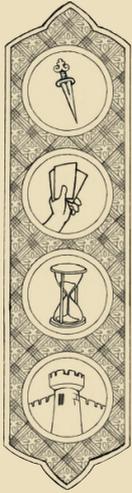


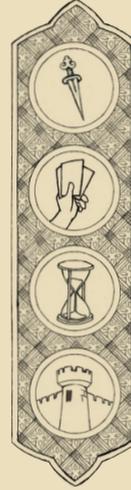
Quick Set-up

Note that your first game of Ortus Regni will be more of a learning experience than a competitive game.



- ♦ Build a 24 card Earl Deck from your card tray (excluding your Palace Card).
- ♦ Place your Palace Card in front of you on the table.
- ♦ One cube is drawn from the Bag to determine starting player.
- ♦ Place the Vikings and their Markers to the starting player's right.
- ♦ Every player **draws** 5 cards as their opening Hand.
- ♦ The starting player takes his turn and play proceeds in a clockwise manner.

You are out of the game when you have no Castle, Palace or Fief, or when you are unable to draw a card from your Earl Deck at the end of your turn.



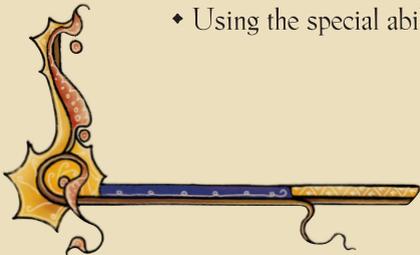
A Turn

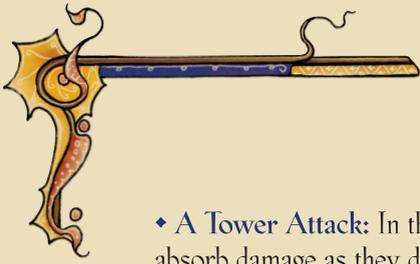
An Earl is not required to take an Action during his Turn, but he **must** still draw a card to end his Turn.

- ♦ Take 1 Action.
- ♦ Place any number of Towers or place any number of Army Cards in garrison slots, at any time during your turn.
- ♦ Draw 1 card from your Earl Deck, this is **required** and ends your Turn. If an Earl has no card to draw, he is considered to have “passed away” and is out of the game.

Actions

- ♦ Playing a card from the Hand: placing a Property or Castle on the table; creating a Lord by placing a Face Card into a Castle; placing a Mercenary Card on the table; or playing a Political Card (e.g. a Banquet, Banner, Treachery, or Intrigue card).
- ♦ Attacking another Earl by Raiding a Fief, Sieging a Castle, or attacking an Earldom's Towers.
- ♦ Recruiting from the Army Deck; only possible if an Earl has at least 1 Land in his Earldom.
- ♦ Sending a Vassal or Monk from the Hand to the Vikings as an Emissary.
- ♦ Using the special ability of a Monastery to force another Earl to reveal his Hand.





Combat

Three Types of Attack

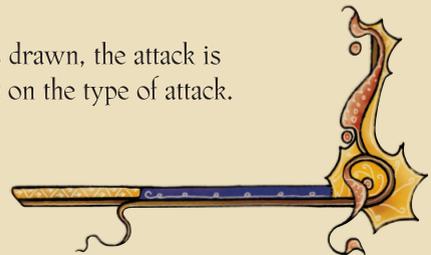
- ♦ **A Tower Attack:** In this attack, all damage is aimed only at the target Earldom's Towers. When attacked directly, Towers do not absorb damage as they do in Raids and Sieges. One Tower falls and is discarded for each point of incoming damage that makes it past the defender's fielded forces. This is the only way to destroy an Earldom's defensive Towers. When Towers are destroyed in such an attack, the defending Earl may choose which Towers are destroyed and which remain, assuming some remain. Towers are never captured or seized, and cannot be offered as Ransom.
- ♦ **A Raid on a Fief:** In this attack, all damage is aimed only at the Properties attached to a particular Castle or Palace. Any Lands, Churches, Market Towns, or the Cathedral in that Fief are the only target. The Castle is untouched, even if excess damage points result from a successful Raid. Damage is first taken by any fielded defending forces. Then, each Tower possessed by the Earldom absorbs 1 point of incoming damage, and Properties take any remaining damage. All Properties are destroyed and discarded when they take one point of damage. When Properties are destroyed in a Raid, the defending Earl may choose which are destroyed and which remain, assuming some Properties remain in that Fief.
- ♦ **A Castle Siege:** In this attack, all damage is aimed only at the Castle, at the heart of the Fief. Damage is first taken by any fielded defending forces. Then, each Tower possessed by the Earldom absorbs 1 point of incoming damage, and the Castle takes any remaining damage. A Castle is destroyed and discarded when it takes 2 points of damage, while 3 points are required for a Palace. When a Castle falls any attached Properties are destroyed and discarded with it.

Battle Deck Results

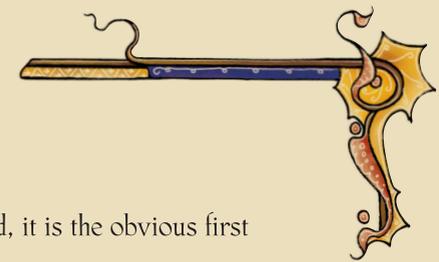


- ♦ **Normal Battle:** When this card is drawn, Battle damage is allocated to both sides in a balanced fashion. The attacker allocates damage to his forces first, and then the defender decides how to allocate damage to his forces, and then possibly to his Towers, Properties, or Castle depending on the type of attack.
- ♦ **Attacker Wins:** When this card is drawn, only the attacker's damage is allocated to the defender. No damage is sent to the attacker. All Lords that the defender fielded in the Battle are captured, but can be Ransomed. Any Lords not Ransomed are killed and discarded after the Battle. Ransoms are chosen by the defender and given before damage is assigned.
- ♦ **Defender Wins:** When this card is drawn, only the defender's damage is allocated to the attacker. No damage is sent to the defender. All Lords that the attacker fielded in the Battle are captured, but can be Ransomed. Any Lords not Ransomed are killed and discarded after the Battle. Ransoms are chosen by the attacker and given before damage is assigned.
- ♦ **Church Decides:** When this card is drawn, the Archbishop can decide if the Battle is Normal Battle, Attacker Wins, or Defender Wins. If there is no Cathedral in play, then the player with the most Churches in his Earldom can determine the outcome of a Church Decides (if tied, the Battle result is Normal Battle). If there is no Archbishop, or Churches, the result is a Normal Battle.

If during any Battle, the defender chooses not to meet the attacker with any force, then no Battle Card is drawn, the attack is considered a success, and damage is allocated to the defender's Towers, Properties, or Castle depending on the type of attack.



Allocating Damage to Fielded Forces



- ♦ The **King Card** takes 1 point of damage in Combat and is never killed or discarded. If the King Card is used, it is the obvious first choice to accept damage.
- ♦ **Face Cards** (Vassals, Champions, Monks, or a Prince) played from the Hand into Combat are discarded after the Battle but can still take 1 point of damage. Thus, damage should also be assigned to them first.
- ♦ When **Lords** (or Abbots) are fielded, they can take 1 point of damage each and, unless they are captured, return to their Castles after the Battle. Even when the Battle Card goes against an Earl and his fielded Lords are captured, they still can be allocated their 1 point of damage. If they are not Ransomed, they will then be killed and discarded at the end of the Battle.
- ♦ **Army Cards** are killed and discarded when they take 1 point of damage, whether Infantry or Knight, and whether garrisoned with a Mercenary or in the Royal Army. Because they perish in Battle if assigned damage it generally should be allocated to them last.
- ♦ A **Mercenary Card** is killed and discarded when it takes 1 point of damage, just like the Knight Army Card. The death of a Mercenary also causes any Army Card garrisoned with it to be discarded. In this case, assign damage first to the garrisoned Army Card, if it was fielded.

Strength and Damage

| Face Cards | Sends/Takes | Army Cards | Sends/Takes |
|------------|-------------|-----------------|-------------|
| Prince | 1 / 1 | Infantry | 1 / 1 |
| Vassal | 1 / 1 | Knights | 2 / 1 |
| Champion | 2 / 1 | | |
| Monk | 0 / 1 | Vikings | |
| Mercenary | 2 / 1 | Viking Infantry | 1 / 1 |
| | | Chieftain | 2 / 1 |

All forces take only 1 damage.

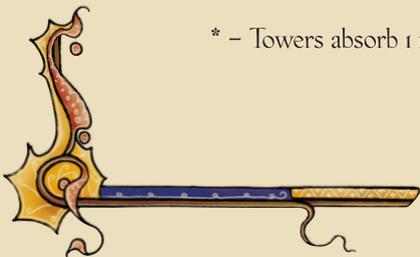
All forces send 1 damage except for:

- ♦ Knights 2
- ♦ Champions 2
- ♦ Mercenaries 2
- ♦ Chieftains 2
- ♦ And Monks send 0

The King Card is a 1/1 card.

| Castles & Towers | Takes | Properties | Takes |
|------------------|-------|-------------|-------|
| Palace | 3 | Land | 1 |
| Castle | 2 | Market Town | 1 |
| | | Church | 1 |
| Tower | 1* | Cathedral | 1 |

* - Towers absorb 1 incoming point of damage without being destroyed unless specifically targeted.



Jousts

To initiate a Joust, toss a Banner Card into the center of the table as an Action. The Joust then commences in a clockwise manner, starting with the Earl to the left of the Joust initiator (who makes his choices last).

Each Earl must make two decisions:

1. Select one Property or Castle in his Earldom to ante for the competition. An Earl is not required to ante, and enter the Joust, if doing so would remove his last remaining Fief.
2. Decide whether to tilt in the Joust itself. To tilt, select either a Lord from a Castle or place any card from the Hand face down in the center of the table.

An Earl may also opt out of the Joust by playing a Banner Card. In this case no ante is offered, and no tilt card is placed. Even the Joust initiator may opt out by playing a second Banner Card.

At this point reveal any tilted cards that were placed face down from the Hand. Deal 2 cards face up from the Joust Deck to each tilter. These cards, together with the Earl's tilted card, represent his Joust Hand.

The Joust is resolved like a simple game of poker. Princes are ranked highest, Vassals are ranked second-highest, while Champions are wild and may count as either a (natural) Prince or Vassal. No other card has value. 3 of a kind beats 2 of a kind, and high card matters.

Ties are resolved with a separate round of "high card wins" between those Earls who tied in the original competition. Repeat the "high card wins" until a victor is determined.

The winner of a Joust receives all ante'd Properties and Castles, which he then places in his Earldom. All cards played from each Earl's Hand into the Joust are discarded, as are all Lords entered into the Joust, except a winning Lord, who remains.

Basic Sample Decks

These decks are designed for 2-player games.

| Land & Army Deck | Lord Deck | Emissary & Church Deck | Politics Deck |
|------------------|------------|------------------------|---------------|
| Land 6 | Castles 5 | Castles 3 | Castles 4 |
| Church 1 | Church 1 | Cathedral 4 | Church 1 |
| Market Town 6 | Prince 2 | Prince 2 | Prince 2 |
| Prince 4 | Vassal 4 | Vassal 3 | Vassal 5 |
| Banner 2 | Champion 4 | Monk 6 | Treachery 3 |
| Banquet 2 | Banner 3 | Banner 2 | Intrigue 3 |
| Allies 3 | Allies 5 | Allies 4 | Banner 3 |
| | | | Allies 3 |
| Total = 24 | Total = 24 | Total = 24 | Total = 24 |

Vikings

The Viking Timer

While the Vikings are approaching, and after a Round in which no Combat has taken place, 1 Black Time Marker is moved forward at the start of their Turn. As soon as all 8 Markers have been moved forward, the Vikings arrive on their turn.

When there is combat move the White Combat Marker forward (or leave it forward if this has already occurred). Combat will slow the arrival of the Vikings.

If the White Marker has been moved forward, on the Vikings' Turn, move it back behind the Viking Deck, instead of moving a Black Timer Marker forward.

When the Vikings arrive all Markers are removed from play.

The Vikings' Arrival

The Viking army's size, on arrival, is equal to the number of players who started the game, plus one, cards (N+1).

At the start of each subsequent Vikings' Turn, draw one Viking Card and add it to their force. If the Viking force then includes more cards than the number of starting players, they are active that turn.

Control of the Viking Army

On any Turn in which the Vikings are active, use the Bag to determine which Earl will direct their attack on that Turn.

Draw a cube from the Bag to determine control of the Vikings for that turn. That player may direct how and where the Vikings attack (or choose not to attack). When Vikings attack, they do so in full force, and Earls may not support them. Vikings never seize, capture, or accept Ransom, and cannot be directly attacked by an Earl.

Emissaries to the Vikings:

Vassal – 1 extra cube in the Bag
 Monk – 2 extra cubes in the Bag

Move 1 black Viking Time Marker forward when an emissary is sent. Emissaries may still be sent after the Vikings have arrived, in which case no Marker is moved forward.