

Hans-Peter Stoll

The
King's Will



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Magyar Expansion

by Hans-Peter Stoll

Contents of the Magyar expansion:

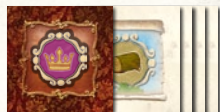
4 devastation tiles, 4 Magyar tiles, 6 raid tiles, 1 Liudolf tile, 1 Liudolf action tile

Introduction:

The Hungarians invaded the lands of the dukes repeatedly. Otto's son Liudolf betrayed his father and forged an alliance with the Magyars, enlisting the help of some disgruntled dukes.

SET UP

- The players place the Liudolf tile and the 4 devastation tiles next to the action board.
- Players place the Liudolf action tile on the action board above the second action space from the right (*next to the crown symbol*). It stays there throughout the game.
- A player shuffles the 4 Magyar tiles and places them face down in a stack next to the action plan.
- He then shuffles the 6 raid tiles and places them face down in a stack next to the stack with the Magyar tiles.



Raid of the Magyars:

“Step 0: Raid of the Magyars” is added to the section “**The King continues his journey**”. The players reveal both the top Magyar tile and the top raid tile.

The symbol of the Magyar tile indicates the landscape which the Magyars invade and where they enter the duchies of the players. The raid tile shows what damage the Magyars inflict.



The player must surrender a peasant or a building below one of the affected landscape tiles and return it to

the stock. If he owns both, he decides which one he loses. Only if he has no peasant or building there, nothing happens to him.



The player must surrender a peasant on an affected landscape tile and return him to the stock.

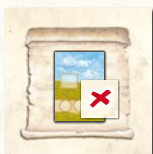


The player must surrender two resources of the affected landscape from his warehouse.

If he has only one, he has to surrender that single resource. Only if he doesn't have a suitable resource, nothing happens to him.



The player must pay 2 coins for each affected landscape tile.



The player must place a devastation tile on one of the affected landscape tiles and will not receive any further resources for this landscape tile. At the beginning of the next **"The King continues his journey"** step, he removes the devastation token. The devastation tile has no effect for the final tally.



The player must surrender a resource of the affected landscape from his warehouse and reduce the mood of his population by 1 space. If he does not have a suitable resource, only the mood of the population decreases.

Traitor Liudolf:

If the player chooses the second action from the right, he may look at the two top, concealed Magyar and raid tiles after paying 1 coin. In addition, the player places the Liudolf tile in front of him; he may take it from another player.

As long as the player owns the Liudolf tile, he is not affected by raids of the Magyars and ignores any potential damage.

In the final tally, the player in possession of the Liudolf tile will receive 2 minus points when the last revealed raid tile shows the symbol of Liudolf.