Challenge 6: The Good Count

895 years ago, Thibaut II became Count of Troyes. With time and skill, he extended the small county of Troyes to the whole of Champagne, imposing his suzerainty on a large number of vassals. Maintaining a subtle balance between military alliances, religious fervor and economic development, he made Troyes his capital. In this challenge, you follow the legacy of Thibaut II in search of a perfect balance between noble, civil and religious orders.

SETUP

PLAYING THE GAME

Special Rules:
For this challenge, replace the rules regarding the bonuses obtained from construction of the Cathedral with the following: at the end of the game, for each Cathedral constructed, count the number of work buildings constructed in the same column, and enter that number (from 0 to 3) in the corresponding Cathedral’s circle in the final scoring column. Important: unlike in the usual rules, do not write any numbers in these circles during the game.

During Phase 1 (Roll the Dice) of each half day, use the following values for the transparent dice instead of rolling them (roll the black die as normal):

Scores to beat: (First game/Best score)
Alain : 60/65  ❖ Xavier : 63/72  ❖ Sébastien : 53/53