

# 1244 The Fall of MONTSEGR

**I**n March 1244, the castle of Montsegur surrendered after a nine month long siege. The castle was home of the Cathars, a group of people who followed a religion with roots in early Christianity. The besieging army was crusaders blessed by the Catholic Church. When Montsegur surrendered, the survivors were given the choice of renouncing their faith or being burnt at the stake. More than 200 chose death.

1244: The Fall of Montsegur is a strategic board game inspired by the historical event. One player takes on the role of commanding the crusading army. The other player takes on the role of commanding the defense of Montsegur. In a series of turns the players fight to gain control of the area around Montsegur and the souls of the Cathars trapped inside the castle. At the end of the siege, victory points are scored to determine if the Cathar faith survives the fall.

## SIEGE MANUAL

A game by Frederik J. Jensen



# OVERVIEW

The goal in 1244: The Fall of Montsegur is to determine if the Cathar faith survives the fall of Montsegur. The inquisitors of the Crusaders try to get the misguided to repent, while the Cathars try to escape or to have faith to make the final sacrifice: Burn for their belief.

Command cards



Crusader soldiers



Cathar soldiers

Scouts



Advantage markers



Perfects

In a number of turns each representing roughly one month of the siege, each player in turn plays cards to advance his goals and to sabotage his opponent. Each card can either be played for **command points (CP)** to take one of the standard actions or be played for the event on the card. Some events benefit solely the Cathars, others the Crusaders, and some can benefit both depending on who plays it and what the position on the board is. In every turn one card from each player's hand is not played but is kept for the final scoring.

The **Map of Montsegur** shows Montsegur Castle and the terrain around Montsegur. The 11 **locations** represent the defensive positions held by the Cathars and the surrounding perimeter controlled by the Crusaders. Each location can contain **soldiers** of one side, represented by cubes. Players maneuver to gain control of locations by attacking, redeploying and calling for reinforcements.

The **Battlefield** represents soldiers locked in combat. At the end of each turn, some of the soldiers in the Battlefield die while the rest recover.

In the **Scouting Field**, cubes represent **scouts**. Players send out scouts to gain knowledge of the opponent's plans and resources, represented by **advantage markers**. A player can spend advantage markers to act on the opponent's turn or to be more likely to succeed with some tasks.

In the **Faith game**, cubes represent the most devoted of the Cathar faith called **perfects**. The Cathar player attempts to **escape** with perfects and trains new perfects. The Faith track represents how strong the faith is with the people of Montsegur. The Crusader cannot influence faith and perfects directly except through certain events. The Cathar player earns victory points for escaping with perfects or by having perfects **burn for their belief** at the end of the game. The Crusader player earns victory points for having perfects **repent**.

The **siege attrition tracks** represent the hardship endured by both sides as the siege progresses. If one side runs out of food or morale runs out that side **surrenders**.

When one side surrenders, or at the end of the last turn, **victory points** are scored to determine the winner. The Cathars will most likely surrender but the Cathar faith may still survive the fall of Montsegur.



Fate bag

Fate tokens



Commander cards



Start Player Marker



Markers



## COMMAND CARDS

Command cards represent actions and events that happen during the siege. The command cards are shuffled into a **command deck**. During the game, players are dealt cards from the command deck. The command cards are divided into two: Summer and winter.



## COMMANDER CARDS

The two commander cards, Pierre Roger de Mirepoix and Hugues des Arcis, represent the military commander of each side of the siege. At decisive moments in the siege, they can influence the outcome of events directly.



These are never shuffled into the command deck but are placed on the designated areas in each side's headquarter.

## MAP OF MONTSEGUR

**Montsegur Castle**  
The command center of the Cathars and the home of more than 500 Cathars trapped in the castle during the siege.

**The walls**  
The outer defenses protecting Montsegur Castle from attacks from the two sides where the castle is not protected by sheer cliff faces.

**The Crest**  
A wooded crest running north east from the end where Montsegur Castle is placed.



**Crusader Camp**  
The command center at the base of the mountain where the crusaders lead the siege of Montsegur.

**The perimeter**  
The line held by the Crusaders around the castle, trying to prevent the Cathars in the castle from escaping and to cut off reinforcements from the outside.

**Roc de la Tour**  
An advance fortification at the far end of the crest, overlooking the access paths to the crest from the east.

**The outside**  
The area outside Montsegur and the siege lines of the Crusaders. Reinforcements arrive from here and Cathar perfects may attempt to escape to the outside.



## FATE TOKENS

War is chaotic and not all things go as planned. To reflect this, some actions and events require drawing a fate token from the fate bag to determine if the action is successful or not.

### A Cathar side and a Crusader side

A fate token has two sides: A Cathar side and a Crusader side. The Cathar side is yellow with black text. The Crusader side is black with white text.

### Drawing fate tokens

Draw a token from the fate bag and reveal it to both players. When the Cathar player draws a fate token, the Cathar side is used. When the Crusader player draws a fate token, the Crusader side is used. When fate tokens are used to determine initiative, the highest side wins.

### The Cathar dove and the Crusader cross

If the Cathar dove is drawn, the Cathars win and the Crusaders lose no matter the difficulty. Similarly, if the Crusader cross is drawn, the Crusaders win and the Cathars lose.

### Place the fate token on the Trail of Fate

After reading the result, place the fate token on the Trail of Fate on the board for both players to see.



### Returning fate tokens to the fate bag

All fate tokens are returned to the fate bag when either of the Cathar dove or the Crusader cross is drawn. Hence, it is always possible for both sides to win and to lose.

### Spend one advantage marker to draw again

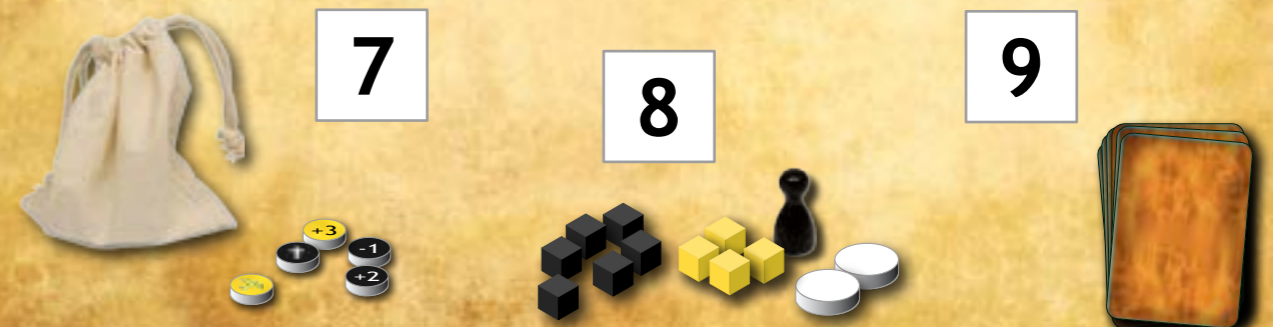
When drawing fate tokens for a check, if the check fails, the player may immediately spend one advantage marker to draw a new fate token, using this number for the check. The player may only redraw on a failed result. Both fate tokens drawn are placed on the board.

### Variant setup

To make it easier for the Crusader player, let the Crusaders begin with 15 soldiers in the Crusader Camp.

## SETTING UP THE GAME

1. Place cubes representing soldiers on the Map of Montsegur for each side as indicated on the board.
2. Give each player their commander card and one advantage marker.
3. Place a marker on 4 on the Faith track and four perfects in Montsegur Perfects.
4. Place a marker on 8 on the Food track and on each player's Morale track.
5. Shuffle the summer command cards and form the command deck and place it on the gameboard.
6. Place markers on the first spaces of each of the Turn and Phase tracks.
7. Place the fate tokens in the fate bag.
8. Place the remaining cubes, disks and the start player marker next to the board for both players to reach.
9. Put the winter command cards to the side; these will not be used until turn 5.





## LOCATIONS

Locations contain soldiers. A player can place soldiers in a location, move soldiers between locations, or remove soldiers from a location as the result of a military action or event.

A location cannot contain soldiers of both players at the same time.

### Maximum number of soldiers

A maximum of 6 soldiers can be placed in each of the perimeter locations. A maximum of 4 soldiers can be placed in the Crest, Roc de la Tour and in each of the walls.

There is no limit to how many soldiers each side can have in their command centers or in the Battlefield.

### Controlling a location

A player controls a location, if he has at least one soldier in that location, or if it is his command center and there are no opponent soldiers in it.

### *Losing control of a command center*

A player's side surrenders if the opponent takes control of his command center.

### *A player may leave his command center empty*

A player may leave his command center empty as the result of an action or event - this does not cause his side to surrender. He may still place soldiers in his command center, e.g. as a result of a reinforcement or redeploy action and from recovery of the wounded at the end of a turn. Only if the opponent places a soldier in a player's command center does a player lose control of his command center.

## PATHS

Between two locations, there may be a path shown on the map. E.g. there is a path between Montsegur Castle and Western Walls. Soldiers can move between locations if there is a path between them.

### An unblocked path between two locations

Locations can be connected by paths through other locations. E.g. the Crusader Camp and the Northern Perimeter can be connected through the Western Perimeter. If a player can connect two locations without using locations controlled by another player, the player has an unblocked path between the locations.

*One of the many myths about Montsegur is that the defenders in the castle could sneak out through natural limestone caves in the mountain under Montsegur.*

## THE CAVES UNDER MONTSEGUR

The Caves under Montsegur connect Montsegur Castle with Northern Perimeter. This path becomes available to one or both sides if specific events are played.

## DEFENSE BONUS

The defense bonus represents how easy it is to defend a location. If a location has a defense bonus against attacks from a path, this is indicated by a number of cubes next to the path. E.g. Montsegur Castle has a defense bonus of 3 when attacked from the Western Walls. The Crusader can reduce the defense bonus of locations by placing trebuchets.

## TREBUCHETS

Trebuchets can be placed when specific events are played. By placing a trebuchet, the Crusaders reduce the defense of Western Perimeter into Western Walls, Western Walls into Montsegur Castle, the Crest into Eastern Walls and Eastern Walls into Montsegur Castle by one.

Trebuchets do not change the defense value of Roc de La Tour or the path through the Caves Under Montsegur.

## FLANKING BONUS

If the Cathar player controls Roc de la Tour, he gets a flanking bonus when attacking the Crest. This is indicated by a yellow cube next to the path between the Crest and Roc de la Tour.



# SEQUENCE OF PLAY

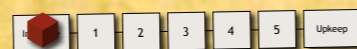
The game plays in 8 turns. Each turn represents roughly one month of the siege. The turns share the following sequence of play:

1. Initiative phase
2. 5 activity phases
3. Upkeep phase

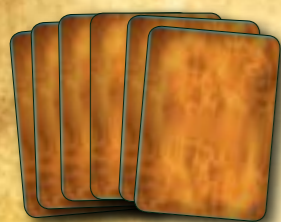


Throughout the game, the markers on Turn and Phase tracks should be advanced to reflect the current turn and phase.

## INITIATIVE PHASE



In the initiative phase, cards are dealt to each player and the start player is found.



### New cards

Deal six cards to each player.

When cards are dealt for turn 5, first deal the remaining summer command cards equally to both players. Then shuffle the winter command cards to form a new command deck and deal cards to both players such that both players have six cards.



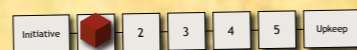
If the command deck becomes depleted in turn 8, shuffle the discard pile to form a new command deck.

### Initiative

Draw a fate token to determine who wins the initiative. The player who wins the initiative selects the **start player** who will play first during the activity phases of this turn. Give the **start player marker** to this player.



## ACTIVITY PHASES

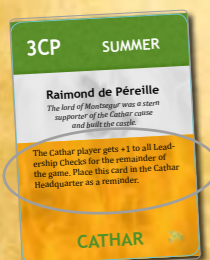


There are 5 activity phases per turn. Each phase, both players play and resolve a single card, beginning with the start player. On their turn, players have several options:

1. Play a card as an event
2. Play a card for command points
3. Play their commander card

### Play a card as an event

When a card is played as an event, the event text is read and resolved. After resolving the event, place the card in the resolved events pile. If the event has an effect which lasts for the remainder of the turn or for the remainder of the game, the card should be kept in front of the affected player as a reminder.

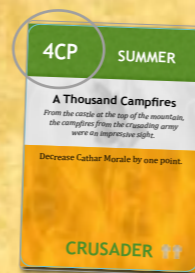


When a card is played as an event, the CP on the card is not used. The other player cannot prevent the event from being resolved once it has been played. It is not possible to play the same event more than once per game.

### Play a card for command points

When a card is played for command points, the player may spend the command points (CP) indicated on the card to perform one of these actions:

1. Attack a location
2. Call for reinforcements
3. Redeploy soldiers
4. Gather intelligence
5. Boost morale



Further two actions are available for the Cathar player only:

1. Attempt to escape
2. Prepare Consolamentum

The actions are described in detail later.

A player may choose only one of these options during a particular activity phase. Command points may not be split between different types of actions.

Regardless of how these points are spent, the opposing player has the opportunity to **trigger the event** as described below. After resolving the action, the card is placed in the discard pile (unless triggered, see below).

### Triggering events

After a card has been played for command points and resolved, the opposing player may **trigger the event** by spending **one advantage marker**. Doing so causes the event on the card to be resolved exactly as if the triggering player had just played it from his own hand. After it is resolved, the card is placed in the resolved events pile just as it would have been if it had been played as an event in the first place.



### Preempting events

A player may prevent his opponent from triggering an event by spending **two advantage markers** at the time he plays the card. If the event is preempted, the opposing player may not trigger it, and the card is discarded normally. A player may only preempt events on his own cards. He may not prevent his opponent from playing a card from his own hand as an event.



### Play a commander card

Instead of playing a card from his hand, a player may choose to play his commander card for **5 command points**. This is resolved exactly





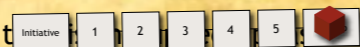
the same way as playing any other card for command points, with one exception:

Commander cards are flipped over to their **exhausted side** after being played. While flipped to its exhausted side, a player can no longer play the commander card for command points. A commander card may only be returned to its active side by play of specific events.

Commander cards are not considered part of a player's hand, and are never placed in the discard pile or the resolved events pile.

### UPKEEP PHASE

The final phase in each turn. In the upkeep phase, the following steps are done.



*The siege of Montsegur is just one battle in a long war. Each side must decide how much they want to win this battle, and how much they will put aside for other goals.*

#### Strategy upkeep

##### **Make a strategic move**

Both players play one card from their hand face down to their strategy stack on the board. If either player has any cards remaining in their hand after they have done so, those extra cards must be immediately discarded.

##### **Discard lost opportunities**

Both players must discard **half** of their advantage markers, rounded down .

E.g. if a player has one advantage marker, the player keeps the advantage marker. If the player has two or three, the player discards one advantage marker.



##### **Gain advantage**

For each player, if the player has at least one scout, remove one scout and gain one advantage marker. Then, if one player has more scouts than the opponent, that player removes one scout and gains one advantage marker.



#### Faith upkeep

##### **Perform Consolamentum**

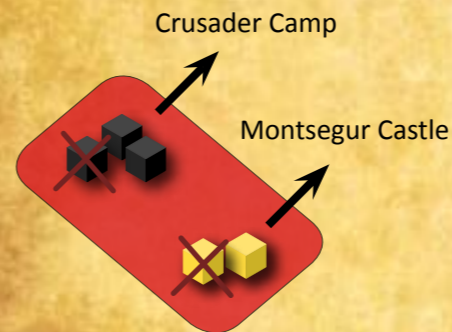
Consolamentum was the sacrament of the Cathars that cleansed the receiver from worldly sin and initiated him or her to the ranks of the perfects.

If the Cathar player has one or more Aspiring Perfects, move one perfect from Aspiring Perfects to Montsegur Perfects.



##### **Adjust Faith**

If the number of perfects in Montsegur Perfects is lower than Faith, decrease Faith by one point.



##### **Check for surrender**

If there are no perfects in Montsegur Perfects, the Cathars surrender.

#### Siege attrition upkeep

##### **Bury the dead and recover the wounded**

Both players must remove half of their soldiers in the Battlefield, rounded down . Any soldiers remaining in the Battlefield are moved to the command centers.

##### **Decrease Food**

Decrease Food by one point. If Food is 4 or less, decrease Cathar Morale by one point.

##### **Decrease Morale and perform desertions**

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

If both Cathar Morale and Crusader Morale is 1 before this step, the Cathar Morale is decreased to zero first and the Cathars surrender before Crusader Morale is decreased.

If Cathar Morale is 4 or less, the Crusader player removes one Cathar soldier from any location on the board. If Crusader Morale is 4 or less, the Cathar player removes one Crusader soldier from any location on the board.



## ACTIONS

The first five actions can be performed both by the Crusader player and the Cathar player. The last two actions can only be performed by the Cathar player.

### ATTACK A LOCATION

With this action, players can take control of locations or reduce the number of opponent soldiers in a location.

To perform this action, take up to CP of soldiers from your command center and put in your hand. Name a location from where you will attack. You must control this location and there must be an unblocked path from your command center to that location. Name a location you do not control that you will attack. There must be a path into that location from the location you are attacking from.

#### *Attacking a location not controlled by the opponent*

Place the soldiers from your hand in that location. You now control that location.

#### *Attacking a location controlled by the opponent*

If the location is controlled by the opponent then first remove a number of soldiers corresponding to the defense bonus of the location from your hand and place them in the Battlefield. Then, for each opponent soldier in the location, move one each of the opponent's soldiers and your soldiers to the Battlefield until one or both sides have no soldiers left.

If any soldiers remain in your hand, place them in the attacked location. You now control that location.

#### *Example: Crusaders attacking the Crest*

Example: Crusaders attacking Eastern Walls after having reduced the defenses with one trebuchet.

#### *Supporting an attack from Roc de la Tour*

If the Cathar player controls Roc de la Tour, he may support attacks on the Crest from Roc de la Tour and gets a flanking bonus.

#### *Flanking bonus*

When the Cathar player is controlling Roc de la Tour and is attacking the Crest, move one Crusader soldier from the Crest to the Battlefield at the beginning of the attack, before moving soldiers from both sides.

Example: Cathar attacking the Crest from Eastern Walls, Cathars control Roc de la Tour.

#### *Only soldiers in the player's command center can participate in an attack*

A player can only use soldiers from his command center for an attack. He may not take soldiers from the location he is attacking from and use them in the attack unless he is attacking from his command center. If a location that a player controls does not have an unblocked path to his command center, the player may not attack from that location.

### CALL FOR REINFORCEMENTS

With this action, players can increase the number of soldiers in their command center.

When the player performs this action, he gains a number of **reinforcement points** corresponding to the number of command points of the action. Reinforcement points can be exchanged to soldiers in the command center.

#### *When the Crusaders spend reinforcements points*

The Crusaders get one soldier per reinforcement point. Place the soldiers in the Crusader Camp immediately.

#### *When the Cathars spend reinforcements points*

The Cathar reinforcements may not be able to get through the Crusader lines. The reinforcements will have to sneak through the enemy lines.

#### *Sneaking through enemy lines*

Declare the path the reinforcements will take to Montsegur Castle from the outside. If the path contains locations controlled by the Crusaders, count the total number of Crusader soldiers in these locations. Reduce the reinforcement points with half of the total number of Crusader soldiers, rounded up. If any reinforcement points remain, the Cathars get one soldier per reinforcement point. Place the soldiers in Montsegur Castle immediately.

Number of Crusader soldiers	0	1-2	3-4	5-6	7-8	9+
Reinforcement points lost	0	1	2	3	4	5

Example: Cathar plays a card for 4 CP, chooses a path with 5 Crusaders, gets one soldier.

#### *Reinforcement points gained from events*

Reinforcement points gained from events are spent using the same rules. In particular, Cathar reinforcements must sneak through the enemy lines.



## REDEPLOY SOLDIERS

With this action, players can move soldiers around between locations under their control.

To perform this action, first choose up to a number of locations under your control as the CP of the redeploy action. All chosen locations must be connected by an unblocked path. Next, move your soldiers freely between the chosen locations. I.e. any number of soldiers can be moved between the chosen locations.

E.g. from the beginning board position, by playing a 2 CP redeploy action, the Crusader player can move up to three soldiers from the Crusader Camp to the Western Perimeter (as the Western Perimeter can contain a maximum of 6 soldiers).

You may leave a location with no soldiers after redeploying. If you do so, you lose control of that location unless it is your command center.

## GATHER INTELLIGENCE

With this action, players increase their side's scouts by adding cubes to their Scouting Field. Players receive advantage markers from scouts at the end of each turn.

To perform this action, the player spends his card's command points to increase his number of scouts. The first scout bought per action costs 1 CP. Each additional cube bought in one action costs 2 CP.

1CP	2CP	3CP	4CP	5CP
				

## BOOST MORALE

With this action, the player attempts to increase the Morale of his side. To perform this action, the player must make a Leadership Check.

### Leadership Check

Draw a fate token and add the CP of the action. If the total is higher than 3, or if the fate token show the symbol of his side, the Leadership Check is successful.

CP + fate > 3



### Increase Morale

If the Leadership Check is successful, increase Morale by one point.

*The maximum value of the Morale, Food and Faith tracks are 9.*

## ATTEMPT TO ESCAPE

With this action, the Cathar player attempts to escape from Montsegur Castle with a perfect. The action can only be performed if there is at least one perfect in Montsegur Perfects. Escaped Perfects are worth 2 VP for the Cathar player at the end of the game.

To perform this action, the Cathar player declares a path the perfect will take from Montsegur Castle to the outside. If there are no Crusader soldiers on the path the perfect escapes and one perfect is moved from Montsegur Perfects to Escaped Perfects. Otherwise, the perfect risks being captured and the Cathar player must make an Escape Check.

### Escape Check

Draw a fate token and add the CP of the action. If the result is higher than the total number of Crusader soldiers on the path, or if the fate token with the Cathar dove is drawn, the Escape Check is successful.

CP + fate > # crusaders



### Move one perfect to Escaped Perfects or Captured Perfects

If the Escape Check is successful, one perfect is moved from Montsegur Perfects to Escaped Perfects. If the Escape Check fails, one perfect is moved from Montsegur Perfects to Captured Perfects.

## PREPARE CONSOLAMENTUM

With this action, the Cathars player adds cubes to Aspiring Perfects. Aspiring Perfects can become perfects at the end of each turn.

To perform this action, the Cathar player spends his card's command points to buy Aspiring Perfects. Each perfect costs 2 CP.

2CP	3CP	4CP	5CP
			



## END OF THE GAME

The game ends when one of the sides **surrenders**. A player's side surrenders if:

- The Morale of his side is reduced to 0
- The opponent gains control of the command center of the player

In addition, the Cathars surrender if Faith or Food is reduced to 0 or if there are no perfects in Montsegur Perfects in the upkeep phase. If none of the above has occurred after the upkeep phase of the 8th turn, the Cathars surrender.

### Surrender in the upkeep phase

If one side surrenders in the upkeep phase, proceed to determine the fate of the perfects.

### Surrender in an activity phase

If one side surrenders as a consequence of an action or event played in an activity phase, no further command cards are played and no further event effects are resolved. Perform the strategy steps and the faith steps of the upkeep phase and then proceed to determine the fate of the perfects.

## THE FATE OF THE PERFECTS

### If the Crusaders surrenders

Move the Aspiring Perfects, the Montsegur Perfects, and the Captured Perfects to Escaped Perfects.

### If the Cathars surrenders

Remove the Aspiring Perfects. Move the Montsegur Perfects to Captured Perfects. Return all fate tokens to the fate bag and perform the Burning for your belief.

### Burning for your belief

First, move a number of perfects from Captured Perfects to Burned Perfects equal to Faith. If any perfects remain in Captured Perfects, the Crusader player makes a Repentance Check for each to see if they choose to repent or to burn for their belief.

### Repentance Check

To make a Repentance Check, draw a fate token and add 2. If the total is higher than Faith or if the Crusader cross fate token is drawn, the check is successful.

2 + fate > Faith

If the event *A Broken Line* has been played, it takes effect now.



Move the perfect to either Repenting Perfects or Burned Perfects

If the check is successful, move the perfect to Repenting Perfects. If the check fails, move the perfect to Burned Perfects.

## COUNT VICTORY POINTS

The players should now count their victory points (VP) to determine the winner.

### Score perfects

- Each perfect in Repenting Perfects is worth 2 VP for the Crusaders
- Each perfect in Burned Perfects is worth 1 VP for the Cathars
- Each perfect in Escaped Perfects is worth 2 VP for the Cathars

If there are no perfects in Escaped Perfects, the Crusader player gets 4 VP.

### † Duration of the siege

If the Cathars surrender, the Crusaders get the following victory points depending on the duration of the siege:

Turn	1	2	3	4	5	6	7	8	8+
VP	18	16	14	12	10	8	6	4	2

### ✂ The Grail 2

The Cathars get 2 VP if the Grail has been played.

### † Montsegur Castle 2

The Crusaders get 2 VP if they control Montsegur Castle at the end of the game.

### Score strategy 4

Each player reveals the cards in their strategy stack and counts the number of his side's symbols. He then adds the number of remaining advantage markers in is command center.

The player that has the highest number gets 4 VP. If both players have the same number, neither player gets additional victory points.

### Determine the winner

The player with the highest victory point total is the winner.

In case of a tie, the player who controls Montsegur Castle at the end of the game wins.







Perfects lived a life in the image of the disciples of Jesus, avoiding contamination of their immortal soul from sex, meat, blood, violence and worldly possessions.

## STRATEGY TIPS

### CATHAR

Escaping with perfects while making sure there are always enough perfects in Montsegur Castle to keep Faith from decreasing in the Upkeep Phase is the key to Cathar victory. As long as Faith is high, it does not matter much that some perfects have been captured.

1. Escape with at least one perfect
2. Keep Faith high or your perfects will repent
3. Don't yield the Crest to the Crusaders without a fight

### CRUSADER

Taking Montsegur Castle is difficult and usually requires the use of one or more Crusader events. However, the Crusaders can win without taking the castle, so don't underestimate the value of keeping the Cathars busy countering your moves while waiting for their morale to decrease to 0.

1. Seal off the castle from the outside
2. You always need more soldiers
3. Keep an eye out for events that let you decrease Faith or move perfects



To illustrate the tactical and strategic considerations behind each move, the two players will share their thoughts on the game as the turn is played out.

Cathar player: "Both sides usually want to start the first turn so the choice is easy. Later on in a game, you may decide that your position is so strong that it is better to let the other player start and have a chance of being last to play a card in one turn and the first to play a card in the next turn."

Cathar player: "It usually doesn't get easier to escape than from the starting position though the odds are rarely good. This time I was lucky. A nice side effect is to get Ambush out of the way before any of my soldiers have ended up in the Battlefield."

Crusader player: "With Bombard Montsegur on my hand, it is tempting to go for the Crest. However, the chances that the Cathars will let me keep the Crest long enough for my trebuchets to fire are not good. Better to seal off the castle and then finding a way around those hard defenses."

## A SAMPLE TURN

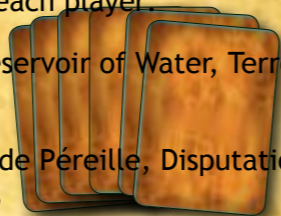
This tutorial will take you through a sample first turn of a game of 1244: The Fall of Montsegur, showing you how the different actions and some of the events work.

### INITIATIVE PHASE

The following six command cards are dealt to each player:

Cathar hand: Ambush, Catalan Mercenaries, Reservoir of Water, Terror, A Blinding Fog, A Thousand Campfires

Crusader hand: A Joyful Celebration, Raimond de Péreille, Disputatio, Bombard Montsegur, Truce, Local Sympathizers



A fate token is drawn from the fate bag and placed on the Trail of Fate: It is the Cathar +2 / Crusader -1 token. The Cathar player wins the initiative and decides to go first, so he takes the start player marker.

### ACTIVITY PHASE 1

The Cathar player plays the Ambush card for 3 CP and attempts to escape with a perfect from Montsegur Castle. He draws a fate token from the fate bag and reveals the Cathar +1 / Crusader 0 token for a total of 3 + 1 = 4 which is just enough to beat the 3 Crusader soldiers blocking the path into Montsegur from Western Perimeter (or any other route in this case). He moves a perfect from Montsegur Perfects to Escaped Perfects.

The Crusader player plays the Truce card for 4 CP and spends them on a Redeploy action. He moves two soldiers to each of Western Perimeter, Southern Perimeter and South Eastern Perimeter from the Crusader Camp, leaving 4 soldiers. North Eastern Perimeter is still only guarded by 3 soldiers.

2CP	SUMMER	1CP	SUMMER	1CP	SUMMER	1CP	SUMMER	1CP	SUMMER	1CP	SUMMER
<b>A Joyful Celebration</b> A party was held for celebrating a happy occasion.	<b>Raimond de Péreille</b> The lord of Montsegur was a stern supporter of the Cathar cause and built the castle.	<b>Bombard Montsegur</b> Several enemy trebuchets destroyed parts of the outer defenses.	<b>Truce</b> A truce was negotiated to celebrate a holy event.	<b>Local Sympathizers</b> The Cathars had many friends in the local population.	<b>Disputatio</b> Religious leaders of both sides met for a religious discussion.						
The player may take a 4 CP boost morale action.	Cathar player gets +1 to all Leadership Checks for the remainder of the turn. Place this card in the Cathar quarter as a reminder.	Crusaders control the Crest, one trebuchet. Each trebuchet is the defense of Montsegur, Eastern Walls and Western by one.	Players immediately move all 4 soldiers in the battlefield to command center.	Cathar player gets +1 to all Leadership Checks for the remainder of the turn.	Crusader player may make a Honor Check. If the check is successful, decrease Faith by one point, move one perfect from Montsegur Perfects to Captured Perfects.						
NEUTRAL	CATHAR	CRUSADER	NEUTRAL	CATHAR	CRUSADER						

Cathar player: "And now time for the reinforcements to arrive just before the siege closes in."

Crusader player: "Moving two soldiers from the Northern Perimeter weakens my position if the Cathars find the Caves under Montsegur. However, by leaving one soldier behind, I can quickly re-deploy back if needed - and taking the soldiers from Northern Perimeter leaves me with a few more soldiers in my command center."

Cathar player: "With only one advantage marker, it is a tough call when to use it. Your opponent may be bluffing when playing a useful event early, so in this case I jumped at the chance. The odds were not good and this time I ran out of luck."

Cathar player: "Increasing Food now is planning for later."

Crusader player: "With the Cathar's advantage marker out of the way, I can play the Cathar cards from my hand without worrying that he will trigger the event. Let's see if he will let me keep the Crest."

### ACTIVITY PHASE 2

The Cathar player plays Catalan Mercenaries for the event, gaining 4 reinforcement points. Pointing at the path through North Eastern Perimeter, he subtracts 2 reinforcement points for the 3 Crusader soldiers, for a total of 2 reinforcement points. He places 2 Cathar soldiers in Montsegur Castle from the resource pool.

The Crusader player plays Joyful Celebration for 2 CP, taking another redeploy action. He moves two soldiers from Northern Perimeter to North Eastern Perimeter.

The Cathar player decides to trigger the event, to get a 4 CP Boost Morale action. He draws a fate token, this time drawing the Crusader cross for a failed result. All fate tokens on the Trail of Fate are returned to the fate bag.

### ACTIVITY PHASE 3

The Cathar player plays Reservoir of Water for the event and increases Food by one point.

The Crusader player plays Raimond de Péreille for 3 CP and declares an attack on the Crest from Southern Perimeter. He takes 3 soldiers from the Crusader Camp, moves two Crusader soldiers into the Battlefield together with the single Cathar soldier in the Crest, and places the third soldier in the Crest.

3CP	SUMMER	1CP	SUMMER	1CP	SUMMER	1CP	SUMMER	1CP	SUMMER	1CP	SUMMER
<b>Ambush</b> The men were trapped like pigs in a pen and the attackers showed no mercy.	<b>Catalan Mercenaries</b> The Cathars use the heads of people they used to know and love, they were struck by grief and despair.	<b>Terror</b> The steep mountain paths were dangerous to use.	<b>A Blinding Fog</b> The steep mountain paths were dangerous to use.	<b>A Thousand Campfires</b> In the weeks at the top of the mountain, the campfires from the crusading army were an impressive sight.	<b>Reservoir of Water</b> Every man of the summer filled the reservoir that had been constructed under the castle.						
Player may remove four opponent soldiers from the battlefield.	Player gains 4 reinforcement points.	Crusaders control the Crest, raise Cathar Morale by one point.	Player loses one opponent scout.	Player loses Cathar Morale by one point.	Player loses Food by one point.						
NEUTRAL	NEUTRAL	CRUSADER	NEUTRAL	CRUSADER	CATHAR						



*Cathar player: "An attack on the Crest? Even if he doesn't have a trebuchet on his hand, he can maintain the siege with a lot less soldiers if I let him keep the Crest. I can safely play Terror, as I will control the Crest before the Crusader player can trigger the event."*

*Crusader player: "Not enough soldiers in the Crusader camp for a new attack. You always need more soldiers."*

#### ACTIVITY PHASE 4

The Cathar player plays Terror for 2 CP, attacking the Crest from Eastern Walls with one soldier. As he controls Roc de la Tour, he gets the flanking bonus, so he moves the Crusader soldier from the Crest to the Battlefield and moves a single soldier from Montsegur Castle to the Crest.

The Crusader player plays Local Sympathizers for 2 CP which he spends on a reinforcement action. He places 2 soldiers in the Crusader Camp from the resource pool.

#### ACTIVITY PHASE 5

The Cathar player plays A Blinding Fog for 2 CP and places one perfect in Aspiring Perfects.

The Crusader player plays Disputatio for the event. He draws a fate token from the fate back, drawing Cathar -1 / Crusader +2 for a total of  $2 + 2 = 4$  which is not higher than Faith and thus is a failed result. He could spend an advantage marker to draw again but decides not to. One perfect is moved from Montsegur Perfects to Captured Perfects.

*Cathar player: "The attack on the Crest threw my plans. With only one action phase left, I can't get both a scout and an aspiring perfect. Either I will play next turn without an advantage marker or my Faith score will drop. Both are bad! I don't want to give the Crusaders a chance to trigger A Thousand Campfires, and if I play a Blinding Fog to Gather Intelligence and place a scout, the Crusaders can trigger the event and remove the scout again."*

*Crusader player: "Playing last in this turn gives me a chance to have two actions in a row if I am lucky to win the draw for the initiative next turn. With three soldiers in the Crusader Camp, I could have made another attempt at the Crest as my fifth action this turn. However, the events that let the Crusaders influence the perfects are rare and can move a lot of victory points and in this case, the escaped perfect means that Faith will decrease even on a failed repentance check."*

*Cathar player: "A good card to keep away from the Crusaders' eyes".*

*Crusader player: "Hiding this card in my strategy stack keeps my opponent fearing when it may turn up and gives me two symbols in the race for the important strategy victory points. Not so bad after all!"*

*A bad blow for the Cathars to drop in Faith and to start the next turn without advantage markers. However, the Cathar player managed to escape with one perfect, get 2 more soldiers and increase Food and there are more turns and more cards to play before the winner can be declared.*



#### STRATEGY UPKEEP PHASE

The Cathar player places A Thousand Campfires in his Strategy Stack.

The Crusaders places Bombard Montsegur in his Strategy Stack.

Neither player has more than one advantage marker nor have they played any scouts. The Crusaders keep their single advantage marker.

#### FAITH UPKEEP PHASE

One perfect is moved from Aspiring Perfects to Montsegur Perfects.

With only 3 perfects in Montsegur Perfects, Faith drops one point to 3.

#### SIEGE ATTRITION UPKEEP PHASE

The single Cathar soldier in the Battlefield is moved to Montsegur Castle. One Crusader soldier is removed; the other two are moved to the Crusader Camp.

Food decreases one point to 8. Cathar Morale decreases one point to 7. Crusader Morale decreases one point to 7.

This concludes Turn 1.



## THE HISTORICAL SIEGE

THE CATHAR FAITH

THE ALBIGENSIAN CRUSADE



## COMPONENTS

- One gameboard
- 99 command cards (54 summer, 45 winter)
- Two commander cards
- 45 black cubes (Crusader soldiers and scouts)
- 30 yellow cubes (Cathar soldiers, scouts and perfects)
- 8 white disks (advantage markers)
- 8 white disks with stickers (fate tokens)
- One drawstring bag (fate bag)
- 6 brown cubes (turn, phase, faith, food and morale markers)
- One start player marker

In the unlikely case that you run out of cubes or disks during play, use a convenient replacement token.

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## Thoughtful Games

Published by Thoughtful Games

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## SEQUENCE OF PLAY

### Initiative Phase



1. Deal six cards to each player
2. Determine initiative and select starting player

### Activity Phases

- a. Play a card as an event
- b. Play a card for CP\*
- c. Play commander for CP

### Upkeep Phase

1. Strategy Upkeep
2. Faith Upkeep
3. Siege Attrition Upkeep

\*Spend  to trigger event, spend  to preempt

## UPKEEP PHASE

### Strategy Upkeep

1. **Make a strategic move.** Both players play one card from their hand face down to their strategy stack.
2. **Discard lost opportunities.** Both players discard half of their advantage markers rounded down.
3. **Gain advantage.** Both players remove one scout and gain one advantage marker. The player with most scouts removes one scout and gain one advantage marker.

### Faith Upkeep

1. **Perform Consolamentum.** Move one perfect from Aspiring Perfects to Montsegur Perfects.
2. **Adjust Faith.** If the number of perfects in Montsegur Perfects is less than Faith, decrease Faith by one point.
3. **Check for surrender.** If there are no perfects in Montsegur Perfects, the Cathars surrender.

### Siege Attrition Upkeep

1. **Bury the dead and recover the wounded.** Both players remove half of their soldiers in the Battlefield, rounded down. Remaining soldiers are moved to the command centers.
2. **Decrease Food.** Decrease Food by one point. If Food is 4 or less, decrease Cathar Morale by one point.
3. **Decrease Morale and perform desertions.** Decrease Cathar Morale by one point. Decrease Crusader Morale by one point. If Morale is 4 or less, the opponent removes one

## END OF THE GAME

### If the Cathars Surrender

1. Remove Aspiring Perfects.
2. Move Montsegur Perfects to Captured Perfects.
3. Move Faith perfects to Burned Perfects
4. Make Repentance Checks for each remaining perfect to determine if they repent or burn for their belief.






### Cathar VP

Escaped Perfects	 × 
Burned Perfects	 × 
The Grail	
Best Strategy	

### If the Crusaders Surrender

1. Move all Aspiring Perfects, Montsegur Perfects and Captured Perfects to Escaped Perfects.

### Crusader VP

Repenting Perfects	 × 
No Escaped Perfects	
Control Montsegur	
Best Strategy	

Siege Duration:

Turn	1	2	3	4	5	6	7	8	8+
VP									