

CREDO

OBJECT

Each player represents a Church with a set of doctrines (Creed).

The object of the game is to have:

- 1) the flock with the greatest number of *Followers* when the Creed is complete; OR
- 2) a flock of 11 million *Followers*; OR
- 3) 117 votes amongst your *Bishops* and *Laity*.

The first person to realise one of these conditions wins.

CONTENTS

120 *Church* cards (blue) (68 *Followers*, 45 *Bishops* [including 5 *Patriarchs*], 7 *Laity*)

129 *Article* cards (yellow)

111 *Event* cards (yellow)

1 central gameboard with 18 boxes (10 numbered *Article boxes* for the Definitive Creed, a *Church Cards box*, an *Event/Article cards box*, a *Church Card Discard box*, an *Event/Article Card Discard box*, an *Event Card Permanent Discard box*, an *Article Card Permanent Discard box*, a *Jerusalem and Constantinople Patriarchs box*, and an *Emperor Out-Of-Play box*.

6 Church mats with 9 boxes: 3 each for *Articles of Faith*, *Firm Beliefs* and *Customary Practices*.

1 booklet of rules and historical notes

2 six-sided dice

SET UP

1. **Each player takes a Church mat.**

2. **Deal 9 Article cards to each player.**

Each player determines which *Articles* he will defend in the doctrine of his Church. The selected *Articles* are placed on his Church mat. The *Articles* can be placed in any category of the player's choice, but according to the following rules:

- a. Only one *Article* of any given *Article Number* is permitted. All other *Article* cards of the same *Article Number* are discarded except exact duplicates of an *Article* placed on his Church mat, which are secretly kept in his hand for later Teaching. If he is defending an *Article* card which has two *Article Numbers* (eg "Articles 1 & 2", 3 & 4" or "3, 4 & 5") then this counts as belonging to both/all such *Articles*, and all other cards bearing those numbers must be discarded.
- b. He must place as many *Articles* as possible on his Church mat.
- c. He may only discard *Article* cards having the same number but not the same doctrine as those placed on his mat.
- d. *Article 1*, if held, must be placed as an *Article of Faith*
- e. He can only place an *Article* in a category if the three places in the category above it are filled. Thus to place an *Article* as a *Firm Belief*, he must already have placed three *Articles* as *Articles of Faith*.
- f. If possible he must have three *Articles of Faith*.
- g. No player can have more than three *Articles of Faith*, three *Firm Beliefs* and three *Customary Practices*.
- h. When an *Article* causing the loss of *Followers* or *Bishops* is placed on the central board, the player must suffer the indicated loss from the *Church* cards dealt to him in #3 below.

3. **Remove the Patriarchs of Jerusalem and Constantinople cards from the Church card deck** and place them in the *Patriarchs of Jerusalem and Constantinople box* on the central gameboard.

4. **Deal all the Church cards evenly into an number of piles equal to the number of players plus one.**

The extra pile and any cards left over are placed on the central mat in the *Church Cards box*. As these cards are played during the game they are placed in the *Church Card Discard box* (*Défausse des cartes église*). When the pile of Church cards is exhausted, shuffle the *Church Card Discard* pile and place it in the empty *Church Card box*.

Each player separates his *Follower* cards and keeps them face down, sorted by decreasing value to speed the game so that he *Loses Follower* cards of least value from the bottom of his pile, and the other players will *Take* those of highest value from the top of his pile.

Bishop and *Laity* cards are placed face up in front of each player. They constitute the voting members of each Church. Their number and values must be visible at all times.

5. **Deal 3 Event cards to each player.**

6. **Play immediately any cards labelled "Play immediately"** (*Jouez Immédiatement*), starting with the player to the dealer's left. If a General Council must be called, it should be the last Event played of all the obligatory events. The Event cards played are placed in the *Event card Discard box*.

7. **Shuffle the remaining Article and Event cards and place them in the Event card box.** If this pile runs out, shuffle the cards in the *Event card Discard box*, and place them in the *Event card box*.

THE GAME

The game is played in turns, starting with the player to the dealer's left and continuing clockwise.

On his turn, the player **draws an *Event/Article* card** from the *Event Card box*. His actions following this will depend on the card drawn:

Event Card:

- *Play Immediately (Jouez Immédiatement):*

Cards so labelled must be immediately played, affecting either by the drawing player or the player(s) indicated on the card.

- *Play Immediately on Another Player (Jouez Immédiatement sur une autre Joueur):*

Cards so labelled must be played immediately by the drawing player on another player of his choosing.

- Other *Event* cards can be kept and played at any time, including on another player's turn.

Article Card:

- *Article* cards for *Articles* which have already been voted on must be immediately discarded to the *Article Permanent Discard box*. The discarding player draws replacement cards until he draws an *Event*, or an *Article* which has not yet been voted on.

- Cards for *Articles* not yet voted on can be placed on the player's Church mat or rejected according to the following rules:

- - If he does not yet possess an *Article* with the same number, the card can be included in his doctrine according to the rules for *Article* placement during game set-up.

- - He can also reject and discard the *Article* but does not draw a replacement.

- - If it is a card exactly identical in number and doctrine to one he already possesses on his mat, he may retain it in his hand for later play with a *Church Father Event* card.

- - If it is an *Article* whose number (but not doctrine) he already has as a *Customary Practice*, he can renounce his original doctrine and replace it with the new card. However he must also Lose a Church card at the same time.

- - In all other cases, discard the card but do not draw a replacement.

- **No player may end his turn with more than 4 *Event/Article* cards in his hand.** He must play or discard any excess cards.

- A player can play in succession as many cards as he wishes.

GENERAL COUNCILS

Note: when a card or rule refers to the Emperor, this is the Eastern Emperor, but may be the Western Emperor if the Eastern Emperor is not in play or has been removed from the game.

- The Emperor can if he desires, at the end of his turn, convoke a General Council to determine the content of the next *Article* of the Creed. Only the Emperor or an *Event* card can convoke a General Council.

- *Articles* must be debated in ascending numerical order and only one *Article* can be debated and voted on at each General Council.

- Each Church must announce if it has a doctrine for the *Article* under discussion at the Council. If so, it must vote for its own doctrine. If it has no doctrine it can either not vote, or vote for any doctrine of its choice amongst those proposed by the other Churches. Players can only vote *for*, and never *against*, a doctrine.

- If only one doctrine is proposed at a Council then it is automatically accepted.

THE DEBATE

The debates between Churches can be particularly lively.

- Players can use any of their *Event* cards to influence the voting of other Churches. Players announce which cards they are playing and these are resolved in the order announced. The Emperor must enforce the resolution of the cards in this order. Once all the cards are played and the debate closed, the vote is taken without further influence being possible.

- During the debate the different parties can enlist the support of a neutral party (a player without his own doctrine) in return for promises of subsequent support, Follower cards, etc... but such agreements cannot be enforced.

- To be accepted a doctrine must obtain more votes than any one other rival doctrine obtains (i.e. it needs a plurality, not a pure majority). The *Winners* are those who possess the exact doctrine attaining the plurality on

their Church mats. The *Losers* are those with a different doctrine. All other players are neither *Winners* nor *Losers*.

- In the case of a tie between several doctrines, the *Article* is undecided and must be debated again at the next Council
- The Church giving the most votes to any *Article* that passes receives the honour of moving the *Article* from his own Church mat to the central board's Definitive Creed.

RESULTS

- First, the *Losers* must discard *Church* cards in proportion to their attachment to their rejected doctrines: 3 cards if the rejected doctrine was an *Article of Faith*, 2 cards for a *Firm Belief* and 1 for a *Customary Practice*.
- Next, the *Winners* take their spoils from the pile of *Church* cards, also in proportion to their attachment to the accepted doctrine: 3 cards for an *Article of Faith*, 2 for a *Firm Belief* and 1 for a *Customary Practice*.
- In the case of a multiple *Article* (i.e. 1&2, 3&4 or 3&4&5 together), it occupies a number of boxes in the Definitive Creed according to how many *Articles* it represents (i.e 2 or 3). If it passes the vote as an *Article* of the Definitive Creed, the *Losers* Lose for each of the *Articles* they hold which do not correspond to it, but the *Winners* Win only once per multiple *Article*. Similarly if an *Article* is rejected, *Losers* possessing a multiple *Article* of the same number Lose only once. In other words, possessors of a multiple *Article* Win or Lose only once if that article is accepted or rejected. But non-possessors Lose multiple times if the multiple is accepted.

[Example: Article 1 is being voted on. Player A has an Article 1, Player B has a different Article 1 and Player C has a multiple (in this case double) Article 1&2. Player A's Article 1 is accepted. Players B and C each lose Church cards depending upon their attachments to their own Articles. Player C loses only once, not twice, despite having the double Article. If however Player C's double Article passes, he only wins once, but Players A and B each lose once for their rejected Article 1's, and a second time if they possess Article 2's (which have simultaneously been rejected by the acceptance of the double Article 1&2)]

- As soon as a Council has voted for an *Article*, it forms part of the Definitive Creed and cannot be removed or changed in any manner. All other doctrine cards for that *Article* are discarded.
- Finally the *Emperor* can enforce respect of the decision of the Council against any Churches whose own doctrines *Lost* the vote. The player holding the *Emperor* card chooses a *Losing* doctrine, throws the dice and consults the *Respect Table*. The result affects any and all players holding the chosen *Losing* doctrine.

GAME END

- The game ends: when *Article 10* has been voted on and passed,
OR when one player possesses 11 million *Followers*,
OR when one player acquires 117 votes in the Council.
- All players count their *Followers*. The winner is the player with the greatest number.

MISCELLANEOUS

- If one of a player's *Articles* is rejected, he cannot replace it with one of any duplicates held in his hand. He must discard all his cards of that *Article*.
- A player cannot *Refute* one of his own *Articles*.
- Players Losing all their *Followers*, *Bishops* and *Laity* continue to play, praying to draw good cards.

CHURCH CARDS

Blue cards represent the members of a player's Church.

There are 3 types:

- *Followers* are the ordinary members and come in denominations of between 5000 and 1,000,000.
- *Bishops* represent historical bishoprics. The 5 *Patriarchs* are *Bishops* and all rules pertaining to *Bishops* apply equally to them.
- *Laity* comprise the *Eastern Emperor*, *Western Emperor*, *Empress*, *Magister Militum*, and 4 *Prefects*. All rules for *Laity* apply equally to all of them.

Bishops and *Laity* have similar card layouts:

- At the top left of each card is the half of the Empire in which they exercise their power (East or West). *Laity* are rapidly identifiable by the crossed swords beneath this.
- At the top right is the number of votes (0 to 20) each individual possesses at a Council.
- The right side of *Patriarchs* and *Laity* lists the number of intrinsic *Followers* they possess, which are included along with standard *Follower* card totals in the final game-tally of number of *Followers*.

SPECIAL CHURCH CARDS

- The *Patriarchs of Jerusalem* and *Constantinople* (marked with asterisks at top left and next to their title) are removed from the deck before the initial deal and placed in the *Patriarchs of Jerusalem and Constantinople box*. They are only put into play when the corresponding *Event* cards are played.
- The *Bishop of Mursa* card is considered to belong to both halves of the Empire, because the historic Bishopric of Mursa straddled the frontier between the two halves of the Empire.
- The *Bishop of Nisibis* is marked with an X, because as he lived outside the Empire, he is immune from Laical persecution. Thus he can never be eliminated due to a roll of 12 on the *Proselytism* or *Refutation Tables*.

ARTICLE CARDS

Article cards are yellow, like *Event* cards, and have the number of an *Article* or *Articles* at their top. There are 10 *Articles*, each covering a domain of theological controversy. Several doctrines exist for each *Article* and define the different beliefs of the several Churches. Ten *Articles* are required to complete the Definitive Creed.

EVENT CARDS

Event cards, like *Article* cards, are yellow. They represent actions undertaken in the course of the game. *Event* cards can be played at any time, except when another player is in the process of determining the outcome of another *Event*.

EVENT CARD DEFINITIONS:

- *Give (Donner)*. The player gives to another player cards of his own choice from those he himself holds.
- *Lose (Perdre)*. The player discards cards of his own choice from those he himself holds.
- *Take (Prendre)*. The player takes cards of his own choice from another player and puts them in his own hand.
- *Remove (Retirer)*. The player playing the card chooses which cards to discard from those held by the player suffering the event.
- *Draw (Tirer)*. Draw cards from the deck of *Church* cards.
- *Permanent Discard (Défausse définitive)*. After having been played, the card is placed in the *Event Card Permanent Discard box* and will not be reshuffled when the *Event* card box is exhausted. These cards represent unique historical events.

- *Place aside (Mettre de côté)*. Only the *Emperor* is placed aside instead of being discarded. When the *Emperor* is removed from the game, he is not placed in the discard piles, but in the *Emperor Out-of-Play box*, and returns to play when the *Event card New Emperor (Nouvel Empereur)* is played.
- *Play immediately (Jouez immédiatement)*. The *Event* must be played immediately upon being drawn.
- *Play immediately against another player (Jouez immédiatement sur une autre joueur)*. The *Event* must be played immediately upon being drawn. It is played on another player.

SPECIAL EVENT CARDS AND THE TABLES.

- The *Western Emperor* is an *Event* card, but is treated as a *Laity* card once it comes into play. If there is no *Eastern Emperor*, the *Western Emperor* can call a *General Council*.
- The *Western* and *Eastern Invasion of the Goths* cards count as *Follower* cards if they are converted to Christianity by the *Evangelisation of the Goths* card
- The *Heterodox Books* cards (*Words of Jesus, Gospel of the Infant Thomas, Secret Gospel of Mark* and *Official Record of Trial of Jesus of Nazareth*) can be used to obtain supplementary votes at *General Councils*.
- *Church Father* cards allow the player to nominate one of his *Bishop* cards (if he has any) to do one of two things: *Refute an Article*, or *Teach an Article*.
 - - *Refute an Article*. The player nominates one of his *Bishops* to carry the message and the *Church* (player) to which the message will be sent. He can attempt to refute a *Firm Belief* or a *Customary Practice*, but not an *Article of Faith*. The player rolls two dice and consults the *Refutation Table*. Unless he *Loses* the *Bishop* card due to a bad roll on the *Refutation Table*, he keeps the *Bishop* card but discards the *Church Father* card.
 - - *Teach an Article*. The player nominates one of his *Bishops* to teach any *Article* in the player's *Creed* a duplicate of which the player holds in his hand, and which the target *Church* (player) does not possess in his *Creed*. The *Church Father* card is discarded, and the *Article* to be taught is placed on the target *Church* mat. The targetted player then discards one of his own *Firm Beliefs* or *Customary Practices*, replacing it with the new *Article*.
- *Proselytism*. The player nominates one of his own *Bishops* to preach to another *Church* (player), rolls two dice and consults the *Proselytism Table*.
- *Exile*. *Laity* can exile any *Bishop* belonging to their own half of the *Empire*. Place the *Exile* card on top of the targetted *Bishop*. Exiled *Bishops* cannot vote at a *General Council*. Followers of an exiled *Patriarch* cannot fight in a *Civil War* or an *Usurpation*, but can be used as *Circumcellions* and are counted in the total *Followers* of the owning player at the end of the game. *Laity* from either half of the *Empire* can use an *Exile* card to recall any exiled *Bishop*.
- *Persecution*. *Persecution* takes place if called for by an *Event* card, or by the result of consulting one of the *Tables*. To *Persecute*, a player chooses a target *Church* (player), rolls two dice, and consults the *Persecution Table*. Cards permitting *Persecution* are: *Iconoclasts, Nika Riots, Fire at the Temple of Apollo, Corpse Synod, and Agentes in Rebus*. If consulting the *Proselytism* or *Refutation Tables* returns the result *Laity can Persecute*, the player who was subject to the *Proselytism* or *Refutation* attempt must then nominate one of his own *Laity* as the *Persecutor*. The nominated *Laity* must be from the same half of the *Empire* as the *Bishop* who made the *Proselytism* or *Refutation* attempt. The *Persecuting* player then rolls two dice and consults the *Persecution Table*.

RESPECT TABLE

Used by the *Emperor* against a *Loser* after a General Council

<u>Roll</u>	<u>Result</u>
2	Take 2 <i>Laity</i> cards.
3	Take 1 <i>Laity</i> card.
4	Take 1 <i>Bishop</i> & 2 <i>Follower</i> cards.
5	Take 2 <i>Follower</i> cards.
6	Take 1 <i>Bishop</i> & 1 <i>Follower</i> cards.
7	Take 1 <i>Follower</i> card.
8	Take 1 <i>Follower</i> card.
9	Draw 2 <i>Church</i> cards.
10	No effect.
11	Lose 1 <i>Follower</i> card.
12	Lose 2 <i>Follower</i> cards.

REFUTATION TABLE

Used with a *Church Father Event* card.
Articles of Faith can not be Refuted.

<u>Roll</u>	<u>Result</u>
2	Refute a <i>Firm Belief</i> or a <i>Customary Practice</i> .
3	Refute a <i>Firm Belief</i> or a <i>Customary Practice</i> .
4	Refute a <i>Firm Belief</i> or a <i>Customary Practice</i> .
5	Refute a <i>Firm Belief</i> or a <i>Customary Practice</i> .
6	Refute a <i>Customary Practice</i> .
7	Refute a <i>Customary Practice</i> .
8	Refute a <i>Customary Practice</i> .
9	No effect.
10	No effect.
11	<i>Laity</i> can <i>Persecute</i> .
12	Lose the <i>Bishop</i> .

PROSELYTISM TABLE

Used with a *Proselytism Event* card

<u>Roll</u>	<u>Result</u>
2	Take 1 <i>Laity</i> , & 2 <i>Bishop</i> or 3 <i>Follower</i> cards.
3	Take 2 <i>Bishop</i> & 2 <i>Follower</i> cards.
4	Take 2 <i>Bishop</i> & 2 <i>Follower</i> cards.
5	Take 1 <i>Bishop</i> & 1 <i>Follower</i> cards.
6	Take 1 <i>Bishop</i> & 1 <i>Follower</i> cards.
7	Take 1 <i>Follower</i> card.
8	Take 1 <i>Follower</i> card.
9	Take 1 <i>Follower</i> card. <i>Laity</i> can <i>Persecute</i> .
10	<i>Laity</i> can <i>Persecute</i> .
11	<i>Laity</i> can <i>Persecute</i> .
12	Enraged rioters lynch the <i>Bishop</i> . Lose the <i>Bishop</i> .

PERSECUTION TABLE

Used with an appropriate *Event* card,
or as a result of the *Refutation* or *Proselytism Tables*.

<u>Roll</u>	<u>Result</u>
2	Remove 2 <i>Bishop</i> cards.
3	Remove 1 <i>Bishop</i> card.
4	Remove 2 <i>Follower</i> cards.
5	Remove 2 <i>Follower</i> cards.
6	Remove 1 <i>Follower</i> card.
7	Remove 1 <i>Follower</i> card.
8	Remove 1 <i>Follower</i> card.
9	Remove 1 <i>Follower</i> card.
10	No effect.
11	Remove 3 <i>Follower</i> cards. The <i>Persecuted Church</i> draws 1 <i>Church</i> card.
12	Remove 1 <i>Follower</i> card. The <i>Persecuted Church</i> draws 3 <i>Church</i> cards.

CARD LIST:

120 CHURCH CARDS

211 votes (av.=1.76/card; 4.06/non-Follower)

21,445,000 followers (av.= 178,708/card; 268,063/non-Bishop)

68 FOLLOWERS

2 x 5,000 = 10,000	2 x 75,000 = 150,000	7 x 500,000 = 3,500,000
6 x 10,000 = 60,000	16 x 100,000 = 1,600,000	2 x 750,000 = 1,500,000
5 x 20,000 = 100,000	2 x 150,000 = 300,000	<u>2 x 1,000,000 = 2,000,000</u>
3 x 25,000 = 75,000	5 x 200,000 = 1,000,000	68 12,895,000
7 x 50,000 = 350,000	9 x 250,000 = 2,250,000	(av.=189,632)

7 LAITY

Eastern Emperor	East	20 votes	1,000,000 followers
Eastern Empress	East	5 votes	300,000 followers
Prefect of the East	East	5 votes	500,000 followers
Prefect of Illyria	East	3 votes	500,000 followers
Western Magister Militum	West	5 votes	500,000 followers
Prefect of Italy & Africa	West	2 votes	500,000 followers
Prefect of Gaul	West	<u>1 votes</u>	<u>250,000 followers</u>
		41 votes	3,550,000 followers (average 507,143)
		(av.=5.9)	(av.=507,143)

5 PATRIARCHS

Alexandria	East	20 votes	1,000,000 followers
Antoich	East	20 votes	1,000,000 followers
Jerusalem	East	20 votes	1,000,000 followers
Constantinople*	East	10 votes	1,000,000 followers
Rome*	West	<u>10 votes</u>	<u>1,000,000 followers</u>
* = Enters play via <i>Event</i> card.		80 votes	5,000,000 followers
		(av.=16)	(av.=1,000,000)

40 BISHOPS

Mursa	East&West	2 votes	Gaza	East	2 votes
Nisibis	---	0 votes	Sebaste	East	2 votes
Mediolanum	West	5 votes	Sinope	East	2 votes
Aquilaea	West	1 vote	Assos	East	1 vote
Arelate	West	1 vote	Athens	East	1 vote
Carthage	West	1 vote	Corinth	East	1 vote
Cordoue	West	1 vote	Edessa	East	1 vote
Hippone	West	1 vote	Iconium	East	1 vote
Massilia	West	1 vote	Milet	East	1 vote
Caesarea	East	10 votes	Nicopolis	East	1 vote
Jerusalem	East	10 votes	Palmyra	East	1 vote
Chalcedonia	East	5 votes	Pella	East	1 vote
Cyrene	East	5 votes	Pergamum	East	1 vote
Nicea	East	5 votes	Philippi	East	1 vote
Nicomedia	East	5 votes	Salamine	East	1 vote
Ancyra	East	3 votes	Sardes	East	1 vote
Damascus	East	3 votes	Sidon	East	1 vote
Thessalonica	East	3 votes	Smyrna	East	1 vote
Bethlehem	East	2 votes	Troade	East	<u>1 vote</u>
Caesarea in Cilicia	East	2 votes			90 votes
Ephesus	East	2 votes			(av.= 2.25)

240 EVENT/ARTICLE CARDS

129 ARTICLE CARDS

9x	Art. 1	(6 Orthodox, 2 Tritheist, 1 pagan)
10x	Art. 2	(7 Orthodox, 2 solar*, 1 Judaic)
2x	Art. 1&2	(2 dualist*)
11x	Art. 3	(5 Orthodox, 3 Monophysite, 2 Judaic, 1 Manichaeen)
13x	Art. 4	(4 Orthodox, 3 Monophysite, 2 Manichaeen, 2 Arian, 2 Apollinarian)
2x	Art. 3&4	(2 Adoptionist)
16x	Art. 5	(5 Athanasian, 4 Amonian, 4 Homoean/Semi-Arian, 3 Monotheist)
1x	Art. 3,4&5	(1 Mandaean)
13x	Art. 6	(4 Orthodox, 3 Nestorian, 3 Monophysite, 2 Apollinarian, 1Origenist*)
11x	Art. 7	(3 Orthodox, 3 Monophysite, 3 Apostolic, 1 Gnostic, 1 Sabellian)
9x	Art. 8	(4 Orthodox, 2 Monophysite, 1 Judaic, 1 Marcellian, 1 Origenist)
15x	Art. 9	(7 Nicene, 2 Catholic, 2 Pneumatomachian, 2 Marcellian, 1 Gnostic, 1 Orthodox)
17x	Art. 10	(9 populist (2 [#] ,2 [#] ,2 [#] ,2 [#] & 1), 5 Nicene, 1 Origenist, 1 Donatist, 1 Gnostic* [#])

*=with symbol. [#]=penalty loss of Followers/Bishops.

111 EVENT CARDS

15 with people symbol (play at any time)

- 1x **New Basilica** – a magnificent church draws converts – Draw 2 Church cards
- 1x **New Liturgy** – Magnificent new ceremonies augment your congregation – Draw 2 Church cards
- 1x **Church Historian Refutes Pagan Errors** – Draw 1 Church card
- 1x **Creation of Coastal Theological Chapels** – Draw 1 Church card
- 1x **Demographic Change** – Draw 1 Church card
- 1x **Iconolatry** – the adoration of images prevails in your church – Draw 1 Church card
- 1x **Introduction of Infant Baptism** – Draw 1 Church card
- 1x **Introduction of Silk Vestments** – Draw 1 Church card
- 1x **Itinerant Preacher** – Draw 1 Church card
- 1x **Mass Baptism** – Draw 1 Church card
- 1x **Mass Conversion** – Draw 1 Church card
- 1x **Oppressed Peasants Seek Compassion** – Draw 1 Church card
- 1x **Religious Miracles** – Draw 1 Church card
- 1x **The Chapel of a Martyr Attracts Pilgrims** – Draw 1 Church card
- 1x **Your Charity Works Attract Followers** – Draw 1 Church card

2 with Empress symbol (play at any time):

- 1x **Regency** – Play this card immediately after a *New Emperor* card has been played. The new Emperor is a child, and his mother, the Empress, will tutor him. The player with the *Empress* card takes the *Emperor* card. If the *Empress* is not in play, the player who played the *Regency* takes the *Emperor*.
- 1x **Scandal!** – The Eastern Empress has not abandoned the vices of her youth. Condemned by the Universal Church, her votes will not be counted by the General Council.

23 with Bishop symbol (play at any time)

- 11x **Proselytism** – One of your Bishops can try to convert other Bishops or Followers who have strayed from the path. Consult the *Proselytism Table*
- 11x **Church Father** – One of your Bishops famous for his sanctity can teach your doctrines to others or refute their errors. Consult the *Refutation Table* or *Teach an Article*.
- 1x **Evangelic Campaign** – One of your Bishops can *Proselytise* against as many Churches of other players as he has votes. He can only *Proselytise* once against each other Church.

18 with Laity symbol

1 Play Immediately

- 1x **Fire at the Temple of Apollo** – Your over-zealous Followers destroy a pagan temple. The *Eastern Emperor* is obliged to *Persecute* your Church. Permanent discard.

17 play at any time

- 2x **Exile in Upper Egypt** – One of your Laity can *Exile* 1 Bishop from the same half of the Empire (East or West), or recall any 1 Bishop from *Exile*.
- 2x **Exile in Armenia** – One of your Laity can *Exile* 1 Bishop from the same half of the Empire (East or West), or recall any 1 Bishop from *Exile*.
- 2x **Exile in Corsica** – One of your Laity can *Exile* 1 Bishop from the same half of the Empire (East or West), or recall any 1 Bishop from *Exile*.
- 2x **Exile in Black Sea** – One of your Laity can *Exile* 1 Bishop from the same half of the Empire (East or West), or recall any 1 Bishop from *Exile*.
- 2x **Agentes in Rebus** – The Imperial Secret Service discovers seditious activities. The *Eastern Emperor* is obliged to *Persecute* the Church against which this card is played.
- 1x **Odoacer (AD 435-493)** – The *Magister Militum* & Odoacer overthrow the *Western Emperor*, who is removed from the game. The *Magister Militum* draws 2 Church cards. Permanent Discard.
- 2x **Civil War** – The Empire is divided. If you have Laity, you can attack another Church which itself possesses Laity. Whoever possesses the greatest total number of Followers (not just Laic Followers) takes all the Laity of the other.
- 1x **Iconoclasts** – Worship of images is linked to pagan worship of the devil. If you have a greater number of Followers than the Church with *Iconolatry*, you can *Persecute* that Church.
- 1x **Military Intervention** – The army, zealous protector of your doctrine, closes down the General Council before any vote can be taken. The player playing this card can *Persecute* a Church attending the Council.
- 1x **Corpse Synod** – One of your Patriarchs exhumes the corpse of one of his predecessors to try him for corruption. *Persecute* a Church of your choice. Lose 1 Follower card.
- 1x **Nika Riots (AD 532)** – The *Emperor's* favourite chariot team is beaten. Your followers (whose team won) can *Persecute* the Church of the *Emperor*. The *Emperor* can *Persecute* your Church in response.

11 with Emperor symbol

- 5x **New Emperor** – The *Eastern Emperor* rejoins your Church. Take the *Eastern Emperor*.
- 1x **Western Emperor – 5 votes. 500,000 followers.** Permanent discard.
- 1x **The Emperor Hesitates** – Proceed to a new vote on the Article, without counting the votes of the *Emperor* who called the Council.
- 1x **Dynastic Change** – Take the *Western* or *Eastern Emperor* into your Church.
- 1x **The Emperor Creates the Patriarchate of Constantinople** – The *Eastern Emperor* creates the *Patriarchate of Constantinople* who joins your Church. Can only be played by the player whose Church holds the *Eastern Emperor*. Permanent discard.
- 1x **The Emperor Promotes the Bishop of Jerusalem to the Rank of Patriarch** – Take the *Patriarch of Jerusalem*. Discard the *Bishops of Jerusalem* and *Caesarea*. Can only be played by the player holding the *Eastern Emperor*. Permanent discard.
- 1x **Usurpation** – If your Laity have more Followers than do the Laity of the Church holding the *Eastern Emperor*, you take the *Eastern Emperor*.

5 with Heterodoxy symbols

1 Play immediately

- 1x **Apostacy!** – One of your Bishops announces that he is a secret worshipper of the sun. Unless the doctrine with the sun symbol is among your Articles or forms part of the Definitive Creed, you lose 1 Bishop.

4 play at any time

- 1x **Official Minutes of the Trial of Jesus of Nazareth** – This heterodox book supports the doctrine with the open book symbol. If you possess this doctrine, you gain 5 votes at a General Council voting on this doctrine. Permanent discard.
- 1x **Secret Gospel of Mark** – This heterodox book supports the doctrine with the dove and cross symbol. If you possess this doctrine, you gain 5 votes at a General Council voting on this doctrine. Permanent discard.
- 1x **Words of Jesus** – This heterodox book supports the doctrine with the yin/yang symbol. If you possess this doctrine, you gain 5 votes at a General Council voting on this doctrine. Permanent discard.

1x **Gospel of the Child Thomas** – This heterodox book supports the doctrine with the sun symbol. If you possess this doctrine, you gain 5 votes at a General Council voting on this doctrine. Permanent discard.

1 with PX symbol (play at any time)

1x **By this Sign Shall you Conquer** – your Church gives the *Emperor* victory over his enemies. Take 1 Laity from another Church and draw 2 Church cards.

36 with Cross symbol

18 Play Immediately

1x **Pagan Magician** – A magician's tricks convince some of the more credulous of your Followers. Lose 1 Follower. Permanent discard.

1x **Emperor's Mother Finds the True Cross** – Empress Helena (c.250-c.330) uncovers relics in Jerusalem. A wave of enthusiasm. Each player draws 1 Church card. Permanent discard.

1x **Goths Invade the East** – Place this card beside the *Eastern Emperor*. This card is worth 50,000 Followers if *Evangelised*. Each Church loses 2 Followers per *Eastern Laity* it holds. Permanent discard.

1x **Goths Invade the West** – Place this card beside the *Western Emperor*. This card is worth 10,000 Followers if *Evangelised*. Each Church loses 2 Followers per *Western Laity* it holds. Permanent discard.

1x **Barbarians Invade the West** – The Church of the *Western Emperor* loses 4 Followers. The *Magister Militum* draws 2 Church cards.

1x **Persians Invade the East** – Churches with any *Eastern Prefects*, or the *Patriarchs of Alexandria, Jerusalem and Antioch* lose 2 Followers per such card.

1x **Evangelisation of the Goths** – You can convert the *Invading Goths* to your Church thanks to your Gothic edition of the Bible. Keep this card, and the converted *Goth* card in front of you after use.

1x **Demonstration of Unity** – A General Council must be called immediately in the course of which your Church gains 5 extra votes.

1x **Scourge of God!** – Attila the Hun (406-453) invades the West. The *Prefects of Gaul and of Italy/Africa* lose 2 Followers each. The Patriarch of Rome loses 4 Church cards. Permanent discard.

1x **Exile for Causing Scandal** – Your Bishop with the most votes is *Exiled* to the silver mines of Sardinia. Place this card on top of him.

1x **Rich Lay Dignitary Renounces your Church** – Lose 1 Follower and 1 Bishop.

1x **General Council must be Convoked** – A General Council meets now to vote on the next Article.

1x **Neoplatonic Philosophers** – The pagan philosophers sow confusion between two of your Bishops with their materialistic logic. Lose 2 Bishops. Permanent discard.

1x **Stylite** – One of your Bishops renounces the world to live atop a pillar. Lose 3 Followers but draw 2 Church cards. Permanent discard.

1x **Peregrinus Proteus (AD 100-165)** – One of your Bishops is denounced for being a pagan swindler. Lose 1 Bishop and 1 Follower.

1x **Plague in the East** – All Churches lose 2 Followers and 1 Bishop per *Eastern Patriarch* they hold due to the spread of the plague in urban centres. Permanent discard.

1x **Ascetic Movement** – Members of your Church leave by the thousands for a spiritual retreat and take up a life of Apostolic poverty. Lose 1 Follower and 1 Laity.

1x **Opposition in Roman Senate** – The Senate protests against the erection of a statue to Victory and obtains some support. Remove the *Prefect of Italy/Africa*. The *Western Emperor* loses 1 Follower.

6 Play Immediately on Another Player

1x **Dies Irae (Day of Wrath)** – One of the Bishops of a rival dies in a horrible way. Discard 1 Bishop.

1x **Dethronement** – One of your Bishops is caught with his hand in the collection plate. Discard 1 Bishop.

1x **Contested Episcopal Election**. A rival Bishop is deposed. His successor joins your Church. Take a Bishop from another player.

1x **Wave of Asceticism** – Thousands of Followers of your Church renounce the world for a life of Apostolic poverty. Lose 1 Follower and 1 Laity.

1x **Enraged Worshipers of Serapis** – Pagans martyr one of your *Patriarchs*. Lose 1 *Patriarch*.

1x **Accounts of Gross Persecution** – Informers prove that one of your Bishops renounced his faith under Diocletian. Lose 1 Bishop and 2 Followers.

12 play at any time

- 1x **Emperor's Concubine Intercedes** – One of your Bishops can return from *Exile*.
- 1x **Mutilation!** – Unknown assailants attack the *Patriarch of Rome*, gouging his eyes and cutting out his tongue. The *Patriarch of Rome* is removed from the game for 1 Round until his eyes and tongue miraculously regrow.
- 1x **Julian the Apostate (AD 331-363)** – The *Eastern Emperor* renounces Christianity and chooses paganism. The *Eastern Emperor* and all the *Prefects* are discarded. Each Church loses 1 Follower. The Church card pile and the Church discards are then reshuffled. Permanent discard.
- 1x **Plague in the West** – The Church holding the *Patriarch of Rome* loses 2 Followers and 1 Bishop due to the spread of the plague in urban centres. Permanent discard.
- 1x **Bad Times** – 10 Bishops of another player are unable to attend the General Council and their votes will not be counted. The rival chooses which Bishops cannot attend.
- 1x **Simony** – An opponent sells his bishoprics for money. Take a Bishop from another player and give him 1 Follower.
- 1x **Dock Strike** – If the *Eastern Emperor* does not vote with your Church at the General Council, you can prevent him from resupplying his Followers with grain, and he must discard 1 of his Followers.
- 1x **Circumcellions** – The poor and dispossessed see your Church as a means of social advancement. If you have no *Laity* you can attack another church: whoever holds the most *Follower* cards takes 2 *Church* cards from the other. Permanent discard.
- 1x **Interregnum** – You can return 1 Bishop from *Exile*.
- 1x **Western Delegation** – The Bishops of Calaris (Cagliari), Burdigalia (Bordeaux), Lugdunum (Lyon), Divio (Dijon) & Limonum (Poitiers) arrive to support your Church. Gain 5 extra votes at current the General Council. Permanent discard.
- 1x **Church Reform** – Your position of principle against corruption is remarkable. Gain 5 votes at the current General Council. Lose 1 Bishop and 1 *Laity*. Draw a Church card.
- 1x **Deathbed Conversion** – The Imperial Chamberlain announces his conversion to your Church. Gain 5 votes at the current General Council. Permanent discard.