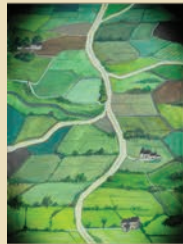


Property Cards:



Castle: A Castle (or Palace) anchors a Fief. It is a Fief by itself. A Lord can be installed. A normal Castle is destroyed when it receives 2 damage points, but a Palace is destroyed only when it receives 3 damage points.



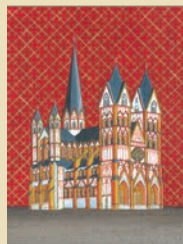
Land: Gain 1 Army Card when placed from the Hand. Supports 1 Army Card on the field in Battle. Allows Recruiting as an Action (draw 1 Army Card). Land is destroyed when it receives 1 damage point.



Market Town: When a Land is placed from the Hand into a Fief with a Market Town draw 2 Army Cards (instead of 1). Each Land in the same Fief supports 2 Army Cards in the field. Recruit 2 Army Cards (instead of 1) when Land is present in its Fief. A Market Town is destroyed when it receives 1 damage point.



Church: Allows an Earl to Bequeath even when a Cathedral is in play. May allow "Church Decides" control. A Fief with a Church (or a Cathedral) and an Abbot (a Monk Lord) gains the special "Monastery" Action ability. A Church is destroyed when it receives 1 damage point.



Cathedral: Only one can be in play, prevents all other Earls from Bequeathing. Resolves all "Church Decides" battle results. A Fief with a Church (or a Cathedral) and an Abbot (a Monk Lord) gains the special "Monastery" Action ability. The Cathedral is destroyed when it receives 1 damage point.

Face Cards:



Prince: An Earl can only have one Prince in play at a time. May be made a Lord. Play a Banner Card on a Prince Lord to Bequeath. A Prince Lord fielded into a Raid or Siege has the opportunity to seize a destroyed Property or Castle. The Fief of a Prince Lord killed with Treachery remains. In Battle, a Prince is 1/1.



Vassal: A Vassal may be made a Lord. A Vassal Lord fielded into a Raid or Siege has the opportunity to seize a destroyed Property or Castle. Vassals can be sent as Emissaries to the Vikings from the Hand. Only Vassals can be used in Political Struggles. In Battle, a Vassal is 1/1.



Champion: A Champion may be made a Lord. The Champion is a wild card in a Joust, becoming either a Prince or Vassal as needed. In Battle, a Champion is 2/1.



Monk: A Monk can be made an Abbot (Lord). Monks can be sent as Emissaries to the Vikings from the Hand. A Fief with a Church or a Cathedral and an Abbot (a Monk Lord) gains the special "Monastery" Action ability. In Battle, a Monk is 0/1.



Mercenary: Unlike other Face Cards, the Mercenary is played from the Hand and placed in front of the player's Earldom. Plays as a Knight Army Card, provides one garrison slot, does not need Land to be fielded. Vulnerable to both Treachery and Intrigue. In Battle, a Mercenary is 2/1.

Political Cards:



Treachery: Play a Treachery card to attempt 1 of 3 things:

1. **Assassinate a Lord (or Abbot):** Attempt to kill a Lord or Abbot in another Earl's Castle.
2. **Damage an Earl's Hand:** Attempt to randomly remove 2 cards from another Earl's Hand.
3. **Remove a Mercenary:** Attempt to remove a Mercenary Card from the table.



Intrigue: Play an Intrigue card to attempt 1 of 3 things:

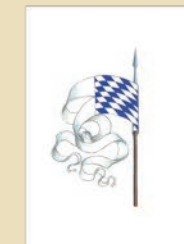
1. **Steal Properties from a Fief:** Intrigue attempts to steal up to 2 attached Properties from a single Fief.
2. **Steal Armies from an Army Reserve Pool:** Intrigue attempts to steal up to 2 Army Cards from any Army Reserve Pool.
3. **Steal a Mercenary:** Intrigue attempts to steal a Mercenary Card on the table.



Allies: The Allies Card is used to counter the offensive Political Cards: Treachery and Intrigue. An Earl can play an Allies Card from his Hand in an attempt to stop the declared attack; this can continue into a Political Struggle with Vassals.



Banquet: A Banquet Card is played as an Action to draw two cards from your Earl Deck. An Earl may still take any free Actions, and then draw a card to end his Turn. An Earl, thus, draws 3 cards in total on a Turn when he plays a Banquet.



Banner: Play a Banner Card to do one of the following:

1. **Bequeath the Earldom:** When an Earl plays a Banner Card on his Prince Lord.
2. **Attempt to Become King:** An Earl must have at least two Banners displayed in this way, and two more such banners than does any other Earl who is also attempting to claim the title.
3. **Initiate a Joust:** An Earl may toss a Banner Card into the center of the table to initiate a Joust. A Banner Card can also be used to opt out of a Joust.