

Name: _____

Per: _____

World Civ – Unit 3: Feudal Europe

Kingdom of NUAMES' Baron's Game

The goal of each team/family is to become the most powerful baron. This is measured by their fame. Fame represents the reputation and status of the Baron. Another important measure of a baron's power is how much territory he controls. This will determine how large an army he can call up for battles, and how much gold he will collect in taxes from his farmers.

Sequence of Play:

1. **Draw an Event Card** - One baron will draw an Event Card and read it out loud to the class. The effects of the event card are applied immediately to all barons.
2. **Gold** - Each baron adds one gold to his bank for each hex they control. Then subtract the gold they must pay in taxes to the king. Any remaining gold can then be used to deal with a crisis (plague, war, etc).
3. **Building** - Barons can also spend some of their remaining gold on building projects. You can improve the strength of your home castle, build/improve new castles, or build churches, monasteries, universities, or burghs (towns).
4. **Battle** - When a baron decides to attack he must declare which of his opponent's hexes he will attack. Each baron must also decide if he will take part in the battle.
5. **Death** - Each turn there is a chance that the baron will die. If a baron dies his son will inherit his territory and continue the simulation but the heir keeps only 2/3 of the baron's fame; the other 1/3 is lost.
6. **Marriage** - A marriage may be arranged with the family of another baron once per game. Both barons must agree to the match. A marriage will increase the fame of both parties equal to 1/3 of the other baron's fame.
7. **Add Hexes** - A baron can control a number of hexes equal to half of their fame score but can only gain or lose ONE hex per turn. When a baron loses control of a hex any castles and buildings in the lost hex are destroyed and his fame is reduced accordingly. If all hexes are currently controlled by one of the baron's this part is skipped.

Action	Cost in Gold	Fame Points
Pay Taxes	Varies each turn (usually 4)	N/A
Can't Pay Taxes	Lose all gold	-1 point
Build New Castle, University, Monastery, Church, or Burg	2	1
Improve Castle	1	N/A
Improve Home Castle	1	1 point per 2 strength points
Attack Rival's Hex	2	Win: 1 Lose: -1
Baron Dies	N/A	Lose 1/3 points
Marriage	N/A	Add 1/3 of other baron's total

Action	Death of a Baron (draw 1 card)
Plague, Went to War, Crusade, Participated in a Battle	Ace or 2
Normal Turn	Ace

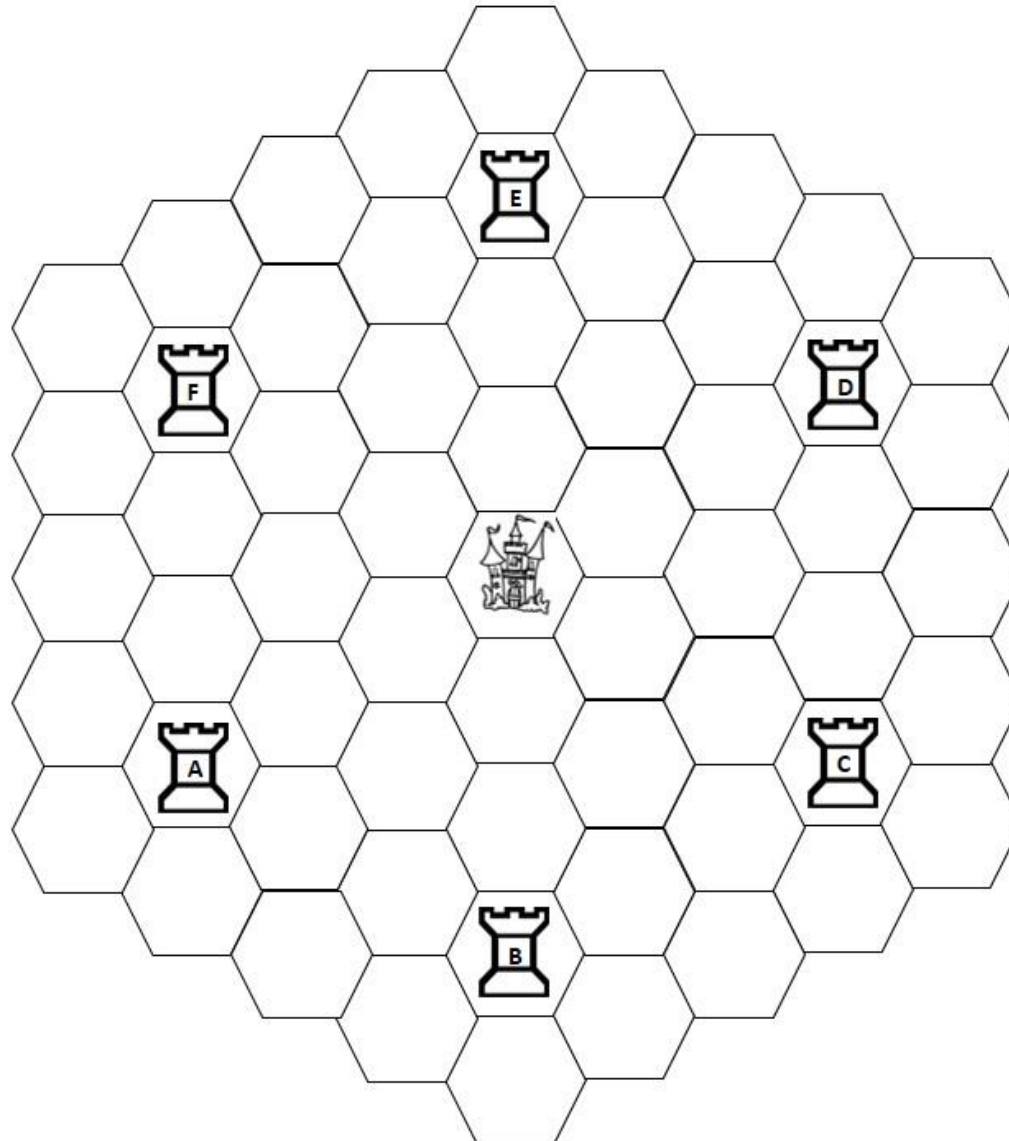
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<u>Turn</u>	<u>Fame</u>
0	14
1	
2	
3	
4	
5	
6	



<u>Turn</u>	<u>Gold</u>
0	0
1	
2	
3	
4	
5	
6	