

## „Empires of the Middle Ages 2.Ed.“ ENDEAVORS

<b>CONQUEST</b> <i>General Modifiers</i> <ul style="list-style-type: none"> <li>+ active Leader Combat Stature (+ Gold)</li> <li>+ Base Area Social State</li> <li>+ active Army points</li> <li>- Target Area Social State</li> <li>- Target Area Fortress value</li> <li>- defending Army points</li> <li>- (defending Leader Combat Stature (+Gold))</li> </ul> <i>Language/Religious Modifier (worst of each used)</i> <ul style="list-style-type: none"> <li>- 1 related Language; different Church</li> <li>- 2 unrelated Language; other Religion</li> </ul>	<b>Cost: 2 (+ Gold)</b> <b>Base Area/Target Area:</b> OWN area/adjacent* ENEMY area, conquest of areas with population higher 1 requires multiple conquests. Army points may be reduced to avoid Social State loss. <b>Successful Conquest</b> <ul style="list-style-type: none"> <li>◆ Unrest placed</li> <li>◆ Area, Commerce and University captured, Cathedral captured if base and target area same religion</li> <li>◆ Palaces eliminated</li> <li>◆ Fortifications reduced</li> </ul>
<b>PILLAGE</b> <i>General Modifiers</i> <ul style="list-style-type: none"> <li>+ active Leader Combat Stature (+ Gold)</li> <li>+ Base Area Social State</li> <li>+ Target Area Population value</li> <li>+ active Army points</li> <li>- Target Area Social State</li> <li>- Target Area Fortress value</li> <li>- defending Army points</li> <li>- (defending Leader Combat Stature (+Gold))</li> </ul> <i>Language/Religious Modifier (worst of each used)</i> <ul style="list-style-type: none"> <li>- 1 related Language; different Church</li> <li>- 2 same Language; same Church</li> </ul>	<b>Cost: 0 (+ Gold)</b> <b>Base Area/Target Area:</b> OWN area/adjacent* ENEMY area with Social State higher -3.  Army points may be reduced to avoid Social State loss. <b>Successful Pillage, roll D6</b> <ul style="list-style-type: none"> <li>1: No gold</li> <li>2-3: 1 Gold</li> <li>4-5: 2 Gold</li> <li>6: 3 Gold</li> </ul>

<b>RULING</b> <i>General Modifiers</i> <ul style="list-style-type: none"> <li>+ active Leader Administrative Stature (+ Gold)</li> <li>+ if negative: Target Area Social State</li> <li>+ if Cathedral: 1</li> <li>- if positive: Target Area Social State</li> </ul> <i>Language/Religious Modifier (worst of each used)</i> <ul style="list-style-type: none"> <li>- 1 related Language; different Church</li> <li>- 2 unrelated Language; different Religion</li> </ul>	<b>Cost: 0 (+ Gold) (+4 if successful and building a civilisation)</b> <b>Base Area &amp; Target Area:</b> OWN area(s) connected* to court area, multiple areas may be chosen if containing palaces  <b>Successful Ruling</b> <ul style="list-style-type: none"> <li>◆ unrest removed</li> <li>◆ SS increased (max. +2 over norm) by +1, +2 if university OR build civilisation for 4 gold</li> </ul>
<b>FORTIFICATION</b> <i>General Modifiers</i> <ul style="list-style-type: none"> <li>+ active Leader Administrative Stature (+ Gold)</li> <li>+ Target Area Social State</li> <li>+ Target Area population value</li> </ul> <i>Language/Religious Modifier (worst of each used)</i> <ul style="list-style-type: none"> <li>- 1 related Language; different Church</li> <li>- 2 unrelated Language; different Religion</li> </ul>	<b>Cost: 2 (+ Gold)</b> <b>Base Area &amp; Target Area:</b> OWN area connected* to court area  <b>Successful , do ONE of the following</b> <ul style="list-style-type: none"> <li>◆ increase fortification</li> <li>◆ build one army point</li> <li>◆ build one fleet point</li> </ul>

<b>*Sea Effect</b>	<ul style="list-style-type: none"> <li>▪ if not seafaring: +1 gold per sea area, max. 2 sea areas, rating halved (round up) if &gt; 1 sea area</li> <li>▪ if seafaring: +1 gold per sea area beyond 1<sup>st</sup>, max. 3 sea areas, rating halved (round up) if &gt; 2 sea areas</li> <li>▪ Fleet create seafaring areas (1<sup>st</sup> fleet point) and extend range if seafaring (by one per fleet point)</li> <li>▪ Active fleets must exceed defending fleets for CONQUEST and PILLAGE</li> </ul>
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<b>DIPLOMACY</b> <i>General Modifiers</i> <ul style="list-style-type: none"> <li>+ active Leader Diplomatic Stature (+ Gold)</li> <li>+ Base Area Social State (always Court area)</li> <li>- Target Area Social State</li> <li>- Target Area Leader Diplomatic Stature (indepent areas 3, Venice 5)</li> </ul> <i>Language/Religious Modifier (worst of each used)</i> <ul style="list-style-type: none"> <li>- 1 related Language; different Church</li> <li>- 2 unrelated Language; different Religion</li> </ul>	<b>Cost: 1 (+ Gold)</b> <b>Base Area/Target Area:</b> always OWN court area/ ANY area (unlimited range, no sea effects) except other court area <b>Successful Diplomatic Tie formed</b> <ul style="list-style-type: none"> <li>◆ Tie marker placed in target area</li> </ul> <b>Successful Diplomatic Conquest, loser may invoke parley</b> <ul style="list-style-type: none"> <li>◆ Area, Fortifications, Commerce and University captured, Cathedral captured if base and target area same religion</li> <li>◆ Palaces eliminated</li> </ul>
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<b>Unrest Effect</b>	<ul style="list-style-type: none"> <li>▪ Base Area in Unrest must check for rebellion if endeavor fails</li> </ul>
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