

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

CATHAR ACTIONS

Attack a location

Attack a location from a bordering location.

Attackers	CP ×  →	Hand
Flanking?	 →	Battlefield
Defense?	 :  →	Battlefield
Battle?	 :  →	Battlefield
Control?	 →	Attacked location






Redeploy soldiers

Rearrange soldiers between CP connected locations that you control.



Call for reinforcements




Place soldiers in Montsegur Castle.

				
-1CP	-2CP	-3CP	-4CP	-5CP

CP ×  → Montsegur Castle





Gather intelligence

Place scouts in the Scouting Field.

2CP	3CP	4CP	5CP
			

Attempt to escape





Succeed an Escape Check to escape with one perfect.

ESCAPE CHECK		
CP +	 >	 → Escaped Perfects
		Redraw?
		→ Captured Perfects

"Escape with at least one perfect for the Cathar faith to survive the fall of Montsegur."

Prepare Consolamentum


Place perfects in Aspiring Perfects

2CP	3CP	4CP	5CP
			

"One aspiring perfect becomes a perfect in Montsegur Castle at the end of each turn. Create perfects to keep Faith high."

Boost morale

Succeed a Leadership Check to increase morale.

LEADERSHIP CHECK		
CP +	> 3	+1 Cathar Morale
		Redraw?

CATHAR VICTORY POINTS



Escaped Perfects + Burned Perfects + The Grail + Strategy

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CRUSADER ACTIONS

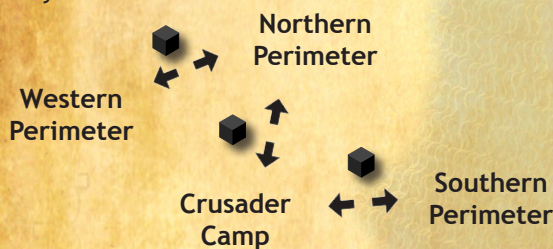
Attack a location

Attack a location from a bordering location that you control with soldiers from the Crusader Camp.

Attackers	CP × 	→	Hand
Defense?	 :		→ Battlefield
Battle?	 :		→ Battlefield
Control?		→	Attacked location

Redeploy soldiers

Rearrange soldiers between CP connected locations that you control.



Call for reinforcements









Place soldiers in the Crusader Camp.

1CP	2CP	3CP	4CP	5CP
	 	  	   	    

"You always need more soldiers"

Gather intelligence



Place scouts in the Scouting Field.

2CP	3CP	4CP	5CP
	 	 	  



"Send out scouts to gain advantage markers at the end of each turn."

Boost morale

Make a Leadership Check to increase morale.

Leadership Check		
CP + 	> 3	+1 Crusader Morale
		 Redraw?

Repentance Check

2 + 	> Faith	Success
		 Redraw?

"Keep an eye out for events that let you influence the Cathar perfects."

CRUSADER VICTORY POINTS

 × 















Repenting Perfects + No Escaped Perfects + Control Montsegur + Strategy

+ Siege Duration:

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