1.0 INTRODUCTION

Mediterranean Empires: The Struggle for the Middle Sea, 1281–1350 AD is a low to intermediate complexity, two-player, strategic-level wargame simulating the fight for the Western and Central Mediterranean during the 13th and 14th centuries.

1.1 Scale

There are seven game turns. Each game turn (GT) represents 10 years. Units represent from 500 to 2,000 men (2.2).

1.2 Rounding

Whenever the rules state to halve a result, always round up in case of fractions.

1.3 Terminology

- **Faction**: Refers to one of two sides or players in the game.
- **Power**: Refers to an individual nation or city state within a faction.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at strategyandtacticsmagazine.com/site/e-rules/
2.0 COMPONENTS
A complete game of Mediterranean Empires includes a 22×34-inch game map, this set of rules, and a sheet of 176 ½-inch counters. Players must provide at least one six-sided die to resolve combat and other probabilistic game events (two to four six-sided dice will speed gameplay).

2.1 Game Map
The map shows the Western and Central Mediterranean as it was during the 13th and 14th centuries. The map also contains the charts and tables needed to play. Their functions are explained in the rules below.

Map Errata: Bordeaux should be spelled Bordeaux.

2.1.1 Sea & Land Areas
The map is sub-divided into geo-political regions or areas.
- Land areas are used to conduct land movement. Land area borders are shown as green lines along the border of each area.

Example: There are three land areas in Sardinia: Arborea, Olbia, and Caralis.
- Land areas may include the following information:
  - Name: The historical name of the region (area).
  - Cities: Represent major fortified cities that function as the trade, military, and political centers for each land area.

Important: There are two city icons used on the map, one showing a cross and the other a domed spire. There is no functional difference in the two icons.

- Sea areas are used to conduct naval movement. Sea area borders are shown as white lines along the border of each sea area.

Important: The three islands shown in the Kingdom of Majorca are one land area for all game purposes.

2.2 Playing Pieces
The playing pieces included in the game are variously referred to as units, unit counters, and counters. They represent the military units and other markers necessary for play. The icons printed on the counters identify the type of unit. The name across the top of each unit counter designates the power that the unit belongs to.

Exception: Kings only display the word King; they are part of the faction that matches the background color of the counter.

Example: All the Italian state powers have a background color of light blue; however, there are numerous powers within the Italian states, such as Genoa and the Papal States.

2.2.1 Unit Types
Field Armies: Each Field Army represents around 1,000 fully equipped troops including cavalry, infantry, and baggage trains.

Levy: Every Levy unit represents around 2,000 militia/light infantry.

Raiders: Each Raiders unit represents around 500–1,000 light horsemen.

Mercenaries: Each Mercenary unit represents around 500–1,000 mercenaries.

Fleet: Each Fleet unit represents 20–30 war galleys and transports.

King: This unit represents the King. The number to the left is the King’s diplomacy number, and the number to right is the King’s military value.

Important: Aragon is the only power with mercenaries.
2.2.2 Background Colors

**Italian States:** Black on Light Blue

Italian States include the following:
- Papal States (Papal S.)
- Venice
- Genoa
- Ravenna
- Pisa

**Islamic Kingdoms:** Black on Light Green

Islamic Kingdoms include:
- Granada
- Merinids
- Tlemcen

**Aragon:** Gold on Red

**French:** Gold on Dark Blue

**Anjou (Kingdom of Naples):** Gold on Light Blue

**Other:**
- Aragon:
- French:
- Castile: Black on Purple
- Navarre: Red on Yellow
- England: White on Brown

2.3 Game Markers

Players use the game markers to track information that players require during the game.

**Game Turn Marker:** Used to keep track of the current game turn.

**OPs Remaining Marker:** Used to keep track of the number of Operation Points (OPs) remaining for a given force or unit (11.0).

**Stratagem Marker:** See 9.0 for the use of Stratagem markers.

**Treasury Point (TP) Marker:** Used to track the number of treasury points a faction or side has available (6.0).

**Control Marker:** Used to show the side that currently controls a land area (3.4). One side shows French control and the other Aragon control.

**Alliance Marker:** Used to indicate that a power has an alliance with a given faction (7.0).

**Vassal Marker (back of alliance marker):** Used to show that a power is the vassal of the listed faction.

3.0 Setting Up the Game

Players first decide between themselves who will command which side:
- **Player A:** French, Anjou forces, and any allies; **or,**
- **Player B:** Aragon and any allies.

**Important:** When conducting set up, players place any units not set up on the map to the side. These units form the recruit pool for each side. Place unused Kings in a separate pool.

**Important:** In each of the below, place the King in any of the listed land areas containing at least one land unit.

3.1 Player A Set Up

Player A sets up first. Follow the steps below:

1) The land areas listed below are French/Anjou controlled:
- Albi
- Calabria
- County of Toulouse
- Duchy of Apulia
- Kingdom of Naples
- Malta
- Montpellier
- Provence County
- Vienne

**Important:** During set up, place Fleet units in any sea area adjacent to the land areas indicated. This may mean that opposing fleets could start in the same sea area.

2) Select the following Anjou units:
- 1×King (+0 +1)
- 3×Field Armies
- 3×Levies
- 2×Fleets

Place at least one land unit in each of the land areas listed below:
- Abruzzi
- Kingdom of Naples
- Calabria
- Malta
- Duchy of Apulia

3) Select the following French units:
- 1×King (+1 +1)
- 5×Field Armies
- 5×Levies
- 4×Fleets

Place at least one land unit in each of the land areas listed below:
- Albi
- Montpellier
- Toulouse
- Auvergne
- Provence County
- Vienne

4) Place the below markers:
- **French TP Marker:** In the 7 Box of the General Data Track.
- **Turn Marker:** In the Game Turn 1 Box of the Turn Record Track.
- **Stratagem Markers:** Place all stratagem markers in an opaque container. This container will be used by players to randomly draw these markers.
3.2 Player B Set Up

Player B sets up second. Follow the steps below:

1) The land areas listed below are Aragon-controlled:
   - Catalan counties
   - Kingdom of Majorca
   - Kingdom of Murcia
   - Kingdom of Valencia
   - Lower Aragon
   - Rosselló
   - Upper Aragon
   - Urgell

2) Select the following Aragon units and then place at least one land unit in each Aragon-controlled area:
   - 1×King (+2 +2)
   - 4×Field Armies
   - 6×Levies
   - 4×Raiders
   - 2×Mercenaries
   - 4×Fleets

3) Place the below markers:
   - Aragon TP Marker: In the 4 Box of the General Data Track.

3.3 Inactive Powers

Inactive powers will be in one of three belligerency status.

Neutral: The power is not aligned toward either side, its units are initially deployed face down on the map. They may become allied (become active) to one side or the other due to invasion or diplomacy.

Vassalage: Neutrals may start or become a vassal of one faction or the other. A vassal provides benefits to the faction that has established vassalage over the neutral power.

Ally or Allied: Neutrals may start or become allied to one faction or the other when invaded by a faction or through diplomacy.

3.3.1 Neutral Power Set Up

Units of inactive neutral powers are deployed face down according to the instructions below. At least one unit must be set up in each neutral-controlled land area.

Important: The home area of a neutral is the land area with the same name as the neutral units. Old Castile is the home area of Castile.

1) The Caliphate of Tunis is a vassal of player B.
   a) Place an Aragon vassal marker in the caliphate.
   b) Place the three C. Tunis units in the caliphate.

2) Sicily is an ally of player B. Player B controls all Sicilian units.
   a) Place an Aragon alliance marker in Sicily (both land areas are allied with Aragon).
   b) Place the four Sicilian units in either of the Sicilian land areas. There must be at least one unit in each land area.

3) Genoa: Player B deploys. Genoa controls Genoa, Corsica (both land areas) and Olbia (Sardinia).
   - 2×Field Armies
   - 2×Levies
   - 3×Fleets

   - 2×Field Armies
   - 1×Levy
   - 2×Fleets

   - 2×Field Armies
   - 2×Levies
   - 4×Fleets

   - 2×Field Armies
   - 3×Levies
   - 1×Raiders

   - 2×Field Armies
   - 2×Levies

8) Papal States: Player A deploys. Papal States control Papal States only.
   - 2×Field Armies
   - 2×Levies

9) Other Neutrals: Either player may deploy. Each neutral controls their home area only.
   - Brescia: 1×Field Army, 1×Levy
   - Ancona: 1×Field Army, 1×Fleet
   - Milan: 2×Field Armies, 1×Levy
   - Tuscany: 2×Field Armies, 1×Levy
   - Ravenna: 1×Field Army, 1×Levy
   - Navarre: 1×Field Army, 1×Levy
   - Merinids: 1×Raiders, 2×Levies
   - Kingdom of Tlemcen: 2×Raiders, 1×Levy
   - Sultanate of Bougie: 2×Raiders, 1×Levy
   - Kingdom of Granada: 2×Raiders

3.4 Area Control

Areas can be under total control of either player, or under partial control of both players.

• Inactive neutrals and areas under vassalage to a side are not controlled by either side.
• Powers that are allied to a side may establish total control or partial control for the side that the power is allied with.

Total Control:
   a) An area that is occupied by land units of one side and where the opposing side does not have land units in the area; or,

Important: Powers allied to a side can establish total and partial control.
   b) If there are no land units in the area, the last side that had total control.

Partial Control: Both sides have land units in the area.

Important: A player cannot collect treasury points (TP) from land areas in partial control.
4.0 HOW TO WIN
Victory is determined at the end of GT 7.
- Each player totals the number of Victory Points (VPs) they have gained.
- Compare Player A total to Player B total:
  1) If player A’s total VP is three or more higher than Player B’s total, Player A wins.
  2) If Player A’s total VP is one or two higher than Player B’s total, the game is a draw.
  3) If both totals are equal, or if Player B’s total is greater than Player A, Player B wins.

Example: At the end of the game, Player A has 8 VPs and Player B has 8 VPs so Player B wins.

4.1 Victory Points
Each side receives one VP for total control (3.4) of each city that side did not control at the beginning of the game.

Important: Land areas with cities that are vassals and areas that are inactive do not count towards VP.

5.0 TURN SEQUENCE
Each game of Mediterranean Empires lasts 7 GTs. Within each GT:
- Players conduct activities within specific phases in the order given in 5.1.
- a) Each GT consists of three joint phases in which both players may conduct activities; and,
- b) Two player phases (Player A and then Player B) in which each player will conduct activities specific to its own units; and,
- c) One End of Turn Phase in which both players will again conduct activities.

5.1 Turn Sequence
Joint Stratagem Markers Phase (9.0): Player A, then Player B, alternate randomly picking markers until each player has drawn four markers, or there are no markers left in the pool. Players may not pass on a pick.

Important: Stratagem markers can also be gained by certain combat results (10.0).

Joint Political Phase (7.0): During the Political Phase both players may use diplomacy stratagem markers to perform actions. Actions are taken in rounds.
- There are three rounds in each Joint Political Phase.
- In each round, first Player A and then Player B may attempt any one of the below actions (in any order):

  a) Attempt to ally with a neutral power (7.1).
  b) Attempt to force a neutral power to become a vassal state (7.2).
  c) Attempt to provoke a rebellion in an enemy total-controlled area (7.3).

Important: Return diplomacy stratagem markers to the stratagem pool after use.

Joint Recruitment Phase: During the Recruitment Phase:
1) Both players collect TPs (6.1).
2) If either or both players lost their King in the previous game turn (8.1), that player or players randomly pick a new King.
3) Both players use TPs to recruit units from their respective unit pools. Each player should roll 1d6, with Player A winning all ties. The player with the higher result may choose to place one unit (or two levy units) first, or second. Players then alternate purchasing units until both sides have completed their recruitment for this phase.

Player A; Operations Phase (10.0): Player A conducts operations with any units under Player A’s control. This includes allied units.

Player B; Operations Phase: Player B conducts operations with any units under Player B’s control. This includes allied units.

Joint End of Turn Phase:
1) Both players may redistribute units among friendly total controlled areas (5.2).
2) Determine if any Kings on the map die (removed from the map) of disease or natural causes (8.1).
3) Determine if the Pope dies (8.2).
4) Move the GT marker to the next GT box. If the current GT is 7, both players determine victory (4.0).

5.2 Redistribution of Units
During the End of Turn Phase both players may redistribute their units from any (land and/or sea) area that is in their total control to other areas in their total control.
- Each player should roll 1d6, with Player A winning all ties.
- The player with the higher result may choose to redistribute one unit (or two levy units) first, or second.
- Players then alternate redistributing units until both sides have completed all desired actions this phase.
- A unit can only be redistributed one time during the phase.
- Redistribution does not cost OPs.
- After redistribution is complete each player may have a maximum of:
  a) Three units of any type in a total-controlled area without a city, or
  b) Five units of any type in a total-controlled area with a city.

Important: Kings do not count against this limit.
- The above limits only apply at the end of the End of Turn Phase.
6.0 TREASURY POINTS & UNIT RECRUITMENT

During the Joint Recruitment Phase both players collect TPs. Each player tracks the number of TPs collected using their respective TP markers on the General Data Track. TPs represent taxation and trade used to recruit units.

- If there are no units belonging to an active power that started the game as a neutral on the map and the opposing side currently controls the home area of that power, neither player may recruit units of that power, unless a player conducts a successful rebellion attempt (7.3).
- If an allied power’s home area is under total control of the opposing side and there are units belonging to the power on the map, those units remain on the map until eliminated or the opposing player makes a successful rebellion attempt against that power.
- Player A will collect and track treasury points for France and all allied powers.
- Player B will collect and track treasury points for Aragon and all allied powers.

Important: Powers allied to either side do not collect or track their own treasury points.

6.1 Collecting Treasury Points

At no time in the game may a faction have more than ten TPs.

- Any TP gained (at any time) above the limit are forfeit.

Important: The above maximum applies when adding TP due to the play of stratagem markers (12.0).

Example: During the Joint Recruitment Phase, a player has nine TP remaining from the previous GT. The player could add a maximum of one TP to that faction’s TP total.

- TP can be carried over from turn to turn if the total TP do not exceed the above limit.

- Each faction gains TPs from:
  1) Each city in a land area under friendly total control yields one TP.
     This includes cities in land areas totally controlled by allied powers.
  2) If a neutral power is a vassal state, the player rolls 1d6 for each city under the vassal’s control.
     If the result is 1-4: that side gains one TP.
  3) Gold stratagems.
  4) Trade concessions.

6.2 Use of Treasury Points

During the Joint Recruitment Phase players use TPs to recruit units.

- Players must pay the cost in TP and place the units recruited in any friendly total controlled area. A player can recruit no more than three units in a single area.
- To recruit one unit, players pay the required cost in TPs, pick the selected unit from the respective Recruit Pool, and place it in any friendly total controlled area.

Important: If a player recruits a single levy unit, the player must expend one TP.

- Each player may recruit up to one unit from each power allied to that side if the home area of that allied power is friendly total controlled. Players may place allied units in any friendly total controlled area with a city.
- Players may place fleets in any sea area adjacent to a friendly total controlled land area with a city.

Recruiting Costs:

Levies: \(\frac{1}{2}\) TP  
Field Armies: 1 TP  
Mercenaries: 1 TP  
Raiders: 1 TP  
Fleets: 2 TPs

Important: The number of units on the counter sheet is the limit.
7.0 POLITICS

During the Joint Political Phase, each player may attempt to change the status of a power. Politics affect powers, not just an area.

Important: Players cannot use politics to change the status of France, Anjou, and Aragon.

- The players conduct three rounds. In each round Player A then Player B alternate playing political markers.
- The player announcing an attempt must expend (return to the pool) one political marker.
- Each player may only attempt one diplomacy, one vassalage, and one rebellion per game turn.
- If a player passes in any round, that player forfeits one of the three above political attempts (player’s choice) each time that player passes.
- The opposing player may attempt to thwart the attempt by expending one political marker. The players must then:
  1) Each roll 1d6.
  2) The opposing player, then the attempting player, declare if they are using either or both of the below modifiers.
  3) A player may modify their DR by:
     a) Adding one friendly King’s diplomacy rating to the DR; and,
     b) Add one to their DR if that player currently has the Pope marker on the map.
     c) Add one to their DR if that player expends one TP. Only one TP may be expended per attempt.

Important: Each King or the Pope marker can modify the above die rolls once per game turn.

4) Determine if the thwart attempt succeeds or fails.
   a) If the attempting player’s modified result is higher than or equal to the opposing player, the thwart attempt failed, and the attempting player may proceed with the attempt.
   b) If the opposing player has the higher modified die roll, the thwart succeeded, and the attempting player does not continue with the political attempt. Both players must still expend the marker.

7.1 Diplomacy

A player may attempt diplomacy against any power. A player may:

1) Activate a neutral power as an ally; or,
2) Revert to neutrality a power allied to the opposing side; or,
3) Revert a power that is a vassal of the other side to neutrality.

- Diplomacy Procedure: The player expends a political marker and then declares which power the attempt will affect and the type of diplomacy (listed above).

7.1.1 Activating a Neutral Power as an Ally

The attempting player rolls 1d6 and consults the Diplomacy Table. Modify the result using the modifiers below the table. If the modified result is Alliance, the attempt is a success. Implement the result immediately.

7.1.2 Revert to Neutrality

If the attempt was made against a neutral power, that power immediately joins the side that made the attempt.

a) Flip all units so their combat side is facing up.

b) In the next Joint Recruitment Phase, the player may recruit one eliminated unit from the now allied power (6.2).

c) The player may move and conduct operations with all allied units normally, subject to the restrictions in 10.0.

7.1.3 Revert Opponent Ally to Neutrality

If the attempt was made against a power allied with the opposite faction, the attempting player:

1) Removes all units belonging to that power; and,
2) Rolls 1d6 and halves the result (1.2). If the attempt is successful, the attempting player then selects that number of units belonging to the neutral power (up to the power’s available units) and places them face down in the home area of that power. If other units of either side occupy the home area, the players must move them out of the area in the ensuing player phases. The power remains neutral until activated.

7.2 Vassalage

A player may attempt to turn a neutral power into a vassal state.

- A vassalage attempt uses the same procedures as a diplomacy attempt using the Vassalage Attempt column on the Diplomacy Table.

Important: Players can only attempt vassalage against neutral powers that are not currently a vassal of the opposing side.

- If the attempt succeeds, the power becomes a vassal of the attempting side.

- A vassal state allows:

  a) The controlling side to place recruited units (from any powers friendly to the controlling side) in any land area (with a city) occupied by the vassal’s units.

  b) Units of a vassal power must remain in the vassal power’s home areas.

  c) Units of a vassal power cannot be recruited by the controlling side.

  d) The controlling side may also receive TP from a vassal state upon a successful DR (6.1).
7.3 Rebellions
Players may attempt to foment a rebellion in any home area of a power:
1) That started the game as a neutral; and,
2) Whose home area is under total control of the side not allied to the attempting power; and,
3) All ground units belonging to that power are currently not on the map.

Important: The power may have fleet units remaining on the map.

- A rebellion attempt uses the same procedures as a diplomacy attempt, except the player uses the Rebellion Attempt column on the Diplomacy Table.
- If the attempt is a success, the attempting player:
  a) Removes all fleet units of the rebelled power.
  b) Rolls 1d6. The result is the number of that power’s ground units the attempting player may place (up to the counter limit) in the home area of the power. These units are allied to the attempting player’s side.

8.0 KINGS & POPES
Kings are rated for their diplomacy (left number) and military value (right number) abilities. Both sides have their own Kings.

1) Player A has the King of Naples (Anjou) and King of France.
2) Player B has the King of Aragon.

8.1 Death of a King
Kings are killed (removed from the map) if:
1) All friendly units stacked with the King are eliminated in combat; or,
2) During the Joint End of Turn Phase, both players roll 1d6 for each of their Kings on the map.

If the result is a 5-6, the King dies of disease or natural causes.

- Players place eliminated Kings in their respective King pool.
- During the Joint Recruitment Phase, if a King died in the previous game turn, the affected player randomly picks a new King for that faction. The player may only place the King in any friendly total controlled area on the map occupied by units belonging to that faction (not allied units). If no such area is available, do not pick a new King that game turn.

8.2 The Pope Dies
During the End of Turn Phase, the last Player holding the Pope stratagem marker rolls 1d6.

If the result is a 6: the Pope has died. If either player has the Pope stratagem marker, the marker is returned to the pool.

9.0 STRATAGEM MARKERS
Players draw stratagem markers at random during the Stratagem Markers Phase. Players may also gain markers after a successful siege or battle. The explanation for stratagem markers is at the end of the rules (12.0).

- Player A, then Player B, alternate picking markers until each player has drawn four markers, or there are no markers left in the pool.
- Players may not pass on a pick.
- Players are not required to reveal their stratagem markers to their opponent.

Exception: Markers that require use during the current game turn.

- Players can accumulate any number of stratagem markers during play.
- Stratagem markers can cancel each other during play.
- Unless stated otherwise, players may use multiple markers during each phase or operation.

Example: If both players use a military advantage marker to modify one combat die roll, the resultant DRMs cancel each other.

10.0 OPERATIONS
During each player’s Operations Phase, units (forces) may perform movement operations (ground, naval) and combat operations (raids, field battles, and naval battles).

- Forces are activated one at a time.
- The player decides the order to activate forces.

Exception: Amphibious landings (11.2).

- A player begins an action by selecting one force of friendly units in one land or sea area. The player must identify the units that will make up the force.

1) A force cannot consist of units from different powers.

Exception: Fleet transport (11.2).

2) A force may consist of any number of units.

Important: The maximum number of units in a single area only applies at the end of the End of Turn Phase (5.1).

- The phasing player then rolls 2d6 and totals the result. Once the OPs DR is made the player cannot add other units to the force in from that initial area. The player may apply the modifiers listed below to the total:
  1) If a King is part of the force, modify the total by the King’s military value (right number); and,
  2) The player may expend one or two military advantage markers. Each marker provides a +1 modifier to the total.

Important: Unlike diplomacy, a King’s military value can be used any number of times during an Operations Phase.
Once the OPs DR is made, the player cannot add other units to the force from that initial area.

The modified result is the number of OPs the force may expend during this operation. OPs are expended in accordance with the Operation Point Cost Table (on the map).

**Important:** The maximum number of OPs points a force can receive is 15, regardless of the actual DR plus modifiers. Players should use the OPs counter on the General Data Track to track the number of OPs the force has remaining.

- The force may then move and conduct combat in any order the owning player desires until one of the events listed below takes place:
  1) The force has expended all allocated OPs.
  2) The owning player has completed all desired actions with that force.
  3) The force is eliminated.

- Once a force has completed all actions, the owning player should note in some way that those units have completed their operations for that game turn.

- The phasing player may then pick another force and conduct actions with that force using the above procedure. A player may continue to activate forces until all units have completed their actions or the player desires to end his Operations Phase.

### 10.1 Movement

A land unit may only enter land areas. A fleet may only enter sea areas. Both land units and fleets may enter, and leave, areas occupied by enemy units, but this may result in interceptions (10.2) and/or combat (10.3).

**Exception:** Land units may enter a sea area when being carried by a fleet (11.2).

**Important:** Land units must be transported by fleets to cross the straits between Sicily/Italy and Sardinia/Corsica.

- The player expends OPs as the force takes an action, per the Operations Point Cost Table. If the force does not have enough OPs remaining to complete an action, the force may not initiate the action.
- A land force may enter a neutral power’s land area; however, this movement constitutes an invasion. The neutral immediately becomes allied to the opposing side and the moving force is immediately subject to possible interception (10.2).
- A force may drop off units at any time, but those units have then completed their action for that game turn.
- A force may pick up any friendly units that have not yet been activated.

**Exception:** Additional units may not be picked up in the initial area once a force has started its action (10.0).

### 10.2 Interceptions

The non-phasing player may attempt to intercept enemy ground units or fleets exiting and/or entering areas occupied by the non-phasing player’s forces.

- When a moving force enters and/or leaves an area, the non-phasing player may declare an interception attempt (this may be attempted once when the moving force enters the area and again when it leaves).
- The non-phasing player may choose to intercept with any number of friendly units in the area, regardless of the number of powers. The non-phasing player must declare all attempting units prior to determining if the attempt is successful.
- To resolve the interception attempt, the non-phasing player rolls 1d6 modifying the DR as follows:
  - +1: If the moving force is exiting the area in which the interception is declared.
  - -1: If more than one power is attempting the interception.
  - -1: If the intercepted force contains raider units only.
  - +1: If the non-phasing player expends a military advantage marker (maximum of one).
  - -1: If the phasing player expends a military advantage marker (maximum of one).

If the result of the modified DR is 4-6: the interception succeeds.

1) The intercepting player conducts a field battle against the moving force.
2) The phasing player may not pick up friendly units in the area until after the interception combat is resolved.
3) The phasing player may not attempt to avoid battle (10.3).

- The intercepted force may continue its movement with any surviving units.

**Important:** The non-phasing player does not expend OPs to intercept or to conduct the ensuing combat if successful.

### 10.3 Combat

During the Operations Phase, a force of units may attack other enemy units in the same area.

- Combat is voluntary, there is no requirement for opposing units in the same land or sea area to conduct combat with one another.
- A given force may conduct as many combats as the player desires if it has enough OPs to do so.
- When a player declares a combat in an area, the active force must attack all enemy units in that area.
10.3.1 Combat Declaration
The phasing player declares that he is going to attack all enemy units in the same area as the force conducting the action. He expends the required number of OPs.
- Units of different powers are attacked as one force.
- The non-phasing player has the option of trying to avoid combat. The non-phasing player rolls 1d6 and modifies the DR:
  -1: If all units in the phasing player’s force are raiders.
  +#:\ If a King is part of the non-phasing player’s force, modify the DR using the King’s military value.
- If the modified result is 5: the non-phasing units avoid combat with non-raider unit(s), but the phasing player may choose to conduct the battle with raider units only. The non-phasing player cannot avoid combat with raider units.
- If the modified result is 6: the non-phasing units avoid combat (from all types of units). The avoiding units do not move to another area.
- If the attacked player refuses to try to avoid combat or fails the avoid combat die roll, combat must be resolved.

10.3.2 Combat Procedure
There are two types of combat, Raids and Field Battles (field battles include combat between fleets). Each combat follows the procedures in the order given below:

1) The phasing player declares an attack against enemy units in the active force’s current area.

2) Players determine the initiative. Both players secretly determine the number of military advantage and/or ambush markers they will expend to modify the DR. Both players roll 1d6 and modify each DR:
   a) If the friendly force contains a King, add the King’s military value (second number); and,
   b) Both players reveal the number of markers they expend and then add one to the DR for each military advantage and/or ambush markers expended.

Important: The defender (non-phasing player) wins all ties.
3) The player with the higher modified DR has the initiative (the non-phasing player wins all ties). The player with the initiative then determines if the combat is a raid or field battle, and thus which combat table (see map) will be used.
4) The phasing player totals the number of attacking units (Kings are not counted).

Important: Each Combat Table lists specific units that count as two units when using that table.
5) The phasing player then consults the Combat Table determined in step 3 and rolls 1d6. Modify the DR in the order given:
   a) If the attacking force contains a King, add the King’s military value (right number).
   b) If the defending force contains a King, subtract the King’s military value (right number).
   c) If the attacking force contains a mercenary unit, add one.
   d) If the defending force contains a mercenary unit, subtract one.
   e) The attacking player may expend one stratagem marker that applies to the attacker.
   f) The defending player may expend one stratagem marker that applies to the defender.
6) The player then cross references the modified DR with the number of attacking units and applies the result given.

Important: If the number of attacking units exceeds 10, use the 8–10 column on the table.
11.0 NAVAL OPERATIONS

11.1 Naval Movement

Units may use naval movement to move and/or launch amphibious operations.

Important: Fleet units may exist in a sea area with enemy land units in an adjacent land area. Fleet units do count towards the total units when conducting redistribution (5.2) for a sea area.

- To perform a naval movement action, a fleet must be selected as the action force (10.0). Any number of fleets in a single sea area may be part of the force; however, all fleets must belong to the same power.
- Fleets may be intercepted by opposing fleets using the procedure in 10.2.
- If the fleet does not start the action in a sea area adjacent to a friendly totally-controlled land area containing a city, the fleet must spend the OPs to move to such an area.

Example: Player A has a fleet in the sea area to the southwest of Sardinia. The sea area is adjacent to Caralis and the Sultanate of Bougie. The Sultanate of Bougie is totally controlled by Player B and Caralis is totally controlled by Player A; however, since the city of Cagliari is along the coast in the sea area southeast of Sardinia, Player A must move the fleet to another sea area prior to commencing operations.

Important: Taranto is adjacent to the sea area to the southwest of Sardinia.

Example: Using the above example, Player A first moves the fleet to the sea area surrounding the Kingdom of Majorca (Player A has total control of this area), paying one OP. He then moves the fleet to the sea area adjacent to Arborea (one OP), then picks up one land unit (zero OP), moves to the sea area adjacent to Provence County (one OP) and unloads the land unit in Provence County (zero OP) for a total expenditure during the action of three OPs.

1) The non-phasing player may attempt interceptions during this move.
2) The phasing player cannot conduct any other action (including embarking or debarking land units) until arriving in the target sea area.

- If the fleet starts its action in a sea area adjacent to a friendly totally-controlled land area containing a city, or once a fleet has transited to such a sea area, it may then conduct actions up to its number of remaining OPs.

11.2 Fleet Transport Operations

As part of a fleet action, fleets may transport land units.

- Embarking or debarking transported land units does not expend OPs unless conducting an amphibious landing.
- The transported land units are activated as part of the fleet action. A separate action is not conducted.
- Transported land units must be embarked and debarked in the same fleet action; transported units cannot remain on board a fleet when the fleet completes its action.
- One fleet may transport two land units (of any type) and any number of Kings.

Important: Unlike other actions, a fleet may transport land units of any friendly power.

- A fleet may embark or debark friendly land units in any adjacent land area that is not under enemy total control at any point during the fleet’s action. A single fleet may conduct transport multiple times during its action.
- A fleet may also debark land units into an enemy totally controlled land area. This is called an amphibious landing.
  1) The player must expend one OP to conduct an amphibious landing.
  2) The fleet must end its action in the adjacent sea area from which the amphibious landing took place. The fleet action is complete (even if OPs remain).
  3) The player must then immediately conduct an action using the land units that made the amphibious landing. This action is conducted normally.

11.3 Naval Combat

Fleets may engage in naval combat against enemy fleets in the same sea area.

Exception: Fleets may not engage in naval combat if transporting land units.

- Naval combat uses the same procedures as land combat (10.3).

Important: Aragon, Genoa, and Venice fleets count as two fleets.

- Use the Field/Naval Battle Table to resolve combat. Fleet units may not use the Raid Combat Table.

Important: Fleet units cannot engage in combat with land units nor can land units attack fleet units.

11.4 Coastal Raids

If rule 11.1 is in use, an Aragonese fleet embarking one or more mercenary units can be used to raid enemy-controlled coastal areas. Coastal raid is a type of operation. The Aragonese fleet units can combine coastal area raids with other types of operations (movement, combat, etc.).

Procedure: The Aragonese player spends one OP and announces that his fleet unit is going to carry out a coastal raid. The mercenary unit is placed in the coastal area. Roll one die.

- On a die roll of 4–6: the Aragonese player earns 1 TP. Embark the unit back on the Aragonese fleet unit.

Historical Note: This simulates the use of naval raids by Almogavar forces to pillage the coasts of Southern Italy to harass the territories under Anjou control.
12.0 STRATAGEM EXPLANATIONS

**Ambush**

*When to use:* During either player’s Operations Phase. Expends the marker on use.

*Effects:*

- **Raid Combat:** +1 DRM for the attacker or −1 DRM for the defender. Attacker always declares first.
- **Interception:** +1 DRM to interception attempts.
- **Initiative:** +1 DRM (either or both players may use in the same game turn).

*Disposition:* Return to the pool when expended.

**Coup de Main & Siege Train**

*When to use:* Attacker only, during a field battle.

*Effects:* If the area contains a city apply a +1 DRM to a field battle. The player cannot use a coup de main marker and a siege marker in the same field battle.

*Disposition:* Return to the pool when expended.

**Crusade**

*The Pope calls for a Crusade in the Holy Land.*

*When to use:* If the Pope is not in Rome return the marker to the pool (without playing it). If the Pope is in Rome the marker must be played during the Joint Stratagem Markers Phase.

*Effects:* The player drawing the marker must immediately withdraw one fleet, and two of any other unit type except raiders. The player cannot withdraw additional units. The player may withdraw them from any area and any friendly (not vassals) power. Units do not have to withdraw from the same area. Set the units aside, they return to the map during the Joint Recruitment Phase of the first game turn that there is a friendly eligible totally controlled land area. If the player does not have a fleet currently on the map, the player must recruit a fleet as the first unit purchased in the ensuing Recruitment Phase.

*Disposition:* Return to the pool during the End of Turn Phase.

**Diplomacy**

*When to use:* During the Political Phase.

*Effects:* Allows the player to attempt to thwart one diplomacy, vassalage, or rebellion attempt.

*Disposition:* Return to the pool when expended.

**Gold**

*When to use:* During the Joint Recruitment Phase of the current game turn.

*Effects:* The player gains an additional one TP.

*Disposition:* Return to the pool during the End of Turn Phase.

**Military Advantage**

*When to use:* During either player’s Operations Phase. Attacker declares first.

*Effects:*

- **Operation Points:** Apply a +1 DRM to owning player OP die roll.
- **Field Battle or Raid Combat:** +1 DRM for the attacker or −1 DRM for the defender. Attacker always declares first.
- **Initiative:** +1 DRM (either or both players may use in the same game turn).

*Disposition:* Return to the pool when expended.

**Piracy**

*When to use:* During the Joint Recruitment Phase, after TP have been determined.

*Effects:* The opposing player reduces his total TP gained by 2.

*Disposition:* Return to the pool during the End of Turn Phase.

**Plague**

*When to use:* The player must reveal this marker during the Joint Stratagem Markers Phase. The revealing player then rolls 1d6.

- **If the result is 1–3:** Plague occurs; place the marker in the current GT Box plague side up.
- **If the result is 4–6:** plague does not occur; place the marker in the current GT Box Plague side down.

*Plague Effects:* All (both land and naval) operation costs for that turn are doubled (for both players).

*Disposition:* Return to the pool during the End of Turn Phase.

**The Pope**

*When to use:* During the Joint Stratagem Markers Phase. If the drawing player controls Rome, immediately place the Pope marker in Rome upon drawing the marker. If the player does not control Rome, return the marker to the pool.

*Effects:* The Pope provides a DRM to one rebellion, vassalage, or alliance DR each game turn.

*Disposition:* The Pope remains in Rome until either the player does not have total control of Rome, or the Pope dies (8.2). If either of the above are true at any time, remove the Pope marker and return it to the pool.

**Trade Concession**

*When to use:* During the Joint Recruitment Phase of the current game turn.

*Effects:* The player gains an additional two TP.

*Disposition:* Return to the pool during the End of Turn Phase.
**13.0 OPTIONAL SCENARIO**

**Historical introduction:** In the Spring of 1282, Charles of Anjou was readying a large fleet at Naples to launch a Crusade against the Byzantine Empire, conquer Constantinople and restore the Latin Empire. But then, something unexpected happened: a riot broke out in Palermo at the hour of vespers on Eastern Monday, March 30, 1282. The local Sicilians, incensed by the alleged French insults, quickly massacred all French in the city. The rebellion spread to all of Sicily. It is not clear whether the Aragonese or the Byzantine, or both were behind the rising. The former, however, were quick to take advantage of the rebellion, for the current King of Aragon, Peter III, had dynastic claims over Sicily (he had married a Hohenstaufen princess, Constance of Sicily). In August, a Sicilian delegation offered Peter the crown of the island. Peter accepted, and landed at Trapani, thus unleashing a war between the house of Anjou and the Aragonese Crown: the War of the Sicilian Vespers, which ultimately involved almost all Mediterranean powers. In the end, the son of Peter III became king of Sicily in 1302 as Frederic III of Sicily, thus beginning a long period of Spanish hegemony over Sicily, that would last until the early 1700s.

**Game length:** 3 Game Turns (1282–1290, 1291–1300, 1301–1310).

**Set up:** As per the standard scenario (3.0).

**How to Win:** Aragon must control:
1) Sicily (both areas); and,
2) Malta; and,
3) It must prevent France from taking any of the following Aragonese areas:
   - Upper Aragon,
   - Catalan counties,
   - Rosselló,
   - Urgell.

Any other result is a French/Angevin victory.

---

**14.0 OPTIONAL RULES**

These rules may be used with either scenario.

**14.1 Mercenaries**

Mercenary units can be recruited by the Aragon player. They operate like normal units, with the following exception:

- If they do not participate in at least one combat per game turn, they may mutiny.
- The player using mercenary units must keep track of the number of combats they participate in.
- If they do not participate in any combat during a given game turn, roll 1d6 for each mercenary unit.

**On a DR of 1–4:** the unit mutinies. Remove it from the map.

The player controlling that unit loses 1 TP (this represents the mercenaries running amok, pillaging, and burning).

- Mercenary units can be used to fulfill the “Crusade” event (it is not necessary to roll for mutiny—simply send them off to the Levant).

**Historical Note:** This simulates the Almogávar mercenaries serving the King of Aragon. Historically, after the end of the war for Sicily, they were sent to the East, to serve the Emperor of Byzantium against the Turks.

**14.2 Poison**

If there is a non-friendly Pope in Rome, the player controlling the other faction may spend 1 TP to add +1 DRM to the death of the Pope DR. No more than one TP can be used.

**14.3 Territorial Concessions**

Players may negotiate the concession of territories to improve their chances of gaining the Alliance of any neutral. For instance, the Aragon player can conquer Navarre then use it as a bargaining chip to achieve the alliance of Castile or cede the Kingdom of Murcia (controlled by the Aragonese player at the beginning of the game). In that case, add +3 to any diplomacy attempts with Castile.
## TABLES

### FIELD/NAVAL BATTLE TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1 unit</th>
<th>2 units</th>
<th>3 units</th>
<th>4 units</th>
<th>5–7 units</th>
<th>8–10+ units</th>
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<tbody>
<tr>
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<td>DV</td>
<td>DV+S</td>
<td>DV+S</td>
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</table>

Field Armies & Mercenary units count as two units.

### RAID COMBAT TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1 unit</th>
<th>2 units</th>
<th>3 units</th>
<th>4 units</th>
<th>5–7 units</th>
<th>8–10+ units</th>
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<td>CA</td>
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<tr>
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<td>DV+S</td>
<td>DV+S</td>
<td>DV+S</td>
<td>DV+S</td>
</tr>
</tbody>
</table>

Raider units count as 2 units.

Aragon, Genoa, Venice naval units count as two units.

### THE BELOW APPLY TO BOTH THE FIELD/NAVAL BATTLE AND RAID COMBAT TABLES

**Die Roll Modifiers:** Numbers signify Attacker/Defender.
- +#/−#: Equal to the military value rating of one King (per side).
- +1/−1: If mercenary units are part of force.

Each side may only use one of the below Stratagem Markers:
- +1/−1: Field Battle and Raid Combat: Military Advantage marker.
- +1/−1: Raid Combat only: if using an Ambush marker.
- +1/0: Field Battle only if area contains a city: Siege Train marker.
- +1/0: Field Battle only if area contains a city: Coup de Main marker.

**Combat Results:**
- **CA (Counterattack):** Each player eliminates one unit. The defending player may then launch a counterattack, performing steps 4 through 6. There is no OP cost for this attack. The defending player must use the same table. There is no limit to the number of counterattacks that may occur in one combat.
- **BB (Bloodbath):** The attacking player eliminates at least one unit and may choose to eliminate any number of additional units in the attacking force. The defender must eliminate units equal to the number of units eliminated by the attacker. Units that counted as two units during combat resolution count for two units when determining losses.
- **NE (No Effect):** The combat ends. The attacking player may initiate another combat but must expend an additional two OPs.
- **DV (Decisive Victory):** Eliminate the number of defending units up to the total number of attacking units. The attacking player must eliminate one unit. Units that counted as two units during combat resolution count for two units when determining losses.
- **DV+S (Decisive Victory with Stratagem marker):** The defending side eliminates all units. The attacking side may randomly pick one stratagem marker.
### DIPLOMACY TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Rebellion</th>
<th>Vassalage</th>
<th>Diplomacy</th>
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<tbody>
<tr>
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<td>NE</td>
</tr>
<tr>
<td>2</td>
<td>NE</td>
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<tr>
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<td>NE</td>
<td>NE</td>
<td>NE</td>
</tr>
<tr>
<td>4</td>
<td>NE</td>
<td>Vassalage</td>
<td>NE</td>
</tr>
<tr>
<td>5</td>
<td>Rebellion</td>
<td>Vassalage</td>
<td>Alliance</td>
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<tr>
<td>6</td>
<td>Rebellion</td>
<td>Vassalage</td>
<td>Alliance</td>
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<tr>
<td>7+</td>
<td>Rebellion</td>
<td>Vassalage</td>
<td>Alliance</td>
</tr>
</tbody>
</table>

NE: No Effect (Failure)

**Rebellion Attempt:** Rebellion result allows a side to foment rebellion in enemy total controlled home area of a power that began the game as a neutral power (none of the neutral power’s units may be on the map). Roll 1d6 and place that number of the neutral power’s units on the map that are now under control of the attempting player.

**Alliance Attempt:** Alliance result allows a player to:

1) Activate a neutral power as an ally; or,
2) Revert an active power to neutrality; or,
3) Revert a power that is a vassal of the other side to neutrality.

**Vassalage Attempt:** Vassalage result allows a player to turn a neutral power into a vassal state. The power becomes a vassal of the attempting side.

**DR Modifiers:**

- Add diplomacy rating of a King or the Pope. Can only be used once per game turn.
- Each player may only attempt one diplomacy, one vassalage, and one rebellion per game turn.
- A player may expend one TP to gain +1 die roll modifier. Only one TP may be expended per attempt.
- Opposing player may attempt to thwart any attempt (7.1).

### Allied & Vassal powers:

**Neutral:** The power is not aligned toward either side and its units are initially deployed on the map face-down. They may ally (become active) themselves to one side or the other due to invasion or diplomacy.

**Vassalage:** Neutrals may start or become a vassal of one side or the other. A vassal provides benefits to the side that has established vassalage over the neutral power.

**Ally or Allied:** Neutrals may start or become allied to either side by invasion of the opposing side, or diplomacy.

1) Cities in land areas totally controlled by Allied factions award one TP (6.0).
2) If a neutral power is a vassal state, the player rolls 1d6 for each city under the vassal’s control.

### If the result is 1-4;

- That side gains one TP (6.1).
3) Each player may recruit up to one unit from each power allied to that side if the home area of that power is friendly total controlled. Players may place allied units in ANY friendly total controlled area with a city (6.2).

### UNIT RECRUITING COST SUMMARY

<table>
<thead>
<tr>
<th>Unit</th>
<th>Cost in TP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Field Army</td>
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</tr>
<tr>
<td>Levy</td>
<td>½ TP</td>
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<tr>
<td>Raider</td>
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<tr>
<td>Mercenary</td>
<td>1 TP</td>
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<tr>
<td>Fleet</td>
<td>2 TP</td>
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### OPERATION POINT COST TABLE

<table>
<thead>
<tr>
<th>Operation</th>
<th>Operation Point Cost</th>
<th>Diplomacy Markers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement (ground)</td>
<td>1 Per area entered.</td>
<td>–</td>
</tr>
<tr>
<td>Movement (naval)</td>
<td>1 Per area entered.</td>
<td>–</td>
</tr>
<tr>
<td>Amphibious landing</td>
<td>+1</td>
<td>–</td>
</tr>
<tr>
<td>Combat</td>
<td>2</td>
<td>–</td>
</tr>
<tr>
<td>Vassalage</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>Diplomacy</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>Rebellion</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>
SEQUENCE OF PLAY

Joint Stratagem Markers Phase (9.0): Player A, then Player B, alternate randomly picking markers until each player has drawn four markers, or there are no markers in the pool. Players may not pass on a pick.

Important: Stratagem markers can also be gained by certain combat results (10.0).

Joint Political Phase (7.0): During the Political Phase both players may use diplomacy stratagem markers (9.0) to perform actions. Taking turns, first Player A and then Player B may attempt the below actions (in any order):

a) Attempt to ally with a neutral power (7.1).

b) Attempt to force a neutral power to become a vassal state (7.2).

c) Attempt to provoke a rebellion in an enemy total-controlled area (7.3).

Important: Return diplomacy stratagem markers to the stratagem pool after use.

Joint Recruit Phase: During the Recruitment Phase:

1) Both players collect treasury points (6.1).

2) If either player lost their King in the previous game turn (8.1), that player or players randomly pick a new King.

3) Both players use treasury points to recruit units from their respective unit pools. Each player should roll 1d6, with Player A winning all ties. The player with the higher result may choose to place one unit (or two levy units) first, or second. Players then alternate purchasing units until both sides have completed their recruitment for this phase.

Player A; Operations Phase (10.0): Player A conducts operations with any units under Player A’s control. This includes allied units.

Player B; Operations Phase: Player B conducts operations with any units under Player B’s control. This includes allied units.

Joint End of Turn Phase:

1) Both players may redistribute units among friendly total controlled areas (5.2).

2) Determine if any Kings on the map die (removed from the map) of disease or natural causes (8.1).

3) Determine if the Pope dies (8.2).

3) Move the GT marker to the next GT box. If the current GT is 7, both players determine victory (4.0).