

CK2 Rules edit-

Set Up

Add a sea page between Denmark and Scotland.

Each player chooses 1 territory within their realm to place their knight, and then do this again in reverse player order and once more in player order taking care to leave at least one Independent territory on a border with another realm in the game (mostly an issue for England).

If a player is in the middle, (i.e. France in 99% of all games), they may then place a castle in a territory of their choice. If taken, they cannot choose the ambitious critical trait in the next step and must also take the gold humble critical trait instead of one of the positive green traits. If you have a situation with no one in the middle like France/Italy/Germany, no one receives this benefit. This benefit is optional.

Each player receives 2 random non-pious, positive non-critical traits, 1 red critical trait with a gold or silver border of their choice and one random red negative trait. Each player receives 7 gold.

Each player, in turn order, places one castle in an independent territory in their realm on the border with another realm in the game, this will represent a decadent and powerful local dynasty.

Randomly draw independent characters for each territory from their respective cultures and randomly critical traits for those territories without castles and negative critical traits for those with castles

Choose if you will start with a king or queen and select an appropriate character card from your stack of kings or Matilde de Canossa if the Italian player is not present or chooses to start with a male king- if possible, pick another card from an unused culture to represent your first queen.

Max number of castles is $3 * \text{player count} - 1$, $3P - 1$, counting any starting castles. Raid a chess board for their castles if you are playing with 4 or 5 players

Only place the 2 ignorant tokens and one gold red non-critical trait on the first 3 crusading targets on the crusading track (Constantinople, Antioch, Edessa)

Do not add critical traits to the trait bag, and take them out, these are reserved for independent territories.

Also, I use way too many dynasty markers with the new rules, find a surrogate dynasty to count as your markers. France borrows the D'Anjou markers, England can use Plantaganet/Normandy, Italy can use Canossa/Arpad, Spain can use Ivrea/Jimenez or Ivrea/Hapsburg and Germany can use Hohenstaufen/Salian.

-Game End

After 3 generations, reaching Jerusalem or player elimination. If a player reaches Jerusalem, finish the round and then end the game.

Scoring:

Each territory with a castle is 1 VP

Every 2 territories without a castle is 1 VP, rounding down

The castle victory token is rewarded to the first player who builds 2 castles, worth 2 VP's

The Book Token is given to the first player who has 3 inventions, worth 2 VP's

Crusader Token is given to the player with the most shields on the Dynasty track, worth 2 VP's

King of Jerusalem token is given to the player with his dynasty shield on the Kingdom of Jerusalem, worth 1 VP and triggers game end (i.e. you get 2 points, 1 for Jerusalem on the track and 1 for the token)

Crusader tokens past the first six do not give bonuses or even negative traits, instead they award a single VP each.

Card Commentaries

When receiving a card that adds or subtracts an age token, subtract 1 from the magnitude of that number. If the number is zero, this card is now a trait check. For removing an age token, (i.e. lover), this requires a trait check. If gaining a trait token (i.e. bad marriage), the trait check is to avoid gaining an age token.

Crusade cards that cause you to steal a spot give you -1 to the difficulty of your next crusade action can become automatic and +1 to the difficulty of the next crusade target. Crusade cards that give you an extra shield on the crusade target make your next crusade success automatic, regardless of any modifiers.

When receiving the benefit of a card that would grant you a child or two, you may instead discard an unmarried child or sibling and gain the archbishop councilor card or any non-critical green trait token (or pious).

Foreign spies, the benefit to the next player is that they immediately gain an invention or swap to an invention owned by the player without a trait check.

Blown up castles and castles on their side still count for full VP scoring purposes.

References to independent pacts breaking away become they divorce you, unless it specifically notes that it spawns a new character. If this is the case, the old independent ruler goes to your dynasty board and you lose the pact.

Independent pacts forming with the next player become the next player may immediately make a marriage to that independent territory's ruler without cost if able. If not, the benefit is lost.

For Independents-

-Independent territories with their character card still on them operate like duchies, except murdering their characters/royal spouses requires an extra success. Note that this generally means that invading an independent territory with a castle requires 3 successes and killing the character married to them requires an extra success.

-Independent territories only have critical traits, automatically negative if it has a castle, random otherwise. Draw these appropriately when spawning characters on independent territories for any reason.

-Annexing an independent territory with a pact is only possible if the independent ruler is married to the player's reigning king/queen. Place an unrest token in the territory if you annex it and do not mobilize the territory.

-When marrying the character card on an independent territory, the spouse card does not travel to your board, it stays on the territory unless marrying a king. Place your corresponding child/sibling duchy token [now a royal marriage marker] on the independent territory and your dynasty shield. If marrying the king, the independent character moves to your spouse slot and place a dynasty shield on the territory and the ruler's spouse.

-If a married ruler of an independent territory is assassinated or divorced, remove any pact markers on the territory and if necessary, the corresponding duchy [royal marriage marker] with the territory, and the player's character is now available for marriage. If an independent territory does not have a character card in it (dead or married to king) it loses the defensive benefits of being an independent territory until a new character is spawned in (thrown into turmoil).

-Independent territories' rulers still in their territory (not married to a king) and their royal spouses require 2 successful draws to assassinate. If the spouse of an independent ruler is assassinated, dies due to old age (sibling of the dead king) or they divorce, both are now available for marriage in subsequent rounds if alive.

-If the independent territory is successfully invaded by any player, the player with a pact (i.e. marriage) may choose to take that independent character to their court and become a spouse as normal or leave them to their fate. The player who had a pact with independent territory gains a casus belli, except if the player attacks a territory that they have a pact with.

-An independent territory won't give pact support to attack itself.

-If your family member and spouse of an independent territory's ruler succeeds, succession continues as normal, move the new king/queen to the ruler spot and take the independent ruler from the board to the spouse spot, and the territory becomes your vassal (i.e.) place your knight on it if you haven't reached your vassal limit. If you are at your vassal limit, you may release a territory to independence and place your knight on this territory. If not at your mobilized force limit, you may immediately mobilize this territory.

-New eras, rules change for era replacement, when replacing independent territories' rulers, place any married to player's families on the player board and the independent territories rulers are replaced as normal.

Marriage Actions+

+Happens at the same time in the dynasty phase

+Only time when players may ask for and receive items. May only exchange gold, territory and releasing territories.

+Players can propose one marriage with either independent territories or other players in player order as normal, marriages no longer require any trait draw. After this, players may marry any number of their children in internal marriages (political marriage and marry for money) in player order.

+It costs 2 gold to marry independent characters. This forms a pact with the independent territory for as long as both live, or until they divorce, or until the next era.

+When marrying between players, keep a dynasty token from the sending dynasty on the character card. If divorced or the spouse is murdered and the spouse was not the king, the player who sent this character from their board may take this card and token back to an open sibling spot if available. Lose the pact.

+Additionally, you can spend 2 gold to marry someone in the kingdom as a political marriage, random trait draw for the character being married, remove 1 unrest token in a territory under your control.

+Further, you can receive 2 gold to marry for money, but this character has a random non-critical red trait.

Birthing round+

+Birthing is now a single trait draw, during the dynasty phase, immediately after the marriage phase and before the action cards are drawn. Critical traits are chaste and lustful, no gold can be spent except if the player has the royal physician.

Realm/Develop Actions+

+As inventions are bought by a player, do not place them on your invention slot, that will contain a knight (more on that later), set it on a free part of the board, near the Atlantic Ocean, place one of your dynasty markers on it.

+Can transfer your dynasty shield from one invention to another or place a knight as part of the realm cards, this requires a trait check humble/ambitious for each adoption/swap, only spend/swap the knight if the trait check is successful. You can use these two actions in the same card (up to 3 taken of either) but you must take a trait check for each action and you cannot mix it with the action below.

Max of 3 active inventions per player.

Inventions are taken aside on the board when drawn and stacked in the case of multiple. Inventor is given to the first player to reach 3 inventions. The book token now gives 2 victory points. Players can also use a separate realm develop action to pull a knight off their inventions slot with a trait check (humble/ambitious) to increase their vassal limits back towards 8; however, each success causes an unrest in a different territory that is not mobilized under your control. If you have less territories that aren't mobilized than the number of invention actions taken, do not place the difference in unrest tokens.

+Upon reaching 3 councilors, you lose the first one at the beginning of the next round, always place councilors sequentially from left to right.

+The 6 extra invention cards may be counted as extra councilors of a given type (i.e. navy is a chancellor, library is an archbishop, bank is a steward, longbow is a spymaster, royal guard is a court physician, plate armor is a marshal)

+Castles cost 1 to attempt to construct and another 3 to successfully construct. Control of territories with castles gives 1 VP per, territories without castles are counted at half rounding down. The castle token is awarded to the first player to successfully construct 2 castles. Keep development actions used to construct castles aside to count this and it is worth 2 VP's.

Mobilize/Invade Actions

+As normal, except you can only annex territories married to your king. If you do not move your army in during the annex action, it gains an unrest token.

Crusade Actions+

+You may not nominate independent rulers married to your children to crusade.

+Buying additional trait draws on crusade actions costs 2 gold rather than 1.

+You can now go on 2 crusades each era and once every round. The Archbishop allows you to crusade twice in a round, instead of twice an era.

+For each crusade in an era, success or failure, note it with a crusade card near the crusade track. The difficulty of the next crusade action this era is increased by 1.

+Each time a player plays the crusade action, the crusading player may seek further support. He will declare this to the table. The other players, only if they have a crusade action card and in reverse order, may name their price for their support or decline to support and the crusading player either agrees or disagrees and moves on to the next player. A supporting player must demand something that the crusading player has, even 1 gold. These are limited to the following options and happen immediately, before the crusade action or bottom text is resolved:

-A Royal marriage between these two players' dynasties, if they have a valid marriage

-Giving control of a territory from the crusading player to the supporting player

-Releasing a territory from the crusading player's control (creating an independent territory)

-A gift of gold

+Each extra supporting player grants an additional base draw. Supporting players may not pay to sabotage. If the crusading player is successful, the supporting player discards (i.e. does not do the action or resolve the bottom text) a crusade card (to support you must play a crusade card). If the first player fails to succeed on their draw, their character dies as normal, but the crusade can still succeed.

+In turn order, each supporting player (i.e. last player to pledge their support to the crusade gets the first opportunity) may decide to take up the cross and must nominate a valid family member to go on crusade or if they refuse or lack any valid options, go home with no penalties.

+If they decide to continue, before the next player(s) choose to either continue or abandon, they may make the crusade action. They resolve the crusade action with the support of the remaining supporters and any modifiers. They may spend gold to buy additional trait draws. The player(s) who failed the crusade or who have previously abandoned the crusade may pay gold to sabotage. If they succeed, they place their dynasty marker on the crusade track, if they fail, their crusading character dies.

+Only the first player resolves the bottom text of their crusade card after all supporting players either continue or abandon the crusade in turn order. All involved have completed their required crusade action. Support actions do not count towards crusading limits. Increase difficulty of crusade actions by 1.

+Crusader successes past those that give extra cards give 1 VP, not the benefits on the board. . However, these require 2 successes. Crusader token is worth 2 VP's and is awarded to the first player to reach 3 dynasty shields on the track, king of Jerusalem is 1 VP. For set-up, place the two ignorants and 1 gold red token on the first three crusading targets (Constantinople, Antioch and Edessa). Don't place any other trait tokens on the crusading track.

Player general rules, cleanup and succession crises+

+Kings die on the third age token, disregard rule to remove one of your traits on reaching 4 age tokens.

+When receiving a negative critical trait in your bag, lose 1 of the corresponding positive critical traits, if present. For example, if you gain a cruel, you lose a kind.

+On succession crisis.

Do not replace shields on crusader track, these are permanent. Replace your trait bag token with 2 green traits (not critical), 1 red critical trait of the player's choice and 1 red trait (non-critical), lose half of your territories and gold rounding up (i.e. if 3 lose 1), player's choice and demobilize those territories lost. New Independent territories receive a character and random critical trait if there isn't a castle in the territory, and a negative critical trait if there is. Lose all pacts . Keep inventions/councilors.

+On cleanup phase

If any independent territory has a castle, draw character cards and traits for those first, keeping only negative critical traits.

When cleaning up independent territories with independent ruler's married into a player's family, place their card under the spouse that they are married to as normal, discard the dynasty shield and then draw a new character card of the appropriate culture. The player has lost the pact with that territory but not a spouse.

If the independent ruler is married to a player's reigning king, simply discard the dynasty shields. The player has lost the pact with that territory but not a spouse.

Remember to discard all critical traits into a separate bag and draw only critical traits for independent territories' rulers.

Reset the additional difficulty of the crusade actions to 0.