



optional rules for 2 players

1. Each player has 2 armies (2 colours): 2 Barons, 2 First Knights, 6 Knights, 4 Mercenaries, 4 Infantrymen and 1 Milady (discard one Milady). So each player has 19 army cards and 19 units.
2. The first player places 1 of his 2 castles in a free border, then the second player does the same. Then the first player places the second castle and the second player does the same.
3. Each unit enter the map from the respective castle. A Milady, after charming, returns into the castle of her colour.
4. Each player has 1 trading card with 4 shillings, 2 with 2 shillings and 5 with no shillings (total 8).
5. In the strategic phase each turn the players choose 6 army cards and 2 trading cards (0+0 or 0+2 or 2+2 or 2+4 shillings).
6. In the movement phase the first player shows and moves 3 units, then the second player shows and moves 3 units, then the first player shows and move the remaining 3 units and the second player does the same. In this manner the first player has an advantage because with the first 3 units he can block enemy units (an enemy knight, for example, near villages cannot escape and you can kill him!).
7. The stacking limits are the same but you can also have the 2 Barons in the same territory. Always 2 units per territory, but the first Knights always alone.
8. When the King is in play, the player with the least victory points gets 3 shillings instead of 2, and 6 shillings instead of 4, when playing the respective trading cards.
9. If a player has blue and green armies and an enemy Milady charms the blue Baron a player can still move, in that turn, the green units.
10. Regarding the cowards rule, the total value of the units inside the Castle when the King arrives must be considered half, rounded down. For example 2+2+3 means -3 Victory Points, not 7.
11. The game lasts 12 turns.
12. The variable map can also be arranged in another manner: you must arrange the four maps in order to have an hole in the centre, where you must put the Convent. This zone (no map, only your table) is the Convent territory. This portion has a width of 2 territories (see illustration below). In this manner the villages are not in line any longer. You must decide, when the plague moves north, for example, and goes off the map, which is the village where it will re-enter. When you place the castles, on each of the four maps there can be only 1 castle. When the plague card reads 'cross' the cross is a bit different from a normal 'cross'.

This version is more difficult, but it is fantastic, believe me. Have fun with Feudo.

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