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GAME OVERVIEW

In this game, you will follow along in the steps of Jesus, from His baptism to His triumphant entry into Jerusalem. Along the way you will make decisions which will affect the outcome of His journeys and teachings. Although not intended to imply that other outcomes were in fact possible, these alternate outcomes are included herein to demonstrate the extraordinary set of circumstances that took place and were necessary to achieve the historical outcome.

During the game, events will take place that may cause the political and religious Leaders of the area to take notice and become concerned. In game terms, this is shown by moving Leader Markers downwards along the track at the right of the Game Board, moving from their start space one step at a time until they reach their final space (Arrest in Jerusalem), at which point they will attempt to arrest Jesus.

Some of these events may also cause Jesus to be tempted. These events are resolved with die rolls

that may adjust a marker on the Temptation/Piety Track on the Game Board.

These events will also enable you, as the player, to assist Jesus through actions, such as reducing the threat of the Leaders, having trusted Apostles assist with these concerns, or bringing in more Apostles. All of these actions are represented abstractly, through die rolls and moving Markers on the board.

Finally, some of these events will push Jesus towards Jerusalem. When Jesus makes His triumphant entrance into Jerusalem, the game ends. However, you may use an action to “wander” which allows Jesus to move away from Jerusalem, gaining valuable time for additional teaching and gathering of Apostles.

OBJECT

The goal of the game is to assemble all twelve Apostles, maintain a high level of piety, and enter into Jerusalem. Additionally, when trying to reconstruct the beginnings of Christianity historically, it is imperative that Judas betrays Jesus in Jerusalem. Events will push Jesus towards Jerusalem, but players should try to avoid entering too early before all the important pieces are in place.



Christ Before Caiaphas by Matthias Stom

GAME COMPONENTS

• Game Board



• 1 Piety Marker



• 1 Actions Marker



• 1 Divine Success Marker



• 25 Event Cards



• 3 Leader Markers (Caiaphas, Pilate, and Herod)



• 1 Jesus Marker



• 15 Miracle Markers



• 12 Apostle Markers



In addition, you will need one six-sided die (🎲).

• 4 Follower Markers



• 1 Barabbas Marker



• 1 +1 DRM (Die Roll Modifier)/Auto Marker



CARD DETAILS



Card Number

Card Title

Miracle Symbol

Leader Symbols

Number of Actions

Relevant Scripture referencing the card event. There is no game effect. The entire passage is cited to give proper context.

SETTING UP THE GAME

1. Place the Jesus Marker on the River Jordan space with its “3” side showing.
2. Place the Caiaphas Marker with its “3” side showing on the “1 (start)” space of its Track on the Leaders Chart.
3. Place the Herod Marker with its “4” side showing on the “1 (start)” space of its Track.
4. Place the Pilate Marker with its “5” side showing on the “1 (start)” space of its Track.
5. Place the Piety Marker on the “5” space along the Temptation/Piety Track.
6. Place the 12 Apostle Markers and any two of the Follower Markers face down by the side of the board, then mix them up. Place the other two Follower Markers back in the bag; they are only used in the Optional Rules.
7. Place the +1 DRM/Auto Marker, the Barabbas Marker, and the Actions Marker by the side of the board for use later. *Note: DRM is an abbreviation for Die Roll Modifier, and this Marker will be used to add one to die rolls during the game. See the section on page 5 to learn more.*
8. Place the Divine Success Marker on the Gethsemane space on the Game Board.
9. Remove six Miracle Markers that read “No Match” and set them aside. They may enter the game later. Take the remaining nine Miracle Markers, turn them over face down and mix them up, arranging them in a 3-by-3 grid on the Miracles Section of the Game Board so that their identities are hidden.
10. Prepare the Event Deck by removing the *Baptism* card and the *Entry to Jerusalem* card. Then shuffle the remaining Event Cards together. Place the *Baptism* card on the top of the deck and the *Entry to Jerusalem* card on the bottom of the deck. Place the deck next to the Game Board within easy reach and with space for a discard pile next to it.

The game is now ready to begin.

PLAYING THE GAME

A.D. 30 is a solitaire game that takes place over several *Game Turns*. Each Turn begins with revealing a card from the Event Deck and continues through four further *Game Turn Phases*, the last of which includes checking to see if the game is over. The five Game Turn Phases are as follows and explained in detail below:

1. Draw Event Card
2. Move Leader Markers
3. Temptation
4. Actions
5. End of Turn

Draw Event Card

The top card of the Event Deck is turned over and revealed. It is placed face up in a discard pile, on top of any previously discarded cards.

Move Leader/Judas Markers

If the pictures of Caiaphas, Herod, Pilate, or Judas appear on the card, move their respective Marker one space closer to Jerusalem (down for Caiaphas, Herod, and Pilate or to the right for Judas) on their respective Track (or two spaces if two of their symbols are displayed) unless an Apostle is stacked on top of their Marker. (This can happen as a result of a Send Apostle Action.) Ignore any Judas symbols until he is on his Track (which happens as a result of a Recruit Action or Teach Action).

If an Apostle is stacked on top of a Leader Marker that is slated to move, do not move the Marker. Instead, roll one die. If the number rolled is less than or equal to the Apostle's number shown on the Apostle's Marker (lower right corner), then the Leader Marker remains in its current space with the Apostle. If the number rolled is greater than the Apostle's number, return the Apostle to the “Recruited Apostles” box on



the Game Board, but do not move the Leader Marker, and then roll the die a second time. If the second roll results in a 1, then the returned Apostle is killed and his Marker is removed from play. **If an Apostle is killed in this way, immediately move the Leader Marker down two spaces toward Jerusalem.**

If a Leader is shown twice on a card, each move is handled individually, one at a time.

If any Marker is in Jerusalem, it will need to be pushed back by reducing the threat during the Actions Phase or the game may come to an end (see End of Turn).

Example: *Caiaphas is shown twice on a card. He is on the 3 space with Peter stacked with him. For his first move, he rolls a 4, which will send Peter back to the "Recruited Apostles" box on the Game Board (and then rolls a 3, which means that Peter does not die). For his second move, Caiaphas moves down to the 4 space.*

Temptation

First, if Jesus is in the Desert, move the Piety Marker left two spaces toward the 0 space.

Next, if the card shows Temptation, roll a die and compare it to the number of the space containing the Piety Marker. If the number rolled is greater than the space's number, the Marker is moved to the right one space (toward 6). If the number rolled is less than or equal to the space's number, the Marker is moved to the left one space (toward 0).

Example: *The Temptation cards are color coded in a deep red on their banners and include the word "Temptation" underneath the names of any Leaders listed. An example of a card with Temptation is #5, "Meeting with Nicodemus."*



Any time the Piety Marker is moved below the 5 space, turn the Jesus Marker over to its "4" side. Any time the Piety Marker is moved to 5 or above, return the Jesus Marker to its "3" side.

If the Piety Marker reaches the 0 space at any time during the game, the game immediately ends as follows:

MAJOR DEFEAT –

Satan successfully lures Jesus into temptation and spreads Darkness over the world.

Actions

Each Event Card has a number of Actions listed on it (in Roman Numerals: I = 1, II = 2, III = 3, IV = 4 and V = 5). You may choose to place your Actions Marker on the Actions Chart on the bottom right of your Game Board to keep track of how many actions you have each turn, and then move it down by one each time you perform an action. As you become more familiar with the game, you may choose to skip the Actions Chart to speed up your game play.

You may choose to do a number of actions up to the amount shown on the Event Card. Certain actions may only be attempted in specific spaces, as noted on the Game Board and in these rules. You may perform these actions in any order you desire, and you may attempt the same action more than once in a single turn. You may choose to 'pass' or forfeit any number of your remaining actions if you wish. The actions you may choose are:

Wander

Pray

Reduce Threat

Send Apostle

Recruit (River Jordan only)

Teach (Galilee & Bethany only)

Perform Miracle (Galilee & Bethany only)

Wander

This action is used to move Jesus away from Jerusalem. Jesus cannot be moved further left beyond the River Jordan space, however, so this action will not have any effect if selected while in the River Jordan space.



In the Desert, Galilee, and Bethany this action requires a die roll for success. If the number rolled is greater than the number shown on the Jesus Marker, the action is successful. Move the Jesus Marker to the left (away from Jerusalem) one space. This completes the action.

If the number rolled is less than or equal to the number shown on the Jesus Marker, the action fails and Jesus remains in the same space. Then stack the +1 DRM Marker with the Jesus Marker. This completes the action.

If the +1 DRM Marker is stacked with the Jesus Marker when this action is selected, add 1 to the die roll result to determine success or failure. If the result is still less than or equal to the number on the Jesus Marker, turn the Marker over to its AUTO side. If the AUTO Marker is stacked with the Jesus Marker when this action is selected, then it is successful, without a die roll. Once an action is successful, the DRM Marker is removed, no matter which side it is on.

When in Gethsemane, the Divine Success Marker on Jesus guarantees success and Jesus returns to Bethany without a die roll. If Jesus wanders away from Gethsemane, leave the Divine Success Marker in that space for later use. *See the End of Turn section for more information about the Divine Success Marker.*

+1 DRM/Auto Marker



The +1 DRM/Auto Marker applies to the Wander, Pray, and Teach actions and enters the game the first time any of these actions fails.

When the action fails, this Marker is stacked with the Jesus Marker so that its +1 side shows.

While on the +1 DRM side, add one to the next die rolled for the Wander, Pray, or Teach actions. If any of those actions fail again, flip the Marker to the AUTO side.

When on the AUTO side, the next Wander, Pray, or Teach action is automatically successful.

Remove the Marker when a Wander, Pray or Teach action succeeds.

This Marker normally remains stacked with the Jesus Marker when it is moved. However, the +1 DRM/Auto Marker is replaced with the Divine Success Marker when Jesus enters Gethsemane.



Herod (Hérode) by James Tissot

Pray

This action is used to move the Piety Marker forward one space (to the right, toward the 6) on the Temptation/Piety Track on the Game Board.



As with the Wander action, this action normally requires the roll of a die. If the number rolled is greater than the number shown on the Jesus Marker, the action is successful. Move the Piety Marker one space forward to the right (toward the 6). This completes the action.

If the Piety Marker moves from the yellow 4 to green 5 space, flip the Jesus Marker to the “3” side.

If the number rolled is less than or equal to the number shown on the Jesus Marker, the action fails and the Piety Marker remains in the same space. Then stack the +1 DRM Marker with the Jesus Marker. This completes the action.

If the +1 DRM Marker is stacked with the Jesus Marker when this action is selected, add 1 to the die roll result to determine success or failure. If the result is still less than or equal to the number on the Jesus Marker, turn the Marker over to its AUTO side. If the AUTO Marker is stacked with the Jesus Marker when this action is selected, then it is successful, without a die roll. Once an action is successful, the DRM Marker is removed, no matter which side it is on.

When in Gethsemane, the Divine Success Marker on Jesus guarantees success and the Piety Marker can be moved ahead to the right without a die roll. You still need to spend an action.

Reduce Threat

This action is used to move the Leaders or Judas back on their respective Tracks on their board, making them less of a threat. Choose any one of the Leader Markers (Caiaphas, Pilate, or Herod) not on their Start Spaces or the Judas Marker (**exception:** not on his Adoration Space or on his

Decision Space), and then roll one die. If the number is greater than the number on the selected Leader/Judas Marker, move that Marker back one space. Caiaphas, Herod, and Pilate move up on their Tracks if the action is successful and Judas moves to the left on his Track.



Example: Herod 4 is in space 5 on the Leader Track.

Using the Reduce Threat action, a die roll of 5 or 6 will exceed Herod's number of 4 and move Herod back one space.

The +1 DRM/Auto Marker and Divine Success Marker do not affect die rolls used for reducing threat.

If an Apostle with a rating of 1 (James the Greater, Andrew, or John) is stacked with the Leader, add one to the die roll. Apostles with ratings of greater than 1 do not earn any bonuses. If this pushes the Leader back to the 2 (Rumors) space, then return the Apostle to the “Recruited Apostles” box on the Game Board.

Send Apostle

If you have any Apostles in the “Recruited Apostles” box on the Game Board, for one action, you may choose to stack any one Apostle with one of the Caiaphas, Pilate, or Herod Markers if that Leader is on his third space (“Concerns”) or further (toward the “Arrest in Jerusalem” space). This will hinder the movement of that Leader.



You may also use the Send Apostle action to recall an Apostle stacked with a Leader back into the “Recruited Apostles” box on the Game Board or to move an Apostle from one Leader to another. Each such move costs one action.

Recruit (River Jordan)

This action is used to recruit Apostles from the pool by the side of the board into the “Recruited Apostles” box on the Game Board. It is generally an easier method than the Teach action (see below), but it can be used only while Jesus is in the River Jordan space.

When this action is selected, reveal two of the Apostles from the available pool set aside by the Game Board during setup. Select any one revealed Apostle to join by placing the Marker in your “Recruited Apostles” box on the Game Board (or on the Judas Track if Judas is selected). Do not hide any of the revealed Apostles in the pool until Jesus leaves the River Jordan (see End of Turn). If you select a Follower instead of an Apostle, simply remove the Follower from play.

Teach (Galilee & Bethany)

This action is used to recruit Apostles from the pool by the side of the board into the “Recruited Apostles” box on the Game Board.

As with the Wander and Pray actions, this action normally requires the roll of a die. If the number rolled is greater than the number shown on the Jesus Marker, the action is successful. Take one Apostle from the available pool by the side of the board and turn the Marker over to its revealed side. If the Marker shows an Apostle, place the Marker in the “Recruited Apostles” box on the Game Board (or on the Judas Track if Judas is revealed). If it shows a Follower, remove the Marker from the game. This completes the action.

If the number is less than or equal to the number, the action fails to recruit any Apostles. Then stack the +1 DRM Marker with the Jesus Marker. This completes the action.

If the +1 DRM Marker is stacked with the Jesus Marker when this action is selected, add 1 to the die roll result to determine success or failure. If the result is still less than or equal to the number on the Jesus Marker, turn the Marker over to its AUTO side. If the AUTO Marker is stacked with the Jesus Marker when this action is selected, then it is successful, without a die roll. Once an action is successful, the DRM Marker is removed, no matter which side it is on.

Perform Miracle (Galilee & Bethany)

This action is used to turn the Leader Markers over to their lower-numbered sides or to bring Barabbas into the game.

As Jesus performed miracles, crowds grew and followers joined. While these factors did not necessarily lessen or increase the concerns of the Leaders, the distractions did make it easier for them to lose their focus.



When you perform this action, turn over any two of the unrevealed Miracle Markers on the Miracles Section of the Game Board.

If any two revealed symbols match, you may remove them from the game and immediately take the appropriate benefit:



The Pilate Marker is turned to its “3” side.

The Caiaphas Marker is turned to its “2” side.



The Herod Marker is turned to its "2" side.



The Barabbas Marker is placed on the 6 space, Arrest in Jerusalem, on the Leader Chart.

If you do remove two Markers, then add two more of the "No Match" Markers by the side of the board to the remaining 7, turn all 9 Markers over and mix them up. Place them all back on the 3 x 3 Miracles Section on the Game Board.

You may remove only two Markers per action, even if more than two matches are revealed. If you do not remove any Markers, leave them all on the board. Do not hide revealed Markers.

END OF TURN

After the player has completed all actions or decided not to do any further actions, the following seven checks are made, in this order:

1. If the Event Card shows a picture of a sandal in the lower right corner, then move Jesus forward one space. If Jesus leaves the River Jordan space, turn over face down any revealed Apostles in the available pool by the side of the board and mix them up. If Jesus enters Gethsemane, then add the Divine Success Marker to stack with the Jesus Marker (and if the +1 DRM/AUTO Marker is stacked with Jesus, remove it from the Game Board). The Divine Success Marker remains in the Gethsemane space if/when Jesus departs from Gethsemane. If the +1 DRM/ AUTO Marker is stacked with the Jesus Marker, it will move to the new space as well (unless moving into Gethsemane as above).



2. If Jesus has arrived in Jerusalem, move Judas forward two spaces (as possible, stopping in Jerusalem if the Marker reaches that space).

3. If Judas is in the Jerusalem space, move one of Caiaphas, Herod, or Pilate (whichever one is currently closest to Jerusalem; none if one or more are already there; and player's choice

if there is a tie) two spaces forward toward Jerusalem (if possible, stopping in Jerusalem if the Marker reaches that space). Apostles stacked with Leaders who move forward at this time remain with the Leader.

4. If Caiaphas, Herod, and/or Pilate are in Jerusalem and Barabbas is also there (from doing a Perform Miracle action), you may remove Barabbas (permanently) and move back any or all of the Leaders in Jerusalem two spaces up to their 4 space. If Barabbas is arrested in this way, immediately lower Piety by two points. It is not required to arrest Barabbas if you want the game to end and for Jesus to be arrested instead, or if by lowering Piety, the Piety Marker will move to the 0 space.

This represents the choice of the crowd to arrest Barabbas in place of Jesus at this time. Historically, the crowd freed Barabbas instead.

5. If one or more of the Caiaphas, Herod, Pilate, or Jesus Markers is still in the Jerusalem space, then the game is over and proceed immediately to the Game End rules.

6. If the game is not over from 5 above, and Judas is in Jerusalem, then remove his Marker from play for the rest of the game. Judas will not re-enter the game.

This represents his desire for betrayal, but he could not find anyone who would listen to him. After trying all possible avenues, he ultimately just runs off in insanity, ultimately hanging himself.

7. If the game is not over, then proceed with the Draw Event Card Phase of the next turn.



Christ before Pilate by Mihály Munkácsy

THE APOSTLES

Each recruited Apostle (other than Judas) adds one point to Renown for calculating the results at the game's end. Recruited Apostles can be either in the Recruited Apostles box on the Game Board or stacked with a Leader to score a Renown point. In addition, some of the Apostles have additional abilities.



Judas (2) – When recruited, immediately place this Marker on the 1 (Adoration) space of the Judas Track.



Peter (3) – Adds two additional points to Renown (3 total).



Matthew (2) – Adds one additional point to Renown (2 total).



John (1) – Adds one additional point to Renown (2 total).



James the Greater (1) – Flips the Herod Marker to its “2” side. If Herod is already on his “2” side, then push Herod’s Marker back one space (up the Track). Herod will remain on his “2” side even if James is killed later.



Simon (3) – Rating becomes a 4 when stacked with Pilate and Pilate tries to move.



Andrew (1) – Desert Move: While Andrew is in the Recruited Apostles box on the Game Board, you may move the Jesus Marker forward into Galilee from the Desert space (only) as an action.

Thomas (2), Thaddeus (3), James the Lesser (2), Philip (2), and Bartholomew (2) have no additional abilities.



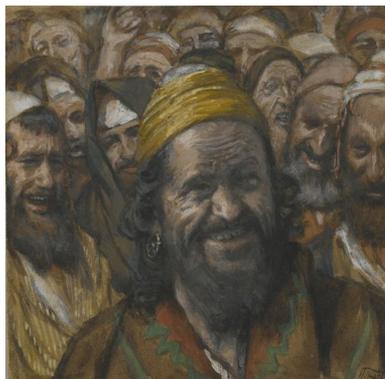
GAME END

Total the number of recruited Apostles (other than Judas). Recruited Apostles can be either in the Recruited Apostles box on the Game Board or stacked with a Leader.

To that number, add any (+1) or (+2) from the individual Apostle Markers (Peter, John, and/or Matthew).

Finally, add the number of the space where the Piety Marker sits to create the total Renown.

Then check on the Victory Chart (pages 11 and 12) and compare the locations of the various Markers and the total Renown to find out how you managed to change history (or if you kept true to the historical outcome)!



Barabbas by James Tissot

OPTIONAL RULES

You may choose to add any of the following five rules to your game. The first two below will make the game more challenging, while the two after that will make the game a bit easier. You can mix and match them in any way you want.

The final option sorts the cards in historical order, allowing you to play the game events as they historically occurred.

More Challenging Game



For a more challenging game, include the other two Follower Markers into the pool of Apostles, creating 16 Markers in the pool to begin the game (12 from Apostles and 4 from Followers). The Followers will have no effect on the game play or the final scoring.

Last Supper

An Apostle will not score Renown points unless he is returned to the “Recruited Apostles” box on the Game Board before the game ends. Any/All Apostles stacked with Leaders do not count towards Renown, nor do their bonuses (if any) add extra points toward Renown.

Easier Game

Remove all Follower Markers from the pool of Apostles at the start of the game.

Miracles

When an Event Card is turned over in Phase One of the turn, if it shows a Miracle symbol next to the title, you may immediately reveal one Marker on the Miracle section on the Game Board. If two revealed Markers match symbols, you may remove them and take their action, as shown in the Perform Miracle section.



Historical Game

Do not shuffle the event cards during set up. Sort out the cards numerically by the small number in the upper right corner. Draw them in order, from 1 through 25, when playing the game.

GAME CREDITS

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VICTORY CHARTS

If Jesus is **not** in Jerusalem use Chart A.

If Jesus **is** in Jerusalem but **without** Judas use Chart B.

If Jesus **is** in Jerusalem **with** Judas use Chart C.

Chart A: Jesus is not in Jerusalem

A. If **two** or **more** opposing Leaders (of Caiaphas, Herod, and Pilate) are in Jerusalem **or** if the total Renown is greater than 14, then:

***DEFEAT** – Jesus is arrested before making his triumphant entrance into Jerusalem. Since His ministry is cut short by His early arrest, doubt lingers and the religion is never formally created. The Roman Empire ultimately crushes any remnants of Christianity as a religion, but followers of Jesus remain and help spread a positive influence through the region while the Roman Empire lasts.*

B. If Caiaphas is alone in Jerusalem **and** Renown is less than or equal to 14, then:

***DEFEAT** – Jesus is arrested and brought before the Sanhedrin court where it is eventually determined that He will be crucified. Because He was not able to deliver His message to many people, Christianity does not take hold until long after the fall of the Roman Empire. If not for His martyrdom, the religion would have disappeared completely. Today, Christianity exists as a minor religion, practiced by a few who keep the memory of Jesus alive.*

C. If Herod is alone in Jerusalem **and** Renown is less than or equal to 14, then:

***MAJOR DEFEAT** – Jesus is delivered to the court of King Herod, where He is beheaded like John the Baptist before Him. His followers dissipate and the Christian religion is never established.*

D. If Pilate is alone in Jerusalem **and** Renown is less than or equal to 14, then:

***MAJOR DEFEAT** – The Romans arrest Jesus and put Him in the prisons of Rome, where He disappears forever from the annals of history.*

Chart B: Jesus is in Jerusalem without Judas

A. If **one** or **more** of Caiaphas, Herod, **or** Pilate is in Jerusalem, then:

***DEFEAT** – Without the means to find Jesus, He and His followers escape arrest and Jesus is able to continue His teachings from hidden locations throughout Palestine. The new religion starts to gain momentum, but more and more alarm spreads throughout Palestine and many of the followers, misunderstanding the teachings, start to form a rebellion. Eventually enough followers join the rebellion and fight against the oppression of Rome, getting crushed completely and putting an end to Christianity. The “Jesus Rebellion” is a minor footnote in history.*

B. If **none** of the Caiaphas, Herod, **or** Pilate Markers is in Jerusalem **and** Renown is less than 18, then:

***MINOR DEFEAT** – With little to no real opposition, Jesus continues his ministry in triumph and glory in Jerusalem until another betrays Him and He is arrested. Although many of the sequences proceed historically, it is too late to convert Paul, and without his travels, Christianity does not spread throughout the Roman Empire. Christianity takes hold in the Middle East and becomes a minor religion in that area of the world, where it is strong even to this day.*

C. If **none** of the Caiaphas, Herod, **or** Pilate Markers is in Jerusalem **and** Renown is 18 or more, then:

***VICTORY** – With little to no real opposition, Jesus continues his ministry in triumph and glory throughout Palestine. Eventually the message is so strong and meaningful to all the peoples in the area, the entire region converts to the new religion. To gain acceptance, this new religion takes on many of the customs and laws of the people in the area and it continues to spread throughout the Roman Empire, eventually taking hold as the official religion. This new religion becomes a major world religion, and it resembles Christianity in some ways, but differs in many important respects.*

VICTORY CHARTS (CONT.)

Chart C: Jesus and Judas are in Jerusalem

A. If **none** of the Caiaphas, Herod, or Pilate Markers is in Jerusalem, **and** Renown is less than 16, then:

DEFEAT – Judas tries to betray Jesus, but nobody will listen to him or is very concerned. Judas eventually reconsiders and rejoins Jesus, as He continues His teachings to His small gatherings. After His death, His followers continue to stay strong in the face of the Roman Empire, but no new religion is created. Today, Jesus is known as someone who helped keep the Jews positive and inspired during the Roman occupation.

B. If **none** of the Caiaphas, Herod, or Pilate Markers is in Jerusalem, **and** Renown is 16 or more, then:

MINOR VICTORY – Judas is unable to find anyone who will listen to him to arrest Jesus, and the ministry of Jesus continues with great success. The message of Jesus reaches beyond the Roman Empire into the barbarian tribes, converting them and prompting them to form a peaceful relationship with Rome that benefits both groups of people. Without the fall of Rome, the Dark Ages never happens and the Renaissance happens much earlier historically. This altered version of Christianity, adopted in northern Europe, remains a strong religion in that area of the world.

C. If **one or more** of Caiaphas, Herod, or Pilate is in Jerusalem, compare the Renown using the following:

13 or less: *MINOR DEFEAT* – Jesus is captured and crucified as per the historical outcome. However, His message fails to reach throughout the Roman Empire without all the Apostles in place. Word of something magnificent spreads around the world, eventually, but the Christian religion is never officially started.

14 through 16: *MINOR VICTORY* – Everything proceeds as per the historical outcome except that the remaining Apostles are unable to deliver the

message and spread the word as effectively as the historical outcome. After Rome falls to the invading hordes, remaining Leaders of Christianity convert many during the Dark Ages and the message of Jesus spreads during these dark times. Eventually, Christianity reaches throughout Europe and spreads to the New World during the Age of Exploration and becomes a major world religion.

17 through 19: *VICTORY* – Without all the Apostles in place and/or the message not quite as clear, it takes a little longer than it does historically to reach all corners of the world. But only a few elements of history are ultimately different than the historical outcome.

20 or more: *MAJOR VICTORY* – (**this is the historical outcome**) Jesus is captured and crucified after being betrayed by Judas and sentenced by Pilate. Two days after His crucifixion, His tomb is empty and He has risen, appearing to the Apostles and beseeching them to continue with His message. Paul converts to Christianity and spreads the word to the far-reaches of the Roman Empire, and soon the Roman Empire becomes Christian, under Emperor Constantine. Christianity spreads throughout all areas of Europe and eventually the world, becoming a major world religion.