Turks take Gallipoli.
1358	Peasant revolts in France.
1363	Timur the Lame (Tamerlaine) begins Asian conquest.
1401	Timur takes Damascus and Baghdad.
1407	Civil war begins in France.
1429	Joan of Arc relieves the siege of Orleans.
1431	Joan of Arc burned at stake.
1443	Hungarian troops under Janos Hunyady defeats Turks at Nish.
1451	Mohammed II becomes Sultan of the Turks.
1452	Frederick III crowned emperor.
1453	Turks take Constantinople ending the East Roman (Byzantine) Empire.
1455	War of the Roses begins.
1456	Turks conquer Athens but are repelled at Belgrade.
1481	Spanish Inquisition begins.
1492	Spanish troops break Moorish rule in Granada and Ferdinand and Isabella unite kingdoms.

1501	Ivan II of Moscow attacks Lithuania. Moors in Granada battle Spanish troops.
1508	Maximilian assumes title of emperor.
1513	Peasants' revolts in Germany.
1514	Peasants' revolts in Hungary.
1520	Charles V installed as Holy Roman Emperor.
1521	Sultan Suleiman I conquers Belgrade.
1527	Rome sacked and Pope Clement VII imprisoned.
1529	Turks attack Austria.
1530	Ivan the Terrible born.

Bibliography

The major inspiration at every stage for the design of MEDIEVAL LORDS was a slim, delightful volume, *The Penguin Atlas of Medieval History,* by Colin McEvedy. Not very delightful but important for details that could not be found anywhere else were the many fat volumes of the *Cambridge Medieval History.* Other helpful general works were C. Warren Hollister, *Medieval Europe: A Short History,* Norman Zacour, *An Introduction to Medieval Institutions,* Robert S. Hoyt and Stanley Chodorow, *Europe in the Middle Ages,* Sidney Painter, *A History of the Middle Ages* and E. W. Previte-Orton, *The Shorter Cambridge Medieval History.* Subjects that were not covered well in the general works were covered in A. MacKay, *Spain in the Middle Ages,* Eric Christiansen, *The Northern Crusades,* Norman Davies, *God's Playground: A History of Poland,* Charles J. Halperin, *Russia and the Golden Horde,* and Rene Grousset, *The Empire of the Steppes.* G. Barraclough, *The Origins of Modern Germany,* was essential to the understanding of the Holy Roman Empire. Dates and names of rulers were found in R. F. Tapsell, *Monarchs, Rulers, Dynasties,* and *Kingdoms of the World,* Martha Ross, *Rulers and Governments of the World,* and Edward W. Egan, et al, *Kings, Rulers and Statesmen.*

Author's Note: Using Medieval Lords in a Classroom

MEDIEVAL LORDS was originally conceived as a game to be used in my course, "World Civilizations," taught mainly to college freshmen and sophomores. The game is also suitable for high school students. A few words to the teacher thinking about such use may be helpful. The students ought to be divided into small teams. Three people in a team are ideal and there should never be more than five if possible. The teacher should pick one of the half-board options if he or she wants to maximize interaction among the teams. The game allows 10 positions but using fewer would probably be better. Pick the 100 year option at the beginning of the game and then end the game with the Conclude Game option when you are done with it. Debriefing the game can be done by having the students write histories of the alternate universe they created with their decisions and comparing the way things seemed to be

going with the way things actually happened in history. Students can be encouraged to keep track of their positions by coloring in copies of the outline map while the game is in progress.

Points

The winner of the game is decided by the points accumulated by players in the course of the game. Players generally accumulate points according to the successes, or lack thereof, of the Lords they advise. Points are gained and lost for the following:

Attacker in a battle

Victor in a Decisive
Victory   +4 points

Victor in an Ordinary
Victory   +2 points

Victor in a Marginal
Victory   +1 points

Loser in a Marginal
Defeat   -0 points

Loser in an Ordinary
Defeat   -1 points

Loser in a Disastrous
Defeat   -2 points

Defender in a battle between Lords' armies

Loser in a Decisive Victory -2 points

Loser in an Ordinary
Victory   -1 points

Loser in a Marginal Victory -0 points

Winner in a Marginal
Defeat   +1 points

Winner in an Ordinary
Defeat   +2 points

Winner in a Disastrous
Defeat   +4 points

Other Points

Gaining an Unclaimed
Province   +3 points

Gaining a Claimed
Province   +5 points

Losing an Unclaimed
Province   -3 points

Losing a Claimed Province -6 points

Having an increase in average loyalty in the course of a year   +4 points

Having the nobles of a province in rebellion at the end of the year   -1 points

Having the towns of a province in rebellion at the end of the year   -2 points

Letting a domain be eliminated   -20 points

Ranks

Ranks are based on players' scores and how many years they played.

Slave

Stableboy

Jester

Pageboy

Squire

Knight

Chamberlain

Constable

Prime Minister

Prince

Expenses

The following are the maintenance costs for troops, fleets, bureaucrats, and castles:

For armies:
- each mercenary   4 ducats
- each other soldier   2 ducats

For fleets: each squadron   500 ducats (rounded up to nearest 1000)

For bureaucrats:
((strength)(population/2) * 1,000 ducats

For castles:
strength* 1,000 ducats

Province Names, Abbreviations and Locations

ABBR.	FULL NAME	LOCATION
AB	Albania	Balkans
AC	Acre	the Levant
AD	Adalia	Asia Minor
AE	Aegean Is.	Aegean
AG	Algeria	N. Africa
AH	Athens	Greece
AJ	Anjou	France
AK	Ankara	Asia Minor
AL	Alans	Russia
AN	Antioch	the Levant
AO	Aleppo	the Levant
AP	Apulia	S.Italy
AQ	Aquitaine	France
AR	Aragon	Spain
AS	Austria	S. Germany
AT	Arelat	France
AU	Auvergne	France
AV	Alcacovas	Portugal
AZ	Azerbaijan	E. of Asia Minor

ABBR.	FULL NAME	LOCATION
BA	Barcelona	Spain
BB	Brandenburg	Germany
BG	Baghdad	Iraq
BI	Balearic Is.	E. of Spain
BJ	Badajoz	Spain
BL	Bulgaria	Balkans
BO	Bohemia	E. of Germany
BR	Brittany	W. France
BU	Burgundy	France
BV	Bavaria	Germany
BW	Brunswick	Germany
CA	Castile	Spain
CE	Crete	E.Med.
CG	Chernigov	Russia
CH	Champagne	France
CL	Calabria	S. Italy
CN	Carinthia	S. Germany
CO	Constantinople	Balkans
CP	Cyprus	off Asia Minor
CR	Croatia	Balkans
CS	Corsica	W. of Italy
CT	Ceuta	N. Africa
CY	Cyrenaica	N. Africa
DA	Dalmatia	Adriatic
DK	Denmark	N. Europe
DM	Damascus	the Levant
EA	East Anglia	England
ED	Edessa	the Levant
EG	Egypt	N. Africa
EH	Eastern Hungary	E. Europe
EN	Estonia	Baltic
EP	Epirus	Greece
ER	Erzerum	E. of Asia Minor
ES	E. Sicily	S. of Italy
ET	E. Steppes	Russia

ABBR.	FULL NAME	LOCATION	ABBR.	FULL NAME	LOCATION	ABBR.	FULL NAME	LOCATION
EX	Essex	England	MR	Morocco	N.Africa	SM	Smolensk	Russia
FC	Franche-Comte	E. France	MU	Murcia	Spain	SN	Salamanca	Spain
FI	Finland	N. Europe	NA	N. Armenia	E. of Black Sea	SP	Spoleto	Mid Italy
FL	Flanders	N. France	NC	Nicaea	Asia Minor	SR	Serbia	Balkans
FR	Franconia	Germany	NI	Nicomedia	Asia Minor	SS	Sivas	Asia Minor
FS	Frisia	Germany	NM	Normandy	France	ST	Scotland	N. Britain
GA	Gascony	France	NP	Naples	S. Italy	SV	Savoy	N.W. Italy
GE	Genoa	N. Italy	NR	Navarre	N. Spain	SW	Sweden	N. Europe
GG	Georgia	E. of Black Sea	NT	Northumbria	England	SY	Smyrna	Asia Minor
GI	Gibraltar	Spain	NV	Novgorod	Russia	SZ	Switzerland	S. Germany
GL	Galicia	S. of Poland	NY	Norway	N. Europe	TA	Tarsus	Asia Minor
GP	Gallipoli	Balkans	PA	Periaslav	Russia	TB	Trebizond	Asia Minor
GR	Granada	Spain	PL	Poland	E. Europe	TH	Thuringia	Germany
HJ	Hejaz	E. Shore of Red Sea	PM	Pomerania	N. Germany	TK	Thessalonika	Greece
IC	Iconium	Asia Minor	PN	Peloponnesus	Greece	TL	Toulouse	France
IL	Ile-de-France	France (Paris)	PO	Poitou	France	TN	Tunisia	N.Africa
IR	Ireland	W of Britain	PP	Persia	E. of the Levant	TO	Toledo	Spain
JE	Jerusalem	the Levant	PR	Prussia	E. Europe	TR	Transylvania	Balkans
KE	Kerak	the Levant	PS	Polotsk	Russia	TU	Tuscany	Mid Italy
KI	Kiev	W. Russia	PT	Porto	Portugal	TM	Tyrol	S. Germany
KZ	Khazars	Russia	PV	Provence	France	UL	Upper Lorraine	Germany
LA	Languedoc	France	RG	Romagna	Mid Italy	UM	Upper Mesopotamia	E. of Asia Minor
LE	Leon	Spain	RH	Rhodes	off Asia Minor	VA	Valencia	Spain
LI	Lisbon	Portugal	RO	Rome	Mid Italy	.8	Volga Bulgaria	E. Russia
LL	Lower Lorraine	Germany	RY	Ryazan	Russia	VE	Venice	N.Italy
LM	Lombardy	N. Italy	SA	S. Armenia	E. of Asia Minor	VL	Vlachia	Balkans
LS	Lesbos	Aegean S	SB	Wurtemberg	Germany	VM	Vladimir	Russia (Moscow)
LT	Lithuania	E. Europe	SC	S. Crimea	S. Russia	VO	Volhynia	W. Russia
LV	Livonia	Baltic	SO	Sardinia	W. of Italy	VR	Verona	N. Italy
MA	Macedonia	N. Greece	SE	Seville	Spain	WA	Wales	W. Britain
MC	Mercia	England	SF	Sofia	Balkans	WH	W. Hungary	E. Europe
ME	Melitene	Asia Minor	SG	Saragossa	Spain	WP	Westphalia	Germany
MK	Mecklenburg	Germany	SH	Shivan	Asia Minor	WS	W. Sicily	S. of Italy
ML	Malta	Central Med.	SI	Sinope	Asia Minor	WT	W. Steppes	Russia
MO	Moldavia	Balkans	SL	Silesia	Germany	WX	Wessex	England

CREDITS

Author:	**Martin Campion**
Developers:	**Nicholas Beliaeff**
	Dan Cermak
	George MacDonald
	Rick White
Manual Authors:	**Martin Campion**
	Richard Wilson
Playtesters:	**John Boockholdt**
	Glen Cureton
	Scott Gillen
	Cyrus G. Harris
	Phillip Hilt
	Kent Kelso
	Dennis Ray
	Jeff Shotwell
	Larry Webber
	James Young
Art, Graphic Design & Desktop Publishing:	*Louis SAEKOW DESIGN:* **Peter Gascoyne**
Printing:	**American Lithographers, Inc.**