


4CP

SUMMER



Bertrand Marty

Bertrand Marty was the spiritual leader of the faithful.

Place one perfect in Montsegur Perfects. Increase Faith by one point.

CATHAR 

4CP

SUMMER

Crusader Spy Captured

One of the faithful close to Pierre Roger was revealed as passing information on to the besieging army.

The Crusader player loses 2 advantage markers and removes one scout.

CATHAR 

4CP

SUMMER

Returning Patrol

A group of soldiers that had just made it through the Crusader lines was immediately sent to the front line.

The Cathar player gains 4 reinforcement points. The Cathar player may then immediately make an attack with one soldier.

CATHAR 

4CP

SUMMER

Skirmishing Tactics

From their fortified position, Pierre Roger sent out small groups of soldiers to break up the enemy lines.

If the Cathar player controls Roc de la Tour, the Cathar player may move a total of four Crusader soldiers from the Crest, North Eastern Perimeter, and South Eastern Perimeter to the Battlefield, no more than 2 per location.

CATHAR 

4CP

SUMMER

Surrender the Cathar Treasure

*The Cathars had collected a small treasure
from donations from the faithful.*

The Cathar player may move a number of Crusader soldiers corresponding to Faith from any one location controlled by the Crusader to the Battlefield.

CATHAR 

4CP

SUMMER

The Secret Caves Under Montsegur

*Garnier carefully removed the loose rock
and could suddenly see the moonlight
through the opening.*

The Cathar player may use the Caves Under Montsegur for the remainder of the game. Place a yellow cube on The Caves Under Montsegur to indicate this.

CATHAR 

4CP

SUMMER

A Broken Line

The Cathars believed that the purification of the Consolamentum was an unbroken line back to Jesus and the disciples.

At the end of the game, if there are any Repenting Perfects, remove one perfect from Escaped Perfects and one perfect from Burned Perfects before counting victory points. Place this card next to the Repenting Perfects as a reminder.

CRUSADER ++

4CP

SUMMER

A Thousand Campfires

*From the castle at the top of the mountain,
the campfires from the crusading army
were an impressive sight.*

Decrease Cathar Morale by one point.

CRUSADER ++

4CP

SUMMER

Bombard Montsegur


Powerful stone throwers destroyed parts of the outer defenses.

If the Crusaders control the Crest, place one trebuchet. Each trebuchet reduces the defense of Montsegur Castle, Eastern Walls and Western Walls by one.

CRUSADER ++

4CP

SUMMER



Denouncing the Faith

A perfect denounced his faith and received the blessings of the Catholic Church.

The Crusader player may make a Repentance Check. If successful, move one perfect from Montsegur Perfects to Repenting Perfects, else move one perfect from Montsegur Perfects to Captured Perfects.

CRUSADER ++

4CP

SUMMER

Norman Knights

A large group of Norman knights joined the crusade in the hope of winning land for themselves.

The Crusaders gain 5 reinforcement points.

CRUSADER ++

4CP

SUMMER

The Choke of Death

Throughout the siege the crusaders continually strengthened the lines around Montsegur.

The Crusader player may place one soldier in each perimeter location not controlled by the Cathars.

CRUSADER ++

4CP

SUMMER

Enemy Informer

An informant close to the enemy commander secretly passed on confidential information.

If the opponent player has more advantage markers, player gains enough to have the same number.

NEUTRAL



4CP

SUMMER



Lack of Discipline

The long hours of waiting with little to do were poison for the morale.

Decrease the Morale of the opponent's side by one point.

NEUTRAL 

4CP

SUMMER

Let God Sort Them Out

When the crusader army entered the city of Bezier, the commander said: Kill them all, God recognises his own.

Remove all soldiers from the Battlefield.

NEUTRAL



4CP

SUMMER

**Opponent
Commander Wounded**

*A skilled archer hit the enemy
commander with a lucky shot.*

Flip opponent's commander card to
the exhausted side.

NEUTRAL



4CP

SUMMER

Revision of Defenses

The commander inspected the defenses and strengthened the weakest points.

Player may redeploy soldiers between all locations he controls, even through locations controlled by the opponent.

NEUTRAL  

4CP

SUMMER



Truce

*A truce was negotiated to
celebrate a holy event.*

Both players immediately move all of their soldiers in the Battlefield to their command center.

NEUTRAL



3CP

SUMMER

Bernard de Saint-Martin

Sentenced to death in absentia by the inquisition, Bernard de Saint-Martin was one of Pierre Roger's most loyal men.

The Cathar player may place one soldier in Montsegur Castle and take a 2 CP boost morale action.

CATHAR



3CP

SUMMER

Phillipa de Mirepoix

The wife of Pierre Roger was the daughter of Raimond, the lord of Montsegur.

If the Pierre Roger de Mirepoix card is currently flipped to its exhausted side, the Cathar player may reclaim it face up. Move up to three Cathar soldiers from the Battlefield to Montsegur Castle.

CATHAR



3CP

SUMMER

Raimond de Péreille

The lord of Montsegur was a stern supporter of the Cathar cause and built the castle.

The Cathar player gets +1 to all Leadership Checks for the remainder of the game. Place this card in the Cathar Headquarter as a reminder.

CATHAR



3CP

SUMMER

Reservoir of Water

The heavy rains of late summer filled the water reservoirs that had been constructed under the castle.

Increase Food by one point.

CATHAR



3CP

SUMMER

The Fall of Bezier

Everyone in Montsegur had heard about the bloody slaughtering of the people of Bezier.

The Cathar player may take one card from the discard pile and put in his hand. The Cathar player may take a 2 CP boost morale action.

CATHAR



3CP

SUMMER

The Faithful in Cremona

*A messenger arrived with news
from the Cathars in Cremona.*

The Cathar player may place one Cathar scout and take a 2 CP boost morale action.

CATHAR



3CP

SUMMER

Archbishop Pierre Amiel

The religious leader of the Crusaders arrived with his personal retinue and immediately took council with the Seneschal.

The Crusaders may place one scout in the Scouting Field and two soldiers in the Crusader Camp. If the Hugues de Arcis Commander card is currently flipped to its exhausted side, the Crusader player may reclaim it face up.

CRUSADER



3CP

SUMMER



Disputatio

The religious leaders of both sides met for a religious discussion.

The Crusader player may make a Repentance Check. If the check is successful, decrease Faith by one point, else move one perfect from Montse-gur Perfects to Captured Perfects.

CRUSADER



3CP

SUMMER

Inquisitor Durrant

The inquisitor had carefully studied the recordings from the previous repenting Cathars.

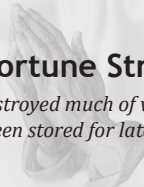
The Crusader player gets +1 to all Repentance Checks for the remainder of the game. Place this card in the Crusader Headquarter.

CRUSADER



3CP

SUMMER



Misfortune Strikes

*A fire destroyed much of what had
been stored for later.*

Decrease Food by one point.

CRUSADER



3CP

SUMMER

Nightly Assault

A full moon on a clear sky allowed the crusaders to attack in the middle of the night.

The Crusaders may immediately attack a location with 4 soldiers.

CRUSADER



3CP

SUMMER



Road Patrols

*A patrol picked up a well known perfect
on the road to Foix.*

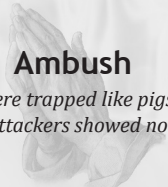
Move one perfect from Escaped Perfects to Captured Perfects.

CRUSADER



3CP

SUMMER



Ambush

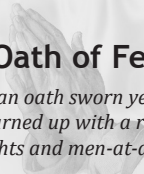
*The men were trapped like pigs in a pen
and the attackers showed no mercy.*

Player may remove four opponent
soldiers from the Battlefield.

NEUTRAL

3CP

SUMMER



An Oath of Fealty

Fulfilling an oath sworn years ago, a vassal turned up with a retinue of knights and men-at-arms.

Player gains 4 reinforcement points.

NEUTRAL

3CP

SUMMER



Catalan Mercenaries

Corbario and his band of brigands sold their services to the highest bidder.

Player gains 4 reinforcement points.

NEUTRAL

3CP

SUMMER



False Information

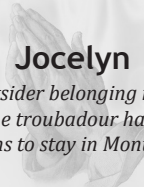
The tip from the shepherd led the scouts into an ambush.

Player may remove two opponent scouts.

NEUTRAL

3CP

SUMMER



Jocelyn

As an outsider belonging in neither camps, the troubadour had his own reasons to stay in Montsegur.

Player gains one advantage marker and may place one scout.

NEUTRAL

3CP

SUMMER



Regroup

After the bloody assault had broken up their unit, many of the fleeing soldiers joined groups elsewhere in the siege.

Player may move a total of three soldiers from the Battlefield to any locations he controls, no more than one per location.

NEUTRAL

2CP

SUMMER



Bribery

*A crusader sentry was convinced
to look the other way.*

The Cathar player may immediately
make a 4 CP attempt to escape.

CATHAR

2CP

SUMMER

Captured Crusader

A high ranking crusader knight was captured by the Cathars and exchanged for the release of a captured perfect.

The Cathar player may move one Crusader soldier from the Battlefield to the Crusader Camp and one perfect from Captured Perfects to Montsegur Perfects.

CATHAR

2CP

SUMMER

Dying Soldier


A mortally wounded soldier was given the Consolamentum and then recovered, joining the ranks of the perfects.

The Cathar player may remove one Cathar soldier from the Battlefield and place one perfect in Montsegur Perfects.

CATHAR

2CP

SUMMER



Local Sympathizers

The Cathars had many friends in the local population.

The Cathar player gets +1 to all Escape Checks for the remainder of the turn.

CATHAR

2CP

SUMMER



Nature's Plenty

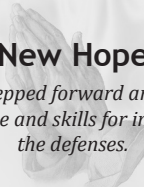
The woods on top of the hillside was a food basket of berries and game.

If the Crusaders do not control the Crest, increase Food by one point.

CATHAR

2CP

SUMMER



New Hope

A man stepped forward and offered his advice and skills for improving the defenses.

The Cathar player may draw 2 cards from the command deck.

CATHAR

2CP

SUMMER

Treachery

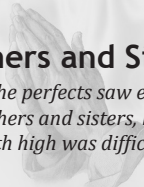
It was never discovered who had left the northern storm door unbolted but it cost the Cathars a lot of blood.

The Crusader player may immediately attack a location with 2 soldiers. The defense bonus for this attack is 0.

CRUSADER

2CP

SUMMER



Brothers and Sisters

*Though the perfects saw each other
as brothers and sisters, keeping
faith high was difficult.*

If there are any perfects in Escaped
Perfects, decrease Faith by one point.

CRUSADER

2CP

SUMMER



Powerful Allies

*The crusader army had powerful allies
all over Europe.*

The Crusader player may draw 2
cards from the command deck.

CRUSADER

2CP

SUMMER



Storm the Walls

The Crusaders prepared to storm the castle by building storm ladders and heavy rams.

The Crusader player may add one additional soldier from the Crusader Camp to all attacks for the remainder of the turn.

CRUSADER

2CP

SUMMER



Terror

When the Cathars saw the heads of people they used to know and love, they were struck by grief and despair.

If the Crusaders control the Crest, decrease Cathar Morale by one point.

CRUSADER

2CP

SUMMER



The Devil in the Detail

*The inquisitors kept detailed records
on everything that happened.*

The Crusader player may spend one advantage marker to retrieve and play one card from the discard pile.

CRUSADER

2CP

SUMMER



A Blinding Fog

*The steep mountain paths were
dangerous to use.*

Remove one opponent scout.

NEUTRAL

2CP

SUMMER



A Joyful Celebration

A party was held for celebrating a happy occasion.

The player may take a 4 CP boost morale action.

NEUTRAL

2CP

SUMMER



A Knife in the Back

A small scouting party sneaked up on an exposed group of soldiers from behind.

Player may place one scout and remove one opponent soldier from the Battlefield.

NEUTRAL

2CP

SUMMER



Endless Rain

Days of rain turned the hillsides and battlefields into pools of mud.

Decrease Cathar Morale by one point.
Decrease Crusader Morale by one point.

NEUTRAL

2CP

SUMMER

**Infiltrate
Enemy Command**


*Disguised as a servant, a scout
overheard a conversation with
the opponent commander.*

Player may remove one opponent
advantage marker.

NEUTRAL

2CP

SUMMER



Volley of Arrows


The sky turned black from a hail of arrows that rained upon the approaching troops.

Player may move one opponent soldier to the Battlefield from a location that the player can attack.

NEUTRAL

4CP

WINTER



A Daring Rescue

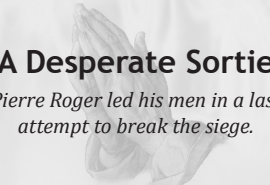
A small force made a surprise assault on the Crusader camp in the dark of night.

Move all perfects in Captured Perfects to Montsegur Perfects.

CATHAR 

4CP

WINTER



A Desperate Sortie

Pierre Roger led his men in a last attempt to break the siege.

The Cathar player may immediately attack a location with 5 soldiers.

CATHAR 

4CP

WINTER

A Sign from God

The child had miraculously survived the great fall and had seen his body through the eyes of a bird.

Increase Faith by one point. This event prevents the Witchcraft event from being played and may not be played if the Witchcraft event has been played.

CATHAR 

4CP

WINTER

Cecille de Montserver

*Women could also take Consolamentum
and become perfects.*

Increase Faith by one point. Place one perfect in Montsegur Perfects.

CATHAR 

4CP

WINTER

Keepers of the Holy Grail

Three Cathars left the castle of a secret route and escaped with the greatest treasure of them all.

The Cathars earn 2 VP.

CATHAR 

4CP

WINTER

Bombard the Castle

The crusaders finally won a position close enough to bombard the castle with a rain of heavy stones.

If the Crusaders control the Crest, place one trebuchet. Each trebuchet reduces the defense of Montsegur Castle, Eastern Walls and Western Walls by one.

CRUSADER ++

4CP

WINTER

Brave Volunteers

On a freezing winter night, a group of volunteers climbed the sheer cliff face and surprised the guards at Roc de la Tour.

The Crusaders may immediately attack a location with 4 soldiers. The defense bonus for this attack is 0.

CRUSADER ++

4CP

WINTER

Death From Above

From their newly won vantage point the crusaders let loose a rain of death on the people of Montsegur.

If the Crusaders control the Crest, the Crusader player may move a total of four Cathar soldiers from the Western Walls, Eastern Walls, and Montsegur Castle to the Battlefield.

CRUSADER ++

4CP

WINTER



Mathieu de Belcaire


The battle-hardened bishop knew how to use his theoretical knowledge on the battlefield.

The Crusaders may immediately attack a location with 5 soldiers.

CRUSADER ++

4CP

WINTER



Witchcraft

*The milk ran sour, the butter did not churn,
a chicken with two heads was hatched.*

Decrease Faith by one point. This event prevents the event A Sign from God from being played and may not be played if the event A Sign From God has been played.

CRUSADER ++

4CP

WINTER

Hospitaller Knights

*A group of Hospitaller Knights arrived
and joined the battle.*

Player gains 4 reinforcement points
and may take a 2 CP boost morale
action.

NEUTRAL



4CP

WINTER

Pillage the Battlefield

*Plundering the dead and dying
was common practice.*

Player may remove up to four opponent soldiers from the Battlefield and move one soldier from the Battlefield to his command center.

NEUTRAL  

4CP

WINTER

Renegade

Sensing that the tide of battle was turning, Arnaud de Lagarde and his men offered their services to the other side.

The player whose side has the highest Morale may remove one opponent soldier from any location and then place one soldier in any location not controlled by the opponent. If both sides have the same Morale, there is no effect.

NEUTRAL



4CP

WINTER

Templar Knights

*A group of Templar Knights arrived
and joined the battle.*

Player gains 4 reinforcement points
and may take a 2 CP boost morale
action.

NEUTRAL  

4CP

WINTER

The Count of Toulouse

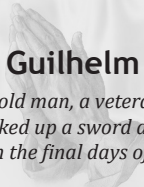
The Count of Toulouse waited for as long as possible before choosing side.

Player gains one advantage marker.
Opponent loses one advantage marker.

NEUTRAL  

3CP

WINTER



Guilhelm

A crippled old man, a veteran from the Crusades, picked up a sword and joined the reserves in the final days of the siege.

Place one soldier in Montsegur Castle.

CATHAR



3CP

WINTER

Tainted by the World

A captured perfect starved herself to death to not risk her soul to be tainted by the impure world.

Unless the Crusader player immediately succeeds a Repentance Check, the Cathar player may move a perfect from Captured Perfects to Burned Perfects.

CATHAR



3CP

WINTER

Visiting Cardinal

A visit from an influential cardinal from Rome required the full attention of the Crusader Commander.

The Crusader player may not expend advantage markers for the remainder of the turn.

CATHAR



3CP

WINTER

Flank Attack

The crusaders were forced to spread their forces thin, exposing their left flank.

If the Cathar player controls Roc de la Tour, the Cathar player may move up to 3 Crusader soldiers from the Crest to the Battlefield.

CATHAR



3CP

WINTER

A Favour Repaid

The perfect found her chains unlocked and the path back to the castle unguarded.

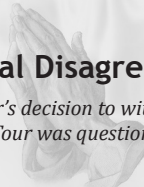
Move one perfect from Captured Perfects to Montsegur Perfects

CATHAR



3CP

WINTER



Internal Disagreement

Pierre Roger's decision to withdraw from Roc de la Tour was questioned openly.

The Cathar player may not expend advantage markers for the remainder of the turn.

CRUSADER



3CP

WINTER

**Sicard Alaman
the Traitor**

*The carcass of a horse was found
in the water reservoir.*

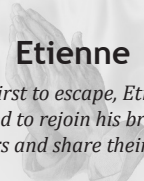
Decrease Food by one point.

CRUSADER



3CP

WINTER



Etienne

Though the first to escape, Etienne eventually decided to rejoin his brothers and sisters and share their fate.

Move one perfect from Escaped Perfects to Montsegur Perfects.

CRUSADER



3CP

WINTER



Giving Up Faith

*One of the perfects gave up faith
and took up a common life.*

The Crusader player may make a Repentance Check. If successful, remove one perfect from Escaped Perfects.

CRUSADER



3CP

WINTER



Inquisitor Ferrier

The inquisitor patiently persisted until the sinner repented and returned to God.

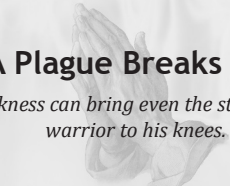
The Crusader player may make a Repentance Check. If successful, move one perfect from Captured Perfects to Repenting Perfects.

CRUSADER



3CP

WINTER



A Plague Breaks Out

Sickness can bring even the strongest warrior to his knees.

Player may move up to three of the opponent's soldiers from the opponent command center to the Battlefield.

NEUTRAL

3CP

WINTER

Late Arrivals

In the very last days of the siege, the ranks of the crusaders were boosted by nobles who wanted to be part of the victory.

Player gains 4 reinforcement points.

NEUTRAL

3CP

WINTER



Rally

One knight with colors flying high rallied the scattered and broken combatants and infused them with new courage.

Move up to three soldiers from the Battlefield to any one location you control.

NEUTRAL

3CP

WINTER

Roc de la Tour

The fortifications at the far end of the hill top gave a clear advantage to the side that controlled it.

The player who controls Roc de la Tour gains one advantage marker and may draw one card from the command deck. If neither side controls Roc de la Tour, this event has no effect.

NEUTRAL

3CP

WINTER

The Caves Under Montsegur


The crusader army discovered an extensive system of caves under Montsegur.

Both players may use The Caves Under Montsegur for the remainder of the game. Place a yellow and a black cube on The Caves Under Montsegur to indicate this. Player may then immediately spend 3 CP on one action.

NEUTRAL

2CP

WINTER



A Moment of Reflection

They found a quiet space and Pierre Roger forgot his worries for a moment.

Place one Cathar scout. The Cathar player may retrieve the Phillipa de Mirepoix card from the discard pile if it is there.

CATHAR

2CP

WINTER



Diversion

A group of brave men created a diversion such that the messenger could get through.

The Cathar player may move one soldier to the Battlefield from Montsegur Castle. If he does, he may then make a 4 CP attempt to escape.

CATHAR

2CP

WINTER

Lack of Progress

Montsegur proved to be so impregnable that the Catholic troops were severely demoralized by their lack of progress.

If the Crusaders do not control the Crest, decrease Crusader Morale by one point.

CATHAR

2CP

WINTER



**Purification
of the Soul**

Fasting was a sign of great devotion.

If Food is 4 or less, increase Faith by one point.

CATHAR

2CP

WINTER



The Children of Montsegur

*The men at arms in Montsegur were
not just fighting for themselves.*

The Cathar player may take a 4 CP
boost morale action.

CATHAR

2CP

WINTER



Absolution

*One great promise for the crusaders
were the absolution of all sin if
they died during a crusade.*

The Crusader player may take a 4 CP
boost morale action.

CRUSADER

2CP

WINTER



Esclarmonde

Esclarmonde gave herself up to save the life of the man she loved but could never marry.

The Crusader player may move one Cathar soldier from the Battlefield to Montsegur Castle and one perfect from Montsegur Perfects to Captured Perfects.

CRUSADER

2CP

WINTER



Going Over the Plans

Hugues de Arcis took council with his most trusted men and discussed different attack options.

Place one Crusader scout. The Crusader player may retrieve the Archbishop Pierre Amiel card from the discard pile if it is there.

CRUSADER

2CP

WINTER



Starvation

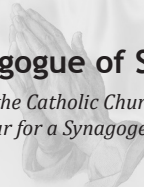
*There comes a time during every siege
where even the rats are gone.*

If Food is 4 or less, the Cathar player must remove a total of 2 soldiers from any locations he controls.

CRUSADER

2CP

WINTER



Synagogue of Satan

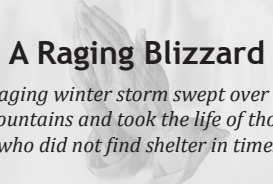
Agitators in the Catholic Church had called Montsegur for a Synagoge of Satan.

If Faith is 4 or higher, the Crusaders gain 2 reinforcement points and may take a 2 CP boost morale action.

CRUSADER

2CP

WINTER



A Raging Blizzard

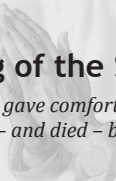
A raging winter storm swept over the mountains and took the life of those who did not find shelter in time.

Remove all scouts from both sides.

NEUTRAL

2CP

WINTER



Blessing of the Soldiers


*Holy words gave comfort to the men
who lived – and died – by the steel.*

The player may take a 4 CP boost
morale action.

NEUTRAL

2CP

WINTER



Command Center

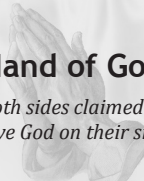
After taking council from his advisors, the commander saw new opportunities.

Player may discard any number of cards from his hand and draw the same number of replacement cards from the command deck.

NEUTRAL

2CP

WINTER



Hand of God

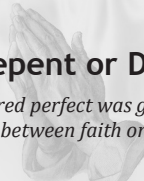
*Both sides claimed to
have God on their side.*

Player gains one advantage marker.
Return all fate tokens to the bag.

NEUTRAL

2CP

WINTER



Repent or Die

A captured perfect was given the choice between faith or death.

If there is at least one perfect in Captured Perfects, the Crusader player must make a Repentance Check. If successful, move one perfect from Captured Perfects to Repenting Perfects. Otherwise, move one perfect from Captured Perfects to Burned Perfects.

NEUTRAL

