

MEDIEVAL

JAN ŽIŽKA

At the turn of the 14th and 15th century, the sons of Charles IV – Wenceslas and Sigismund – competed for the rule of the Bohemian lands. And it was then that experienced commanders and their retinues became increasingly important.

*In **Medieval: Jan Žižka**, you have the opportunity to become just such a commander: the prudent Boreš, the shrewd Kateřina, the skillful Torak or the warrior Žižka. And because this is a time full of uncertainty, with many twists and turns, nothing is set in stone. At each moment, you choose which path to take. You can become a bandit, before whom the local villagers will tremble, or a fist of law that will fight crime with all its might. For both principled heroes and ruthless villains can gain the same notoriety. You can side with the fading Wenceslas or the ambitious Sigismund, but feel free to change sides if it suits your purposes. It is important to act, however, because clinging too closely to neutrality does not pay off. One thing is certain: You can't succeed without a reliable team to stand by your side and help you through difficult situations, whether that is catching criminals, hunting wild game, or taking part in a Tournament. Because only one of you can become the most renowned warlord in late medieval Bohemia.*

RULES



COMPONENTS

- 1 game board
- 1 starting player token
- 4 double-sided Commander boards
- 4 Commander miniatures
- 4 colored bases
- 12 colored Shield tokens (3 each in 4 player colors)
- 16 starting Retinue member cards (4 each in 4 player colors)
- 28 level I Retinue member cards
- 27 level II Retinue member cards
- 4 double-sided Warrant cards (with sides for multiplayer and solo play)
- 5 easy Conquest cards
- 5 hard Conquest cards
- 2 Sovereign favor tokens (Wenceslas and Sigismund)
- 34 Event tokens
- 12 Luck tokens
- 77 coin tokens
- 8 Retinue member dice
- 2 Sovereign dice
- 11 cards for solo play (8 basic cards, 1 easy level card, 1 hard level card, 1 double-sided combat difficulty card)

The following passages refer to a 2–4 player game.
For solo play rules, see separate section on page 7.

GAME SETUP

UNIVERSAL COMPONENTS




- 1 Place the game board in the middle of the playing area.
- 2 Shuffle the Event tokens face-down. Then randomly place them in the large circular spaces on the board, except for those marked with . Leave the remaining tokens near the game board.
- 3 Shuffle the easy and hard Conquest cards separately and place both decks face-down on the game board near the respective Conquest spaces.
- 4 Shuffle the level I and level II Retinue member cards separately and place both decks face-up next to the game board. Place 3 cards from each deck face-up on the Available Retinue member spaces (at the border of the game board, the spaces at the table). Place the level I cards on the table area without a tablecloth, and the level II cards on the table area with a white tablecloth.
- 5 Place the Sovereign favor tokens of the monarchs Wenceslas and Sigismund next to the game board and place the corresponding die on each.
- 6 Coins, Retinue member dice, Luck tokens, and Warrant cards ( side down) go into a common supply within reach of all players.

Any components missing or damaged?

Drop us an e-mail at info@albi.cz and we will send you free replacements!



PLAYER COMPONENTS

- 1 Each player receives a randomly selected Commander board with a corresponding miniature, as well as a colored base, 3 Shield tokens and 4 starting Retinue member cards of the corresponding color (Boreš - green, Kateřina - blue, Torak - yellow and Žižka - red).
- 2 Attach the colored base to the miniature.
- 3 Agree together whether each Commander will have a unique ability (in this case, use side A of their board) or whether they will all have the same ability (use side B). Then turn the Commander boards to their appropriate side.
- 4 Place one Shield in the „0“ space of the victory point track on the game board, one in the middle of the Morale track of your Commander board, and keep the third in your supply. (It will be needed if you participate in the Tournament.)
- 5 Place the miniatures on the two large circular spaces marked with a  icon on the game board: in a 2-player game, one piece on each; in a 3-player game one piece on one and two on the other; in a 4-player game two pieces on each.
- 6 Prepare your Retinue:
 - Next to the Commander board, lay out 3 starting Retinue members with the dice symbol  and 1 starting Retinue member with the reroll symbol . You can recognize the starting Retinue member cards of each Commander by the circle in their color with the first letter of their name, on the top left of the card.
 - Take as many coins from the common supply as are shown on your Commander board. When you are playing as Kateřina with the A side of the board, take 1 Luck token as well.



The player currently holding the rulebook becomes the starting player. They take the starting player token.

GOAL OF THE GAME

During the game you try to get as many victory points as possible. To do this, you will move around the game board and take advantage of any opportunities that arise. First and foremost, this involves successfully completing the various Events represented by tokens. To achieve this, you will need as many dice as possible, specific icons or the ability to reroll unsuccessful rolls. Therefore, it is essential to quickly build up as strong a Retinue as possible. In addition, your actions will usually earn you a reputation, which is reflected by the Morale track. Once you reach an extreme value on this track, it will limit your options for recruiting Retinue members, but on the other hand earn you additional victory points if you don't deviate from the set course. (In this game, it's the notoriety itself that matters, not the path you take to gain it.) In addition, you can earn more victory points by winning the favor of rulers, conquering castles, or fighting other players.

CORE GAMING CONCEPTS

MORALE

Your actions move you to one or the other margin of the Morale track. This track has a total of five spaces, with the blue space indicating the highest virtue at the top and showing the icon of virtue (👁️), while the red space for the deepest vice is at the very bottom and shows the icon of vice (👹). Reaching one of the two margin spaces prevents you from hiring certain Retinue members, but at the same time speeds up the gaining of victory points: **Should you move your token off the track, you will gain 1 victory point** (as indicated by the victory point icons on the margin spaces).

ICONOGRAPHY

To complete Events (see below), you usually need to achieve a certain combination of icons. These can be obtained in two ways:

Roll the dice – the symbol obtained corresponds to the result of the roll.

From the Commander board or the Retinue member card – these provide you with specific icons in addition to the dice or reroll opportunities.

🎲 You gain a die for completing the Event.

🔄 You may reroll one die.

🗡️🛡️🗨️🍀 You get that icon.

👁️ Once per turn, you may look at the face of any Event token on the game board or the top card of one of the Conquest decks.

🏃 During your Move action you may move one space further.

The following rules apply to the use of icons:

Each 👁️ icon can only be used once per turn.

Each 🏃 icon increases the range of each of your movement actions (see below).

The 🍀 icon is a joker and may be used in place of any other symbol. However, if an Event specifically requires a 🍀 icon, nothing can replace it.

You may use each 🎲🗡️🛡️🗨️🍀 and 🔄 icon only once during the same Event (except for Conquest, see below), and their effects are cumulative. If you have more than one reroll available, you may reroll the same die repeatedly.



Example: If Kateřina had this Retinue, she would be allowed to look at one Event token or Conquest card on her turn, could move up to 4 spaces as part of her Move action, and would have 5 🎲, 1 🗨️, 1 🍀 and 2 🔄 (she could reroll the same die twice) when completing Events.

ATTENTION: You can never roll more than 8 Retinue member dice at the same time. If the Commander board and Retinue member cards give you more than 8 dice, all dice above 8 are forfeited. Sovereign dice do not count towards this limit.

COMMANDERS



1 Morale track 2 Starting coin 3 Ability

Each side A of the Commander board grants you 2 🏃 movement points plus one unique ability:

- Boreš: You can reroll up to 2 dice (or reroll one die twice).
- Kateřina: Once per turn, you may look at the face of any Event token on the game board or the top card of one of the Conquest decks.
- Torak: When you move, your range increases by 1 space (so you can move up to 3 spaces in total during a single action).
- Žizka: You gain a die for completing Events.

When using Side B, all Commanders grant you 2 🏃 and 1 🎲.

Note: The abilities on the Commander boards are meant to reflect their uniqueness, so we recommend playing with Side A right away. You can use Side B if you want to limit the Commanders' influence on the game and if you want all players to start with the same conditions.



1 Price for hire 2 Retinue member's Morale
3 Ability 4 Conditional ability

RETINUE

Over the course of the game, you are trying to assemble the strongest possible Retinue. This consists of a maximum of **4 Retinue members**. Like the Commander board, the Retinue member cards provide you with various abilities and help you to successfully complete Events.

Conditional ability

Some Retinue members have another ability listed in the scroll at the side of the card. This is only triggered by the listed Event.

🎲🔔🗨️🗡️🛡️🗨️🍀 You have 1 extra die for completing the Event

🔄: When completing a Tournament (see below), you can reroll 1 die without having to put any dice aside. If you have multiple Retinue members with this ability, you may reroll the same die multiple times.

RETINUE MEMBER'S MORALE

Some Retinue members are more inclined to virtue, others to vice. If there is a 👁️ icon or a 👹 icon on a Retinue member card, it indicates which characteristic that Retinue member strongly dislikes. A vice Retinue member will not work for you if you reach the top space of the Morale track (and the other way round for virtue). If you have such a card in your Retinue, the moment you reach the margin space of the track, you must discard it.



Example: Torak became a paragon of virtue. This, however, does not please his sinful Retinue member, and therefore he cannot hire him in the tavern. If Torak already had him in his Retinue, he would walk away from Torak (his card would have to be discarded).

NEW RETINUE MEMBERS

New Retinue cards can be obtained for payment in coins on the spaces of the game board or as a reward for successfully completing certain Events.

EVENTS

Most of the spaces on the game board are large circular Event spaces that allow you to earn coins, victory points, advance on the Morale track or gain new Retinue members. To successfully complete these Events, you usually need certain sets of icons, which you gain through abilities of your Commander and Retinue members. Event tokens are added to the game face-down, and you usually don't know exactly what you are going to get. Looking at the back of the token gives you some idea, as it lists the icons you need or a potential move along the Morale track.

Tokens are always added to empty Event spaces at the end of a player's turn, but only if there are no miniatures present (this also applies to spaces marked with the icon).



SOVEREIGN'S FAVOR

Some Events contain the icon of Wenceslas or Sigismund. If you successfully complete such an Event, take a Favor token of that ruler (from the common supply or from another player). As long as you have this token, you may use the appropriate die in your rolls. Should you be instructed to take a Favor token you already have, you get 1 victory point instead. You also get 1 victory point when you lose the Favor token to another player.

You can own Favor tokens of both Sovereigns at the same time and have both of their dice available for your rolls.

Notes: There is one blank side on both Sovereign dice. If you roll a symbol on Sigismund's die, you may take 1 coin from the common supply. However, in this case, you may not reroll this die during the completion of the Event.



Wenceslas' die



Sigismund's die

WARRANT AND FIGHTING AMONG PLAYERS



Some actions may lead to a bounty being placed on your Retinue. If this is the case, take a Warrant card and/or coins from the common supply. The reward for your capture may increase over time. Other players may take advantage of this situation and attack you. If they succeed in their attack, they will receive the reward in coins and 2 victory points. If you manage to keep the Warrant until the end of the game, you can earn additional victory points for the coins hoarded on it. But beware, the Warrant also slows down your movement! Coins stored on the Warrant cannot be used to pay for anything in the game.

GAMEPLAY

Players take turns in clockwise order. You have 2 actions available in your turn, and you may take the same action twice. Your choices are:

- Movement
- Event completion
- Hiring Retinue members
- Attacking another Player

MOVEMENT



You may move your Commander's miniature along the path by up to as many spaces (small or large) as points are provided by your Commander board and Retinue member cards combined. Multiple miniatures can be on the same space.

Each icon increases the range of the Move action by 1 space.

Warrant, on the other hand, slows down movement, so you can travel 1 less space with a Warrant. Once you get rid of the Warrant, this penalty disappears as well.

EVENT COMPLETION










Flip the corresponding Event token. The first row lists the icons and any additional requirements you must meet to successfully complete the Event and receive the reward on that row (as shown behind the arrow). If you meet them and have additional, unused icons (from whatever sources), you can also try to meet the requirements of other rows (in any order) and receive their respective rewards. However, it is not mandatory to complete the bonus rows, even if you have the relevant icons available. In case of successful completion, remove the Event token from the game board. Otherwise, it remains in place, and you receive a one-time Luck token (see below). If you run out of Event tokens during the game, shuffle the used tokens to create a new face-down pile.



Requirements:


- Indicated amount of specific icons (on dice or Retinue member cards)
- Discarding of a Retinue member card (including the starting one)
- – Paying the indicated amount of coins.


Rewards:


   – Gain a Retinue member of the indicated level from the Available Retinue members spaces on the game board or the top of the deck.



  – Move the token on the Morale track 1 space towards the  or . If you are already on a margin space and have to move the token off the track, you gain 1 victory point instead.



  – Use of Favor token of that Sovereign and the appropriate die, starting with the next action. If you already have the respective token, you gain 1 victory point. If you take it from someone else, that player gets 1 victory point.

 – The amount of victory points shown.

 – Take a Luck token from the common supply for one-time use, starting with the next action.

 – Gain a Warrant card if you don't already have one; place 3 coins from the common supply on it. Otherwise, add 3 more coins from the common supply to your own Warrant card. The Warrant is an integral part of the reward, so you cannot choose to take everything else and not the Warrant.

 +  – Take the indicated amount of coins from the common supply.

 and  require paying in coins or discarding Retinue member cards. The players don't use their dice or icons on the Commander board or Retinue cards during the completion of these Events.

If you are unsuccessful in completing an Event and you still have a second action available, you can try again in the same turn.

CONQUEST

You may only successfully complete one easy and one hard Conquest per game. If you are unsuccessful, you can try again later. If your miniature is on the Conquest space and you choose to begin a Conquest, turn over the top card of the appropriate deck. The card shows a series of obstacles, each in a separate row. To successfully complete each row, you use all of your Commander board and Retinues' capabilities (dice, rerolls, printed icons) each time again. To advance to the next row, you **must** successfully complete the previous one. You only get the reward after you have successfully overcome the obstacles on **all** rows. You can use the third Shield token in your color to mark the row you are currently attempting to complete. After a successful Conquest, take the card as a reminder that you cannot attempt a Conquest of this difficulty again. If unsuccessful, place the card at the bottom of the appropriate deck and take a Luck token from the common supply (see below).






Each row has to be completed separately and is rolled again each time to evaluate it.

Difficult Conquest – The reward is always 5 victory points.

Easy Conquest – The reward is always 4 coins, 2 victory points, and an advance on the Morale track in any direction.


X If you fail to complete an Event (by failing to complete the first row for Event tokens or any row for Conquest cards), you receive a Luck token. This can be discarded when completing an Event later to get the required icon.


TOURNAMENT


A Tournament differs from other Events in the fact that more than one player can try to attempt it at the same time. The Tournament offers two types of rewards: personal and common. You can earn the personal goal  reward if you are currently in your turn, as long as you meet the requirements listed. Other players can also compete for the common  reward. After turning over the token, create a Tournament pot and place as many coins in it as indicated next to the  icon.

Players who are currently not active can pay 1 coin into the Tournament pot to enter the Tournament. Each player participating in the Tournament places their Shield token next to the Tournament track on the game board.

Players roll clockwise so that the active player comes last. When participating in a Tournament, you always roll 6 Retinue member dice. You may then choose to set 1 die aside (i. e., no longer use it) and reroll any number of remaining dice. You may continue to reroll in this manner as long as you have any dice remaining. Record your score by placing your third Shield token below or above the victory point track to indicate the corresponding value. (You are placing it below or above the track to avoid confusion with the victory point tokens.)

Dice, icons, and rerolls provided by the Commander board, Retinue member cards, and Sovereign favor tokens, as well as Luck tokens, cannot be used during the Tournament. The only exception is the conditional ability of the Retinue member cards with this  icon, which allows one die to be rerolled without having to set another die aside.

 If you meet your personal goal as the active player on your turn (regardless of the outcome for the others), you will receive the reward shown.

 The common reward (along with all coins placed in the Tournament pot) is awarded to the player with the highest score. In the event of a tie, the coins will be split evenly between the players in first place, and the remaining coins will be returned to the common pool.

Based on the score, place the participant Shield tokens you used to record the score in ascending order from the left on the Tournament track (start at space „0“). Depending on the position of your token, you will earn 0 to 3 victory points. If several players tie for the same number of points, place their Shields on the same space of the track.

POINT VALUES OF ROLLED ICONS IN TOURNAMENT:

-  = 1 POINT
-  = 1 POINT
-  = 2 POINTS
-  = 3 POINTS



- 1 Personal goal
- 2 Common reward
- 3 Values of icons




Example: The tournament participants have scored 11, 9, 9 and 7 points. The player with 7 points places their Shield on the first space from the left and therefore scores 0 victory points. The two participants with 9 points place their Shields on the second space from the left and therefore gain 1 victory point each. The participant with 11 points will place their Shield on the third space from the left and thus get 2 victory points.


After recording the victory points, take your Shield tokens back and discard the Tournament Event token.


If you are the only one to participate in the Tournament and do not meet your personal goal, you will still receive a common reward in coins (not in victory points, as you must place your Shield on the „0“ space on the Tournament track).

HIRING RETINUE MEMBERS

You can hire new Retinue members on the  space on the game board. Before hiring, you can discard one available card (from the Available Retinue member spaces on the game board or the top of the deck) to access a new card of the appropriate level. When any card is removed, the supply is immediately replenished. There are always 4 cards available from each level (3 cards on the Available Retinue member spaces on the game board and 1 card on top of the respective deck), for a total of 8 cards. If you run out of cards in a deck, shuffle the discarded cards of that level to create a new deck.




Each card has a price in coins in the upper left corner that you must pay when you hire the Retinue member. If you hire a Retinue member when your Retinue already has 4 members, you must discard one of them.

 You cannot hire this Retinue member if your Morale tracker is at the top margin space (on the blue box).





 You cannot hire this Retinue member if your Morale tracker is at the bottom margin space (on the red field).

Note: Create separate discard decks for both levels of Retinue member cards. Put the replaced starting Retinue members back in the box so that they don't accidentally get mixed in with the other Retinue members if new decks need to be created.



Example: Boreš has 5 coins and would like to upgrade his Retinue. Since all available level II Retinue members currently cost more than 5 coins, he must limit his selection to level I. A lot of swords will be needed to handle current Events, which is why Boreš particularly likes Bratřice. The same is not true of Důbrava and Třebava, however, as Boreš himself has 2 movement points  and 2 . He therefore decides to discard Třebava from the top of the deck and Albrecht appears instead. His two  is much more to Boreš's liking. So, he uses all his money to hire Bratřice and Albrecht and replaces his initial teammates Vojka and Pavel with them.

ATTACKING ANOTHER PLAYER

You can attack another player if they have a Warrant card and their and your miniature are on the same space. The Attacker needs to have as many  and  icons as possible (through dice, cards, or Luck tokens). The Defender tries to collect as many  and  icons as possible in the same way. The Attacker resolves their part (dice rolls, rerolls, use of icons from Retinue member cards and Luck tokens) first, then the Defender.

- If the Attacker achieves a higher amount of the required icons than the Defender, the Attacker gets 2 victory points and all the coins from the Warrant card. The Defender returns the Warrant card to the common supply.

- If the Defender achieves a higher amount of the required icons than the Attacker, or both have the same amount, the Defender scores 1 victory point and keeps the Warrant and the coins on it.

Each player can only be attacked once between their two turns. To indicate that a player has already been attacked, lay their miniature on its side. At the start of their next turn, that player stands their miniature up again and continues to play as usual.

VICTORY POINTS

Victory points are awarded primarily for the successful completion of Events. In addition, you can also earn victory points in the following cases:

- If you have reached a margin space on your Morale track and you have to move your token further in that direction (1 point).
- If you are to gain a Sovereign's favor token that you already possess (1 point).
- If you are to lose a Sovereign's favor token (1 point).
- If you win as an Attacker when attacking another player (2 points).
- If you win as a Defender when attacked by another player (1 point).
- If you place well in the Tournament (1 to 3 points).

TURN EXAMPLE

Žižka's Retinue:



Žižka used his previous turn to recruit Retinue members. Now he would like to move up the Morale track towards vice in order to gain victory points faster.







1ST ACTION – MOVEMENT



The Pickpocketing Event is very fitting for fulfilling the above-mentioned goal. Fortunately, Žižka has enough movement (2 spaces thanks to the Commander board + 1 space for the Ráž Retinue member) to get to the space with the selected Event token.





2ND ACTION – EVENT COMPLETION






Žižka flips over the Pickpocketing Event token. He rolls 4 dice (1 die provided by the Commander board and 3 dice provided by the abilities of his Retinue member, with Dorota's die being conditional to the Pickpocketing Event).




After adding up the icons from the dice and cards, Žižka has 1 , 3 , 3  and 1 . It is enough to fulfill the first row, but Žižka craves for more.

Retinue member Dorota offers the ability of two rerolls. Žižka takes advantage of this to reroll 2 dice with 1  and 1  icon:

It worked! He now has 1 , 2 , 2  and 3 .

He must complete the first row. He will use 1  and 1  to do that. Next, he uses 1  to fulfill the second row and 2  to fulfill the third row. He hasn't got enough  to fulfill the fourth row.

The overall result of this turn is as follows: He gained 6 coins, 1 victory point, a Warrant (with 3 coins) and moved his token on the Morale track towards the .

END OF THE GAME

Once one of the players has reached at least 20 victory points, the final phase of the game begins. Players play their turns so that everyone has played the same number of turns. In practice, this means that the player to the right of the starting player plays the last move of the entire game. If someone scores 20 or more victory points on another player's turn, his/her turn is played in the normal way to the end and no more turns occur.

If you have a Warrant at the end of the game, move the coins from it to your personal supply. Each player then gets 1 additional victory point for every 5 coins in their personal supply.

The player with the most victory points wins. In the event of a tie, the player with more (or the most) coins wins.

VARIANT FOR EXPERIENCED PLAYERS

This variant allows you to gain additional dice rolls when completing Events or fighting another player. For every coin you pay, you can reroll 1 die. You can repeat this as long as you have any coins left. Rerolls cannot be bought in this way during the Tournament! You must agree to use this option before the game starts, as it may also slightly increase the playing time.


SOLO VARIANT

GAME SETUP



Setup is the same as for 2 to 4 players, except for the following differences:

In the solo variant you will face raids from the treacherous Torak, so you cannot choose him as your Commander.




You will only need a miniature with a yellow base and 2 yellow Shield tokens as Torak's player components. Place one token on the „0“ space of the victory point track on the game board, the other will be used during the Tournament (see below). Place the Torak miniature on the remaining free space with the  icon.


0-5	4			
6-10	5			
11-15	1 	5 		
16+	2 	6 		

Choose a difficulty level: easy, normal, or hard.

Find a combat difficulty card in Torak's card deck and place it near the game board next to the victory point track. The visible side of the card should correspond to the level of the current game: easy/normal or hard.

Create a deck of the remaining cards as follows:

Easy level : Add an extra Easy level card  to the 8 basic Torak cards .


Normal level : Do not add any cards.



Hard level: Add a Hard level card  to the 8 basic Torak cards .


The deck will then always consist of 8 or 9 cards. Shuffle these cards and place them face-down near the game board.


GAMEPLAY


At the end of your turn (after resolving both actions), draw the top card of Torak's deck and perform the actions it shows in sequence:

 Move Torak's miniature as close as possible to your miniature by the indicated number of spaces.

+   Torak scores the indicated number of victory points.

 Discard all available Retinue member cards (from the game board and tops of respective decks) and replace them with new cards.


 Discard an Event token from the space where Torak is located and replace it with a new token. If there is no Event token on Torak's space, make the exchange on the nearest Event space.

 Return that Sovereign's favor token to the common supply for 1 victory point. If you don't have it, Torak gets 1 victory point.

If Torak's cards run out, they are shuffled to create a new deck.







WARRANTS


If you receive a Warrant as a result of an Event completion, take a random Warrant card from the common supply and turn it with the  side facing up. From this point on, its negative effect applies to you. You can get rid of the Warrant card by successfully attacking Torak (see below). You can have up to 4 Warrant cards. If you already have all 4 Warrants, you cannot complete a row on the Event token that requires taking a Warrant.


Unlike in 2 to 4 player games, no coins are added to Warrants in solo play.

Warrant cards contain the following effects:

 +1  Torak can move 1 space further each turn.

 -1  Your movement is 1 space less.





 You cannot own or gain Sovereign favor tokens. If you must discard Sovereign favor tokens when you obtain this Warrant, you receive 1 victory point for each one.

 Hiring each Retinue member costs you 1 additional coin.

FIGHTING WITH TORAK



The fight with Torak is resolved after all other actions from his card have been resolved (including gaining victory points). It proceeds in the same way as a fight between two players (see Attacking another player), except that Torak's attack or defense is determined by the current difficulty of the fight.



Combat Difficulty: When determining Torak's attack or defense, look at how many victory points he currently has and roll the appropriate amount of Retinue member dice. In addition, he has 1 or 2 Luck tokens if he has at least 11 or 16 victory points, respectively.



- If Torak is the Attacker, his  and  icons count towards the result.
- If Torak is the defender, his  and  icons count towards the result.

Torak as an Attacker

When Torak reaches the space with your miniature, he ends his movement there (even if he could move further) and attacks you. If he wins, turn over the top card of Torak's deck and resolve the effect in the lower left corner:

 - /2 Return half of your coins to the common supply (rounded down).

 -  Return all your coins to the common supply.

 -  Discard a Retinue member card of your choice.

If you win, nothing happens.

Torak as a Defender

When you are on the same space as Torak, you may attack him as one of your actions. If you win, discard any of your Warrant cards and shuffle them among the unassigned Warrants. At the same time, lay the Torak miniature on its side. At the end of your turn, instead of drawing a new Torak card, just stand his miniature up. If Torak wins, nothing happens.

TOURNAMENT

If you are completing a Tournament Event, Torak will always participate. Add 1 coin from the common supply to the Tournament pot and draw the top card of Torak's deck. His score in that Tournament is shown in the bottom right corner.



END OF THE GAME

The game ends when you or Torak reach at least 20 victory points. In the event that you are the first to score that number of points, at the end of your turn, still draw and resolve the card from Torak's deck.

CREDITS

This game is based on the film Medieval by Petr Jákl.

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Albi

