

FIEF FRANCE GAME BOARD



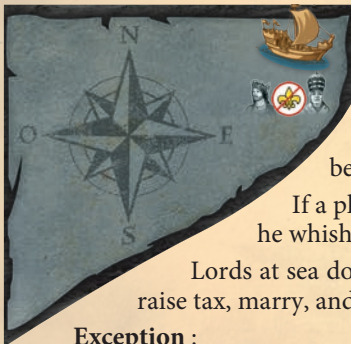
Port villages allow troops to sail to the other end of France. However, it costs time...

PORT VILLAGE AND AT SEA AREA



PORT VILLAGE: a port village is a village marked with the ship icon. There are 6 of them, from north to south: CALAIS, CHERBOURG, NANTES, LA ROCHELLE, BORDEAUX and MONTPELLIER.

Example: Nantes is a port village.



AT SEA AREA: the AT SEA area represents all the seas surrounding France (The Channel, The Atlantic ocean and the Mediterranean sea). In the game, this is a unic area where armies are placed while sailing.

The AT SEA area is not located in any Fief as well does not belong to any Bishopric.

If a player has several lords and troops AT SEA, he may split them as he wishes (troops must be with a Lord, if possible).

Lords at sea do not suffer from any particular constraints : they may still vote, raise tax, marry, and so on.

Exception :

the Pope and the King titles do not worth victory point if their owner is AT SEA.

NAVAL MOVEMENT

The AT SEA area is connected through a road to each port village. Armies may move from a village port to the AT SEA area (and vice versa) for the cost of **1 Move**. Any army which moves in the AT SEA area **must end its movement**.

Naval movements are not subject to crossing and permissions rules. It means that an army which is moving from a port village to the AT SEA area does not prevent other armies to move from the AT SEA area to the same port village, and vice versa.

At the beginning of his phase 5. Movement, a player must first move out his lords and troops from the AT SEA area. No troops or lords may be in the AT SEA area two turns in a row.

Troops at sea without a Lord must still move to a port village.

Permission of the owner of the destination port village is not necessary to land.

CAVALCADES

An army can not attempt any cavalcade if at least 1 of its move is a naval movement.