

## *WILL HISTORY BE REWRITTEN?*





Print & Play Version

Swords and Sails is a game of conquest for Europe around the time period of 1000 A.D. Each empire, kingdom, or faction of the period may interact, militarily and politically, with each other in their efforts to win. Each player will control one of the major factions of the period shown below.

**Political Powers:**

Banner	Political Faction	Color
	Byzantium Empire	Purple
	Fatimid Caliphate	Green
	Holy Roman Empire	Yellow
	Kingdom of England	Red
	Kingdom of France	Blue
	Kievan Rus Empire	Brown
	North Sea Empire	Black

**Game Contents**



West Map

East Map

- 5 Army and 5 Navy cards per faction / player
- 7 Diplomat Cards
- 7 First Turn / reference sheets
- 40 Major / Minor Cities



3 Minute Timer

Year, Season, Income & Victory Control Sheet

3 Alliance Team Cubes



5 Army Pieces x7 for each players



5 Fleet Pieces x7 for each player

4 Coin denominations



30x 250 GP 30x 50 GP 30x 10 GP 40x 1 GP

280 double sided Army / Fleet Unit discs, 40 per player in 7 Colors



Knight Heavy Cavalry Light Cavalry Heavy Infantry Light Infantry Peasant



Warship



Raider



Transport

28 Faction Control Markers x7 Per Player



England France Holy Roman Empire Byzantium Kievan-Rus Fatimid Caliphate North Sea Empire

**GAME BOARD MAPS:** A political map of Europe in the year 1000 AD is used as the game board where players will move armies and fleets around based on territories and provinces. The map is divided into sea territories and land territories. Starting land territories are colored coded for player factions.

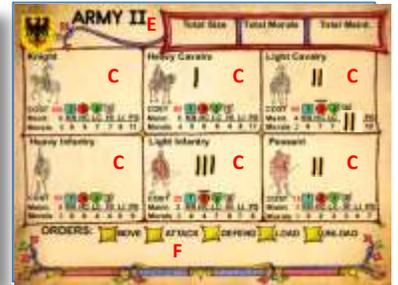
**ARMIES:**



Each player has 5 Armies to use during the game. Army units move only on land territories unless carried in fleets. Some factions do not have all armies in play at the start of the game. New armies can be purchased and Filled by units during the build units' phase. The cost of purchasing a new army is dependent on how many armies that player already has: The first Army costs 30 gold to create, the second army 50 costs gold, third 70 gold, fourth 100 gold, and the fifth 150 gold, **A** on the card image above. If a player loses an army then replacing an army will cost the amount to purchase the next higher army, based on the number they currently have. The armies are given roman numerals to identify them by, I,II,III,IV, and V (**B**). Armies are tracked on the Army Cards using wet erase markers to record the number of units in the army (It is suggested to use hash / tally marks) (**C**). As shown, the number of initial units and starting location is shown on the front of the card top right (**D**). To the right of (**E**), on the top of the card, is located the Total Size, Total Morale, and Total Maintenance Boxes. These are used to keep track of the total values as units are added and removed from the Army. Size is equal to the total number of units; morale is the total of the 3 units with the highest morale values. Maintenance can be shown here to aid in keeping track of current maintenance for the Army. On the bottom (**F**) of the Army Card is where written Orders are entered (see Write Orders Phase).



ARMY CARD BACK



ARMY CARD FRONT

**Unit Morale Value**  
**Unit Cost to Maintain**  
**Unit Cost to Purchase**  
**Number of Quick Combat Dice per Unit**  
**Arrow indicates Quick Combat Ranged Attack**  
**Quick Combat Dice Value to Hit**  
**Quick Combat Health Points**  
**Quick Combat Shield Value**

Unit	COST	Maint.	KN	HC	LC	HI	LI	PS	Morale
Heavy Infantry	50	3	1	4	3	2	3	8	8 4 4 5 9
Light Infantry	25	2	1	3	2	0	4	4	2 4 4 7 6 7 8
Peasant	15	1	1	2	1	0	2	2	1 2 2 3 3 4 7

**ORDERS:**  MOVE  ATTACK  DEFEND  LOAD  UNLOAD

**Written Orders Area (destination Territory) Value or less needed on 2d6 Regular Combat**  
**Target Unit when attacking for above value needed Regular Combat**  
**Load / Unload Fleet Orders (Which Fleet(s))**  
**Unit Orders Check Boxes**

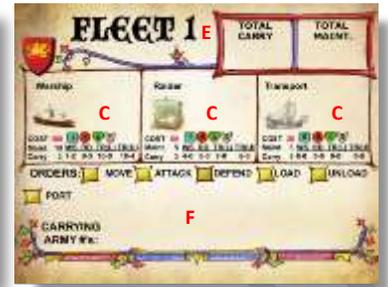
## FLEET PIECES:



Each player has 5 Fleets to use during the game. Factions will not start with all of these fleets, but during the course of the game more can be purchased in the same way as additional armies. Fleets are composed of ship units and only move on sea territories. Fleets can carry army units based on their total carrying capacity. Fleets can be placed into a port city such that they can't be attacked by other fleets in the same sea zone, but also then cannot attack or defend either. Fleets can only be built in a territory with at least 1 port city (a city in a territory adjacent to a sea zone). Fleets are tracked using the Fleet Cards similar to how Armies are tracked on the Army Cards. See descriptions for sections from the Army cards for **A, B, C, D, E, and F**.



Fleet Card Back



Fleet Card Front

**Carry Capacity for Unit**

**Unit Cost to Maintain**

**Unit Cost to Purchase**

**Number of Quick Combat Dice per Unit**

**Quick Combat Dice Value to Hit**

**Quick Combat Health Points**

**Quick Combat Shield Value**

Warship	Raider	Transport
<b>COST</b> 100	<b>COST</b> 50	<b>COST</b> 20
Maint. 10	Maint. 5	Maint. 3
Carry 2	Carry 3	Carry 5
WS RD TR(L) TR(U)	WS RD TR(L) TR(U)	WS RD TR(L) TR(U)
7-2 9-3 10-0 10-4	4-0 5-3 7-0 6-3	0-0 0-0 0-0 0-0

**ORDERS:**  MOVE  ATTACK  DEFEND  LOAD  UNLOAD

PORT

**CARRYING ARMY #'s:**

**Value required for capture**

**Value or less needed on 2d6 to sink enemy ship in Regular Combat**

**Target Unit when attacking for above value needed Regular Combat**

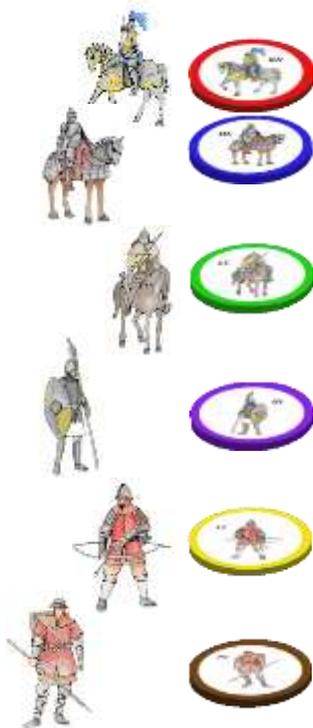
**Unit Orders Check Boxes**

**Load / Unload Fleet Orders (Which Fleet(s))**

**Unit Orders Check Boxes**

**Written Orders Area Destination Sea Zones and Army #'s being Carried**

**ARMY UNITS:** Armies are composed of Army Units. Army units include Knights (KN), Heavy Cavalry (HC), Light Cavalry (LC), Heavy Infantry (HI), Light Infantry (LI), and Peasants (PS). Each unit in the army represents a group of men usually totaling around 100 troops per in-game unit. Army units are tracked on the Army Cards using hash (aka tally) marks to define the current quantity. The Army Unit disks are only used during combat and are in each factions color.



**Knights** are considered a cavalry unit as they are usually on horseback. Knights usually represent the ruling class of a faction and therefore are very expensive to muster.

**Heavy cavalry** are heavily armored fighting units on horseback that is generally armed with lance and swords. Heavy Cavalry will generally charge in and break lines of infantry.

**Light Cavalry** is a lightly armored fighting unit on horseback which is generally armed with ranged weapons. Light Cavalry can use the combination of a range and mobility advantages to stand up to most units except Light Infantry or Knights. All cavalry units have a mobility advantage when it comes to battle (see combat rules).

**Heavy Infantry** is a heavily armored and armed unit on foot. Heavy infantry use pikes or spears and are very good at repulsing cavalry charges.

**Light infantry** represent lightly armored foot units which are used as skirmishers or for ranged combat. Light infantry has an advantage with Light Cavalry over other foot units and a slight advantage over heavy infantry due to the ranged combat.

**Peasant** units are basically quickly mustered local populace used as cannon fodder and untrained skirmishers. They are cheap to build and maintain and easy to replace.

Army units only exist in an army. If an army loses its last unit, then it will cease to exist and is removed from the board.

**FLEET UNITS:** Fleet units are what fleets are composed of. Fleet units come in three types; Warships (WS), Raiders (RD), or Transports (TR).



**Warships** are large ships with heavy armaments. Warships can carry two Army units.

**Raiders** are generally smaller ships with fewer armaments. Raiders can carry two Army units.

**Transports** are usually civilian merchant ships which have been placed into service to move armies across sea territories. Transports cannot attack but a transport loaded with troops has a slightly better defense when attacked as well as making a fully loaded transport impossible to capture.

Similar to Army units, a fleet does not exist if there aren't any ships units contained in the fleet.

### MINOR CITIES AND MAJOR CITIES:

Minor and Major cities can be built in addition to what is already on the map and these two pieces represent when cities are built in a territory. Major cities can only be built by upgrading a player built minor city.

**Minor City:**



**Major City:**



## ALLIANCE TEAM CUBES:



There are 3 alliance team cubes. The first players to Ally will use cube A (Grey), the second group of players B (Orange), and if there is a third group, they will use cube C (Pink). See rules for how to create and extend an alliance in the Diplomacy rules section.

## FACTION CONTROL MARKERS:



Each player has 28 Faction Markers to be used for showing territory control on the map and as markers on the victory point score, income, and maintenance card.

## YEAR / SEASON INCOME, VICTORY SHEET:

The Year and Season is tracked and updated on this sheet. Each Players City (Trade) and Harvest Income is tracked. Maintenance costs for each player are updated. Victory points are tracked for each player or Alliance team. A section on the sheet tracks which players are in an alliance and the victory point conversion rate based on the number of players in the team.



**The Byzantine Empire** was the eastern half of the Ancient Roman Empire. In 330 AD the Roman Emperor Constantine I chose Byzantium as the site of a new Roman capital for the eastern empire, renamed Constantinople after his death. The Edict of Thessalonica issued in 380 AD established Christianity as Rome's official religion. The citizens of Constantinople and the rest of the Eastern Roman Empire identified strongly as Romans and Christians, though many of them spoke Greek and not Latin. Though Constantine ruled over a unified Roman Empire, this unity proved illusory after his death in 337. In 364, Emperor Valentinian I again divided the empire into western and eastern sections, putting himself in power in the west and his brother Valens in the east. The fate of the two regions diverged greatly over the next several centuries. In the west, constant attacks from German invaders such as the Visigoths broke the struggling empire down piece by piece until Italy was the only territory left under Roman control. In 476, the barbarian Odoacer overthrew the last Roman emperor, Romulus Augustus, and Rome had fallen. One of the most extraordinary aspects of the Byzantine Empire was its longevity: It was the only organized state west of China to survive without interruption from ancient times until the beginning of the modern age.

## COIN DENOMINATIONS:

The game's currency comes in 4 denominations and includes gold coins worth 250, silver coins worth 50, copper coins worth 10, and bronze coins worth 1. The coins are representations of Byzantine coins from the time period which were accepted in international trade.



250



50



10



1



**3 MINUTE TIMER:** The 3 minute timer is used for setting time limits in many of the phases of the game. The following phases are limited to 3 minutes or use the timer: Diplomacy, Write Orders, build new units and build cities.

## FIRST TURN SHEETS / REFERENCE SHEETS:

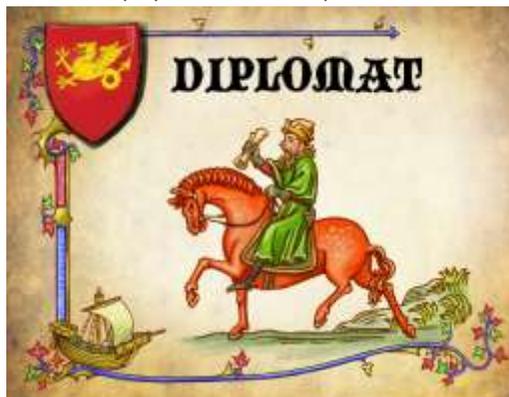
Each player has a two sided sheet (one per faction). One side contains reference information and tables. The other side is used for the first time learning game. This side of the sheet shows how to play the game by following the example first turn. Each player will write the orders and resolve the combat as is instructed on the first turn sheet.

**The Holy Roman Empire** – After the Carolingian Empire dissolved in the early 900 CE, the duchies of Franconia attempted to gain control of the expanse of land that no longer had a ruler, and wasn't until Otto I was crowned by the Pope in 962 CE that the land become unified once more. Through careful marriage and lineage, the Empire gained ties to most of the political powers in the Early Middle Ages, including the Roman Empire (referred to as the Byzantium Empire), The Vatican, and the French Empire. Continuing to expand its influence through marriage, conquest, and religious placing, the Holy Roman Empire flourished until its dissolution in the 19th century.

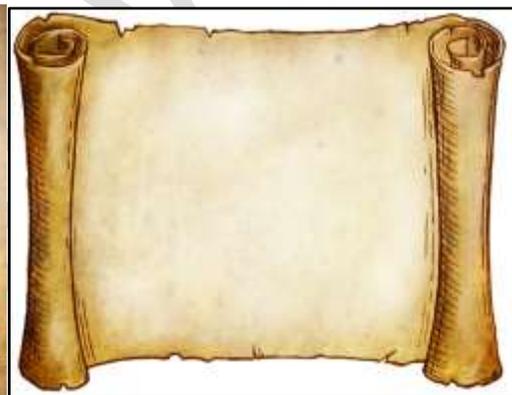


### DIPLOMAT CARD:

Each player has a diplomat card which has a blank side to use in passing messages secretly to other players. Any message can be written on the diplomat card as the player wants. The diplomat cards can also be used to take notes during espionage.



Diplomat Card Front



Diplomat Card Back

### Goals of the Game:

In the game of Swords and Sails, the player or alliance with the most victory points at the end of the game is the winner. The victory condition is achieved through capturing enemy and neutral territories to gain the riches of their lands. Additional victory points are granted when players form alliances.

**Game Length:** Swords & Sails can be played as a short, medium, or long game. This is defined by how many Victory Points are required to declare victory. 40 victory points are required to win a short game, 60 victory points for the medium, and 100 points for the long game. Additionally, players can choose to play a “campaign style” game over a longer period of time and use total victory conditions (final player standing). The length of the game is chosen by the players before the start of the game. The Year, Season, Income & Victory Control



***The Fatimid Caliphate*** - political and religious dynasty that dominated an empire in North Africa and subsequently in the Middle East from ad 909 to 1171 and tried unsuccessfully to oust the 'Abbāsid caliphs as leaders of the Islāmic world. It took its name from Fāṭimah, the daughter of the Prophet Muhammad, from whom the Fāṭimids claimed descent. The dynasty ruled across the Mediterranean coast of Africa and ultimately made Egypt the center of the caliphate. At its height the caliphate included in addition to Egypt varying areas of the Maghreb, Sudan, Sicily, the Levant, and Hijaz.

Card is used to track the victory points for players and alliance teams. Once victory points are achieved, the player or allies must stay above the required points for 2 complete seasons to win.

**Alliances:** Two to four players can ally together. Once allied the team of players will earn victory points together. For each allied player in a team, 5 additional victory points are earned.

## Game Setup:

Place the East and West Map together. Each player will select a faction to play: Byzantium Empire (purple), Fatimid Caliphate (green), Holy Roman Empire (yellow), Kingdom of England (red), Kingdom of France (blue), Kievan Rus' Empire (brown/white), North Sea Empire (black). Each of these factions have special qualities which define the special historic theme for each faction. For example, Historically the Byzantine Empire's armies were composed primarily of Heavy Phalanxes of Pike and Shield armed Infantry. Therefore, the Byzantine Empire can purchase HI at a discount of 40 Gold instead of cost of 50 that other factions pay. Listed below are all the faction specials (The value modifications are already included on faction specific Army Cards):

**Byzantium** – Heavy Infantry (HI) units cost 40,  
– Warship (WS) Fleet units cost 80

**Holy Roman Empire** – 1 Free Espionage a turn,  
– LI costs 25,  
– 1 Minor Cities cost 30

**France** – Heavy Cavalry (HC) Units cost 60  
– Cavalry Units -1 Maintenance costs

**North Sea Empire** – Raider (RD) units cost 30,  
– Raider (RD) units have lower maint. Cost  
– HI (Huscarl add combat), x2 Morale all units

**Fatimid** – Light Cavalry (LC) units cost 40,  
– Heavy & Light Infantry units + 1 Morale

**England** – Knight (KN) units cost 80,  
– LI units have +1 combat attack rolls,  
– 1 Minor Cities cost 30

**Kievan Rus Empire** – Peasant (PS) units cost 10,  
– Peasant +1 Combat attack rolls  
– Peasant +1 Morale, 2/3 Army Peasant

For each faction place four faction control marker on the starting income on the faction income chart. The income chart is divided by ones, tens, and hundreds for city trade income separate from agricultural harvest income. Harvest income is set at the amount received in spring and autumn (not the winter or summer values). Place a faction marker on the current maintenance cost and one on the starting VP for each player. Also place the year marker at 1000 AD and the Season at spring.

### When playing with less than seven players:

When setting up less than 7 player games, care should be taken to insure the Factions played will make sense. First, all players should be adjacent to at least two other players (except in the two player game). For example, in a 3 player game with the Byzantine Empire and the Fatimid Caliphate, the only valid combinations include the Kievan Rus' or the Holy Roman Empire, as those are the only combinations where all players are adjacent. In all cases that a Faction is not being used, then the starting territory for that Faction can't be entered or conquered during the game. In addition, due to the starting troops being balanced for a full seven player game, the table below should be consulted to see what Army and Fleet units should be removed from the start of each Faction's Armies and Fleets.

<b>If not Played</b>	<b>Fatimid</b>	<b>Byzantium</b>	<b>HRE</b>	<b>Kievan</b>	<b>NSE</b>	<b>France</b>	<b>England</b>
<b>Fatimid:</b>	N/A	Army II, 2	-----	-----	-----	-----	-----
<b>Byzantium:</b>	N/A	N/A	Army IV	Army IV	-----	-----	-----
<b>HRE:</b>	*	*	N/A	Army III	-----	Army III	-----
<b>Kievan:</b>	-----	-----	-----	N/A	Fleet 3	-----	-----
<b>NSE:</b>	-----	-----	Fleet 1	Army IV	N/A	-----	-----
<b>France:</b>	-----	-----	Army III	-----	-----	N/A	Army II
<b>England:</b>	-----	-----	-----	-----	Army III, 2	-----	N/A

**Notes:**

- \*It is suggested that the Fatimid and Byzantium cannot Ally in these games.
- Unused Faction Territory can't be entered.
- All used Factions must be adjacent to at least 2 players, except in 2 player game.

**Recommended 6 Player combinations:**

- A) Byzantium, ~~Fatimid Caliphate~~, Holy Roman Empire, Kievan Rus', North Sea Empire, France, England
- B) Byzantium, Fatimid Caliphate, Holy Roman Empire, ~~Kievan Rus'~~, North Sea Empire, France, England
- C) Byzantium, Fatimid Caliphate, Holy Roman Empire, Kievan Rus', North Sea Empire, France, ~~England~~

**Recommended 5 Player combinations:**

- A) ~~Byzantium~~, ~~Fatimid Caliphate~~, Holy Roman Empire, Kievan Rus', North Sea Empire, France, England
- B) Byzantium, ~~Fatimid Caliphate~~, Holy Roman Empire, Kievan Rus', North Sea Empire, France, ~~England~~
- C) Byzantium, Fatimid Caliphate, Holy Roman Empire, Kievan Rus', ~~North Sea Empire~~, France, ~~England~~
- D) ~~Byzantium~~, ~~Fatimid Caliphate~~, Holy Roman Empire, Kievan Rus', North Sea Empire, France, England
- E) ~~Byzantium~~, Fatimid Caliphate, Holy Roman Empire, ~~Kievan Rus'~~, North Sea Empire, France, England

**Recommended 4 Player combinations:**

- A) ~~Byzantium~~, ~~Fatimid Caliphate~~, Holy Roman Empire, ~~Kievan Rus'~~, North Sea Empire, France, England
- B) Byzantium, Fatimid Caliphate, Holy Roman Empire, Kievan Rus', ~~North Sea Empire~~, ~~France~~, ~~England~~
- C) Byzantium, Fatimid Caliphate, Holy Roman Empire, ~~Kievan Rus'~~, ~~North Sea Empire~~, France, ~~England~~
- D) Byzantium, ~~Fatimid Caliphate~~, Holy Roman Empire, ~~Kievan Rus'~~, North Sea Empire, France, ~~England~~
- E) ~~Byzantium~~, ~~Fatimid Caliphate~~, Holy Roman Empire, Kievan Rus', North Sea Empire, France, ~~England~~
- F) **West Map Only – with using partial territories on map only**, HRE, NSE, France, England

**Recommended 3 Player combinations:**

- A) Byzantium, Fatimid Caliphate, ~~Holy Roman Empire~~, Kievan Rus', ~~North Sea Empire~~, ~~France~~, ~~England~~
- B) Byzantium, ~~Fatimid Caliphate~~, Holy Roman Empire, Kievan Rus', ~~North Sea Empire~~, ~~France~~, ~~England~~
- C) ~~Byzantium~~, ~~Fatimid Caliphate~~, Holy Roman Empire, ~~Kievan Rus'~~, North Sea Empire, France, ~~England~~
- D) ~~Byzantium~~, ~~Fatimid Caliphate~~, Holy Roman Empire, ~~Kievan Rus'~~, ~~North Sea Empire~~, France, England
- E) ~~Byzantium~~, ~~Fatimid Caliphate~~, Holy Roman Empire, Kievan Rus', North Sea Empire, ~~France~~, ~~England~~
- F) ~~Byzantium~~, ~~Fatimid Caliphate~~, ~~Holy Roman Empire~~, ~~Kievan Rus'~~, North Sea Empire, France, England
- G) **East Map Only – with using partial territories only**, Byzantium, Fatimid (no west territories), Kievan

**Recommended 2 Player combinations:**

- A) Any 2 adjacent players.

Experienced players can feel free to modify the above game variants as they see fit, to include changing starting Army/Fleet positions and units.

One method to speed up a game play is for all players to select 100 points worth of additional territories. Place territory control markers after taking turns selecting territories that are adjacent to players' territory, before play begins. Use 10 faction control markers per player and each Marker will reserve 10 income worth. For example, to control a territory with 1 minor city, 2 control markers need to be placed. If two or more players are bidding on the same territory, the player with the most markers will win the territory and the losing player can re-place the markers on that territory (still taking turns if other players also need to re-place markers).

### Placing Starting Armies and Fleets:

After each player chooses which faction they are playing, then the Army Card, Fleet Cards, Army and Fleet tokens, Faction control Markers and Unit chips will be handed out according to which faction each player has chosen. The initial income and initial score values will be marked on the income and scoring card. Each player will mark their starting Army Units and Fleet Units on the Army and Fleet cards as shown on the front top right of the cards. If there isn't anything listed on the top right, then the faction does not start with that Army or Fleet.



**FIRST GAME:** If this is the first game for the majority of the players then it is suggested that the introduction first turn example be used. Each player will take the first game, first turn reference card for their faction. Each player will setup their Armies and Navies as defined above (and on the reference cards) and mark the number of units on the army and navy cards. On the first turn each player will receive their starting Gold for the first phase of the turn sequence, **Collect Income and pay maintenance, Phase 1**. Maintenance is assumed to have already been paid and is not subtracted from the initial income. The second phase of **Perform Espionage, Phase 2** is skipped on the first turn. **Phase 3, Perform Diplomacy**, will allow groups of players to discuss plans or pass



**The North Sea Empire** – Lasting only 19 years, the North Sea Empire was the land holdings of King Cnut, Son of Sven Forkbeard who became King of Denmark and Sweden after his fathers death. Cnut eventually gained control of England, Denmark, and Norway, with Scotland, Poland, Sweden, Normandy, and parts of Ireland as close allies or tributary areas. Regarded as the “most effective king in Anglo-Saxon history” King Cnut’s territory enjoyed peace and prosperity. The Empire collapsed after his death in 1035 CE and there were multiple claims to his throne through previous rulers and illegitimate heirs claiming blood right.

notes during a time limited session. Players can opt to discuss or communicate in up to a 3 minute session. It is normal to skip the first turn of diplomacy in the first game learning turn. Next each player should write down the orders as defined on the first game, first turn reference cards for **Write Orders, Phase 4**. When all players have completed the Order Writing, then all players should **Move Fleets and Armies, Phase 5**. First fleets should be loaded (if loading before moving), then fleets should be moved, and then armies moved and unloaded (armies can also load and unload from fleets after the fleet moves. Once all fleets and armies have been moved, then the next phase will be **Resolve all Battles, Phase 6**. When as new territories are captured and as territories are lost, the income

level needs to be adjusted on the faction income sheet. Also as Army or Fleet units are lost, the maintenance track should be adjusted for each player. Once all players have fought their battles, then each player will **Build and Place New Units, Phase 7**, into any of the existing fleets and armies (write the new number of units on the Army or Fleet card). Again, adjusting up for the additional maintenance for built units. Each player must turn in the amount of Gold based on the amount they have purchased. In the next phase, **Build minor and major cities, Phase 8**, each player can choose to build and place new cities. Minor cities cost 50 gold to build and 100 gold

can be spent to upgrade minor cities to major cities (player built cities only). The Holy Roman Empire and Kingdom of England only needs to spend 30 gold to build minor cities. On the last **Phase 9**, the Season marker should be advanced and the year marker when advancing to spring.

**TURN SEQUENCE:**

All players turns take place simultaneously for each phase of the turn sequence, for instance all players collect income and pay maintenance at the same time, then all players move Fleets and armies. Next, all battles will be resolved. After all battles have been resolved, all players will place newly built armies and fleets. Lastly, if any player builds or upgrades major cities, they need to be placed on the map. After all turn sequences have been completed, the season will advance. The seasons advance as follows: Spring, summer, autumn, winter. If the just completed season was winter, then the year will advance as well.

1. *Collect income and pay maintenance*
2. *Perform Espionage*
3. *Perform Diplomacy*
4. *Write Orders*
5. *Move Fleets and Armies*
6. *Resolve all battles*
7. *Build new units*
8. *Build cities or major cities*
9. *Next turn, advance season or season and year*



***Kievan Rus'*** - was a loose federation of East Slavic tribes in Europe from the late 9th to the mid-13th century, under the reign of the Rurik dynasty. Both the origin of the Kievan state and that of the name Rus, which came to be applied to it, remain matters of debate among historians. According to the traditional account presented in The Russian Primary Chronicle, it was founded by the Viking Oleg, ruler of Novgorod from about 879. In 882 he seized Smolensk and Kiev, and the latter city, owing to its strategic location on the Dnieper River, became the capital of Kievan Rus. Extending his rule, Oleg united local Slavic and Finnish tribes, defeated the Khazars, and, in 911, arranged trade agreements with Constantinople.

**1. COLLECT INCOME AND PAY MAINTENANCE:**

Each turn represents one season; spring, summer, autumn, and winter. The season's income is collected for each area controlled (see map). During each season, areas get an amount of income depending on the season.

Season	Income
<b>Spring</b>	<b>10</b>
<b>Summer</b>	<b>20</b>
<b>Autumn</b>	<b>10</b>
<b>Winter</b>	<b>0</b>

Besides this amount, an area gets 10 additional income, if the area contains a trade or port city (marked by a small circle). If the area contains a major city or port (marked by a + symbol), the area then receives 30 extra income. Notice a plus inside a circle is a capitol is a Major city for income and other purposes. The additional income in the area is per city.

## Year, Season, Income & Victory Control Sheet

The Year, Season, Income and Victory control sheet is used to keep track of the current income and maintenance levels for each player. The Income is divided into City / Trade income and Agricultural / Harvest income so that the x1, x2, and x0 Harvest income can quickly be calculated.

	Spring	Summer	Autum	Winter	1000 AD	1001 AD	1002 AD	1003 AD	1004 AD	1005 AD	1006 AD
City Income 0	0	10	20	30	40	50	60	70	80	90	
City Income 0	100	200	300	400	500	600	700	800	900	1000	
Harvest Income	0	10	20	30	40	50	60	70	80	90	
Harvest Income	100	200	300	400	500	600	700	800	900	1000	
Total Maint	0	1	2	3	4	5	6	7	8	9	
Total Maint	10	20	30	40	50	60	70	80	90	100	
Total Score	0	1	2	3	4	5	6	7	8	9	
Total Score	10	20	30	40	50	60	70	80	90	100	

**Scoring:** 1 per territory, 1 per minor city, 3 per major city, 5 per declared ally, 10 Per Enemy Capital Captured

**Starting Points by Faction**      **Victory Points to Win by Game Length**

1st Ally Team	5	10	15	2nd Ally Team	5	10	15	3rd Ally Team	5	10
	1/2	1/3	1/4		1/2	1/3	1/4		1/2	1/3

Additional Points per Ally: 1/x = VP conversion rate

Faction Markers are used to mark the current income level on each track for City Income, Harvest Income, and Total Maintenance. A separate marker is used to specify each digit such that a marker on 30 and a marker on 200 would represent 230 income. For convenience, the starting incomes and Victory Point levels are marked on the board by faction symbols.

### MAINTENANCE AND UNIT TYPES:

There are 6 types of Army units and 3 types of Navy units that all players can build and levy:  
(Note the values below are modified by Faction specials, these values represent the unmodified values)

ID	TYPE DESCRIPTION	Morale#	Maint	Cost
KN	<b>Knight</b> , a very heavily armed and armored mounted troop usually Nobility	5	6	100
HC	<b>Heavy Calvary</b> , a heavily armored mounted unit with a lance and sword	4	5	80
LC	<b>Light Calvary</b> , a lightly armored mounted unit with some range and sword	2	4	60
HI	<b>Heavy Infantry</b> , a heavily armored unit armed with Pikes and long sword	3	3	50
LI	<b>Light Infantry</b> , a lightly armored unit with some missile and sword	2	2	30
PS	<b>Peasantry</b> , emergency levied troops from local populous < 1/2 of Army allowed	1	1	15

ID	TYPE	DESCRIPTION	CARRY	Moral#	Maint	Cost
TR	Transports	transports and boats for moving up to 5 troop units	5 units	--	3	20
RD	Raider	long boats suitable for raiding attacks	3 units	--	5	50
WS	Warship	a heavily armed ship of war	2 units	--	10	100

## 2. Perform Espionage



Players can choose to perform espionage at this time. Before espionage rolls are determined, players can choose to pay for Counter espionage which will give a modifier for other players being successful with espionage. Players secretly spend 30 gold per counter

attempt up to any number of counter espionage that they choose) only one counter per espionage attempt is allowed. The gold used to purchase the counter espionage must be held in a hand until it is used. Counter attempts will be used up on each espionage attempt as the player has espionage attempts against him. That is if two players perform espionage on the same player, and that player has paid for only one counter espionage agent, then the player will be able to use it against only the first attempt. If a player pays for more counter espionage attempts than espionage attempt are used against him, then any gold left in his hand must be paid to the bank. Once the counter agents are paid for, then espionage is performed in the order defined below always ending with the Holy Roman Empire deciding where and how much to spend (including his free espionage).

- 1) North Sea Empire, 2) Kingdom of England, 3) Kingdom of France, 4) Kievan Rus Empire, 5) Byzantium, 6) Fatimid Caliphate, 7) Holy Roman Empire

To perform espionage, a player doing the espionage will declare all opponent Armies or Fleets that he wishes to spy on and pay 30 gold each from their treasury. The player attempting the espionage will then roll two dice and add +3 if counter espionage is being used for each army or fleet being spied on.

On a roll of 8 or less the espionage is successful and the player controlling the Army or Fleet will reveal the units on the card to the spying player and the spying player only. Only one spy attempt from a single player can be made on each Army or Fleet.

## 3. Perform Diplomacy

The Perform Diplomacy phase will allow players an opportunity to make alliances, non-aggression packs, territorial claims, or other deals between players. Players can pass messages or go off in private to discuss strategy ect. Players can communicate to any of the other players they wish. The Diplomacy phase is limited to 3 minutes in time. The 3 minute sand timer is





**Kingdom of France** At the Dawn of the 11th century, The Kingdom of France was poised to become a prime power in Early Medieval Europe, however were still disorganized as a political power. Under rule from the Capetian Kings, French holdings were controlled through a weak form of feudalism. The kings themselves (Robert II from 972-1031 CE and Philip I 1052-1108 CE) ruled small holding in the heart of their territory. They relied mainly on their potentates to control their other land. The natural wealth of the area and defensive land, however, helped France to become more powerful+++I leading into the Middle Ages, and the church helped unify France into a strong Kingdom.

used to enforce this. The very first diplomacy during the game can be longer if **ALL** players vote to do so. Any diplomacy session can be extended another 3 minutes if **ALL** players in the game vote to do so. Players will be able to pass secret messages during other phases of the game but this activity should not take time from the game or any other players and be limited to fast messages for info and short answering only. Players will make alliances in teams during this phase. Secret alliances can be made, however players can not declare any victory based on a secret alliance. If a team of players declare an alliance and form a team, then their individual VP are removed from the VP track based on the following formula. Add together all team members current victory points (do not add in allied bonuses yet) and divide by number of team members in the alliance. Then add 5x number of players in the alliance. If any players has captured an enemy capitol then that is added in to the score after combining VPs above. This value is the new VP to be marked but now by using the Ally team cube specific to the new team. Team cubes used should be used in order of Team A, then Team B, then Team C. Faction markers from the victory point track should be moved to the alliance team boxes, which then represent the number of players in the alliance. No more than 4 players can enter into an alliance. An alliance can add a player later turns after its formed by subtracting additional VP earned from enemy capitol captures, subtracting 5x original number of team members, then multiplying the VP (should be the VP for territories and city's only) times the number of players (or divide by the VP multiplier from the cube) and then add the current victory points from the new plater(s). Then divide by the new number of players, add in 5x the new number of allies, and add back in any VP from enemy capitol captures (note this can't be from any current ally faction capitol).



**Kingdom of England** - 1000 CE saw England under control of the North Sea Empire. In 1017 Cnut was declared King of all England when Edmund, King of Wessex was murdered by Cnut's supporters. While King, Cnut brought order to the England and allowed the province to flourish. Anglo-Saxon era was not ended until 1066 CE, when the Norman king William I took the throne. It was through King William I that England became a feudalistic society through a system of castles and land holdings, a concept King William I adopted from his upbringing in Normandy. By 1100 CE, England formed the largest part of the Anglo-Norman Empire.

Total Score	0	1	2	3	4	5	6	7	8	9
Total Score	10	20	30	40	50	60	70	80	90	100

**Scoring:** 1 per territory, 1 per minor city, 3 per major city, 5 per declared ally, 10 Per Enemy Capital Captured

**Starting Points by Faction**      **Victory Points to Win by Game Length**

1st Ally Team	5	10	15	2nd Ally Team	5	10	15	3rd Ally Team	5	10
	1/2	1/3	1/4		1/2	1/3	1/4		1/2	1/3

Additional Points per Ally 1/x = VP conversion rate

#### 4. Write Orders

During the Write Orders phase, all players will indicate orders for their armies and fleets separately. Orders can be written as Move, Attack, Defend, Support, Load, or Unload (armies load and unload onto Fleets). Remember to check the Load limit of the Fleet by adding up the total carry ability of all Fleet units in the Fleet as the Fleets can't carry more than their carry value. Multiple Fleets can be used to carry one or more Armies as long as the Carry limit is not exceeded across all

<b>Heavy Infantry</b>  COST 50 Maint. 3 KN HC LC HI LI PS Morale 3 6 8 4 4 3 9	<b>Light Infantry</b>  COST 25 Maint. 2 KN HC LC HI LI PS Morale 2 4 4 7 6 7 8	<b>Peasant</b>  COST 15 Maint. 1 KN HC LC HI LI PS Morale 1 2 2 3 3 4 7
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**ORDERS:** MOVE ATTACK DEFEND LOAD UNLOAD

units carried. Fleets can also be given orders to dock in a Port (becoming part of the land territory) to be immune to Fleet attacks. Orders are defined by checking a box for a command or multiple commands and defining the ending territory to move to. Units can only be moved adjacent territories or if loaded onto Fleets onto an adjacent land to the where the fleet moves to (see movement). The intent of the orders will help determine outcomes in battles. Attack orders can be written against only one faction if there happens to be more than one other faction moving into an area. Orders can also be written to merge or transfer units between armies and fleets. Armies can load and unload on the same turn, before or after Fleets move. It is important for the orders to be specific for intent as the army and fleet commanders will follow orders to the letter and player are not allowed to change the intent based on reacting to their opponents. This means if player one has two armies moving into a territory intending on attacking player two's single army, then he must write that the armies should move together to attack. Otherwise, the defending player maybe able to battle each army separately, depending on whether the armies came together from adjacent territories or from opposite directions.



## 5. Move Fleets and Armies



Movement is made by each player by executing the written movement orders for each army or fleet separately for each entered territory or sea zone. An army or fleet can only move one territory area each turn. On attacking an army may enter an unfriendly area but may not move through it. Armies must stop upon entering neutral territories. Movement orders are revealed by all players simultaneously. First fleets should be loaded, and then all Fleets should be moved based on the written orders. A Fleet can move and then be loaded or a fleet can be loaded and then moved. Next any armies should implement their written orders including any

loading and unloading which occurs after fleet movement. A Fleet essentially can act as a bridge across a sea territory after fleet movement. Below represents the order of movement based on orders and unit types.

1. **Load Fleets if Loading before move**
2. **Move All Fleets (Conduct Fleet combat if required before landing)**
3. **Load / Unload Fleets and Move All Army Units**

Movement halts whenever opposing armies or fleets occupy the same territory. If both players agree that they are allied then movement can continue through occupied territories however both players must have stated verbally to all other players in the game in the previous season. If two Fleets are in combat and either of them have orders to unload Armys, then that particular Fleet combat is resolved before unloading with any surviving units able to unload.

Straits: Normally sea areas can't be controlled but ports and straits may be defended. A strait can't be passed through without combat if controlled. Armies may also move across straits without Fleets if the strait is controlled by that player (to the load limit of the Fleets).

## 6. Resolve all battles

### LAND COMBAT\*

Land combat takes place when more than one player or faction ends a season with troops in the same territory and when one or both decide to fight. This will depend on at least one player ordering an Attack command. Land combat also results from players entering into the same neutral territories (the players must fight to see who will control the territory). If only one player enters a territory or if only one player is left in an empty territory, then siege warfare can be used to capture the empty territory (See Siege Warfare below).



Combat in each territory will last until only one side has units left in the territory either from losses or from retreat (remember to check morale). Combat is general considered simultaneous with both attacker and defender getting an attack each round for each unit.

**\*Note the quick combat rules will be covered in a later section. Players should decide if they will use quick combat or the more tactical normal combat rules before play begins. It is suggested that quick combat should be used for first time players.**

### Land Combat Procedure: (normal combat)

1. Attacking player (player not defending own territory or largest player if both in a neutral territory)  
Places a single unit on the combat line face up.
2. Defender will match that unit with one of his / her own, and then place an additional unit adjacent to any placed unit already on the front line. Optionally if there aren't any unmatched units on the front line, then the player can place the unit in position behind a placed unit already matched by an opponent unit.
3. Now the attacking player will match the uncommitted unit with one of his / her own and then place an additional unit adjacent to any placed unit (on the front line). Optionally if there aren't any unmatched units on the front line, then the player can place the unit in position behind a placed unit already matched by an opponent unit.
4. Steps 2 and 3 are repeated until one player runs out of units. The player which has units left can now place these reserve units as a second, third or more row of units as desired.
5. Combat now proceeds from left side to right side (or the reverse) based on agreement between the players.
6. Each unit facing off will make an attack roll based on the combat table below.

#### LAND COMBAT TABLES

	KN Def	HC Def	LC Def	HI Def	LI Def	PS Def
KN Att	6	9	7	7	9	11
HC Att	5	8	6	4	8	11
LC Att	4	7	7	6	5	10
HI Att	6	8	4	4	5	9
NSE - HI Att	6	8	5	6	6	10
LI Att	4	4	7	6	7	8
Eng – LI Att	5	5	8	7	8	9
PS Att	2	2	3	3	4	7
Kev PS ATT	3	3	4	4	5	8

*Number in chart is number or less on a two 6 sided dice to destroy the unit.*

Look up the attacking unit and defending unit to determine what roll is needed on two six sided dice. That value or less is required to destroy the unit. All units will get to attack, but the units in second and later rows will not be at risk of attack during the current round that they are not in the front rank. Once the first player rolls his attack roll then the other player will make his attack roll for that position in the combat line. If the unit is not destroyed by the line unit, then the later row units targeting that unit will have a chance to destroy the unit by making its own roll. Destroyed units should be removed once all units in the combat line position have made their attack. When front line units are destroyed then the second row units, if any will be pushed into front row position.

7. Repeat step 6 for each position in the combat line.
8. Once all units have attacked and the destroyed units have been removed, then a new combat round will start. Pull back all un-destroyed units which no longer are facing an enemy for re-deployment. Also any or all cavalry units can be pulled back to deploy due to their mobility advantage.
9. Determine rout condition. Add up the morale values for all units for each side and add any modifiers listed. This is the morale total which will be consulted in the table below.

**MORALE - Add 3 Highest Morale Values for you units,  
Roll less than that on 1d6, modified by:**

Army Size Ratio	Diff in Num Killed	Change to Number of Dices
5 -1	10 or more	-4d6
4 -1	6 to 9 more	-3d6
3 -1	3 to 5 more	-2d6
2 -1	1 to 2 more	-1d6
1 -1	0	0
1 -2	1 to 2 less	+1d6
1 -3	3 to 5 less	+2d6
1 -4	6 to 9 less	+3d6
1 -5	10 or Less	+4d6

**Defending Own Territory -5, Defending Own Capitol -10, +1d6 for each round of combat**

If a rout is rolled then the attacker gets one free attack before following the retreat rules below. Only non-mobile (Infantry and Peasant) units still in combat will have an uncontested attack roll on them.

- 10.** Now both players can decide to retreat or continue fighting. This is completed by taking an unused faction marker in hand. In a closed fist place the units in your hand to show you are retreating. Do not place the unit in your hand if you decide to stay and fight. Do this in a hidden fashion under the table or out of sight. Now on the count of 3, each player will reveal their intentions by opening their fist. If both players retreat then both players will move their army to an adjacent controlled territory. If there isn't an adjacent controlled or allied territory, then that army will be removed. If only one player chooses to retreat then the player continuing to attack will get one parting shot against all front line (non-cavalry) units (Units which had an undestroyed opposing unit). Cavalry and routed units which destroyed their opposing units do not get attacked. If both players decide to continue the attack then these steps will be repeated starting with step 1. Note, where units are still facing off from the previous round, should not be re-deployed but continue to face off.

**SIEGE WARFARE**

When capturing neutral territories or capturing a territory after defeating the opposing player armies, the territory must be sieged to capture it. Siege combat is performed by rolling 1d6 for the actual territory and adding 1d6 for each Minor city in the territory and +3d6 for each Major City. Some additional modifiers are listed below based on other circumstances. The other modifiers which are listed as **+#** is treated as adding the number after rolling the number of dice. For example, when sieging **Pomerania**, 3d6 will be rolled to determine the number of causality points the Army must suffer. Before removing casualties, a player may pay for ½ of the causality points rounded down (13 causality points would mean that 6 can be paid for, and 7 must come from the troops), at 15 gold per causality points (so the 6 causality points would cost 90 gold). Then the rest of the causality points must come from reducing troops on the army(s) in the territory based on the type of units. KN units count as 6, HC as 5, LC as 4, HI as 3, LI as 2, and PS as 1. Therefore if the player had 3 LI, that would be reduced from his card to pay for the 6 Casualty points of the 7 casualty points, or the player could choose to remove 1 KN unit. Then 1 PS troop could be used for the last point. Whatever combination the player chooses can be used to pay for the casualties but all causality points must be taken, even if that means a larger unit must be used to absorb them. For example if the player does not have any PS troops left and must take 1

causality point, but does have a LI, then they must lose the LI. Similarly, a single causality point in an army of only Knights will kill a Knight. The table below is used to determine causality points.

### **Siege Battles: (1d6 Unit Losses)**

Each **Minor City** +1d6

Each **Major City** +3d6

**Kievan Rus', England Territory** +3

**North Sea Empire Territory**+5

**Byzantine Capitol Territory** +20

**Player Capitol Territory** +10 (not added to Byzantine)

Causality Points: **KN 6, HC 5, LC 4, HI 3, LI 2, PS 1**

**(1/2 of causality points (rounded down) can be removed for 15 gold per 1 point)**

### **FLEET COMBAT**

Fleet combat follows all the same rules as army combat except fleets do not have a Morale check and a fleet unit has a chance of capturing instead of destroying another fleet unit with the exception of a loaded transport. Loaded transports cannot be captured. When a fleet unit is captured, the unit immediately goes to the opponent to use in the very next combat round. If combat ends with either side having only transports left, then combat ends immediately with the winning player automatically either capturing unloaded transports or destroying loaded transports. All Army units carried on loaded fleet units will be destroyed. If only some units are destroyed then at the end of battle the attacking player will randomly select enough Army units (turned over to select) to get the total at the carrying limit of the damaged fleet.

Retreating fleets, do not have to follow the own / allied territory to retreat to rule as sea territories are not controlled and there is no mobility rules with fleets (Cavalry advantages). Also a fleet can retreat to port, if they are in a sea zone next to a friendly port (or allied).

	<b>WS Def</b>	<b>RD Def</b>	<b>TR Def Loaded</b>	<b>TR Def Unloaded</b>
<b>WS Att</b>	<b>7-2</b>	<b>9-3</b>	<b>10-0</b>	<b>10-4</b>
<b>RD Att</b>	<b>4-0</b>	<b>5-3</b>	<b>7-0</b>	<b>6-3</b>

*First number is number or less on a two 6 sided dice to destroy the unit, second number is the number or less to capture.*

### **Alternative Quick Combat Method (Should be used for first game)**

Before the game begins, the players may choose to use an alternative Quick combat method for a speedier game. It is estimated that the quick combat method can speed up a game substantially, even as much as half or third the amount of time that the above combat rules may take. Note, while this combat system somewhat approximates the same outcomes as the system defined above, it does not give players the same level of tactical depth of the regular combat system but is required for those looking for a shorter game. Also, this system is advised to be used for very large combats between players when more than 50 units are involved total. It is suggested that players try both systems to see which system they may prefer in games and use the system which makes sense based on the amount of time they have to play.

In this version of the combat, the players do not need to use the unit tokens as that will slow down the combat, however if they still wish to use them to track destroyed units and which units have already fired, than they may but it will take a little longer than not bothering with the tokens.

To begin, similar to normal combat each player should reveal their army or fleet cards in battle as they need to remain face up during combat.

### **Calculate Total Army Armor Value:**

Before combat begins, add up the total amount of armor for the army by adding together all units of each kind's armor value . For example if the French player has 1 KN, 3HC and 2 HI, his armor total would be 8. This total is used to subtract damage through the combat. Armor is not restored until a new combat for the army occurs.

### **Long Ranged Barrage:**

Each Player should roll the total number of quick combat dice indicated by the number in the **Blue Square**,  for all ranged units. For example for 2 LC and 2 LI, you would roll 6 dice, 2 for each LC and one per LI. Add up the total number for all dice with a value less than the number in the **Red Circle** , the combat hit value, minus one (ranged attacks subtract one for their attacks). For most ranged units, they will score damage only on a die roll of 1 or 2. If the Holy Roman Empire rolled the 6 dice for the units above and rolled a 2, 5, 4, 3, 2, and 6, then the total damage is 4 points. This will be the amount of damage points the opponent must take before the close combat round occurs. The opponent will subtract this damage from his current armor total and either note the remaining armor or take the remaining damage points after all armor is gone. Each player can decide what units to loose when taking causality (damage) points. The **Green Heart** , symbol denotes the amount of casualty points the unit will absorb to be destroyed. This is the same as when taking casualties when sieging. Just like when sieging, all causality points must be used and if the left over points are less than the smallest unit requires to be destroyed, then a unit with a larger health then needs to be destroyed.

Each player must mark the number of unit casualties they have taken during the Long Ranged Barrage phase. Each destroyed unit should be marked with an "X" to show its state and to track the number of units destroyed.

The long range barrage normally occurs only once during combat unless one side either retreats or routes (see check for retreat / routing below).

### **Close Combat Round:**

Each player should now roll for all their units (*including the ranged units but this time using the normal quick combat value and not subtracting one*). Find the total number of all the dice of the same required combat value and roll these together. Add up the resulting die values that are equal to or under the required combat hit value, found by referring to that units **Red Circle**  number.

The resulting value is the amount of damage points that the opponent must take, after subtracting any remaining armor from the result from the total armor pool (remember after armor is used up it is gone for the current combat no matter how many rounds are fought). If there is remaining causality points after the armor is gone, then the opponent will decide what units to loose and expend the causality (damage) points. The **Green Heart** , symbol denotes the amount of casualty points the unit will absorb to be destroyed. This is the same as when taking casualties when sieging. Just like when sieging, all causality points must be used and if the left over points are less than the smallest unit requires to be destroyed, then a unit with a larger health then needs to be destroyed.

Each player must mark the number of unit casualties they have taken during the close combat round. Each destroyed unit should be marked with an "X" to show its state and to track the number of units destroyed.

### ***Check for Retreat and / or Routing (Morale) conditions:***

Check if either side is retreating (as defined in regular rules or a rout condition exists). Remember to add one additional die for checking morale after each round of combat. If both sides retreat combat ends immediately like in normal combat resolution, with both players retreating to the territory they came from or to an adjacent friendly territory if possible.

If one side routes but the other side continues to fight, then a single long range barrage with surviving Ranged units (non-retreating player only) will take place which could eliminate some of the surviving units before they get away. Additionally, if the non-retreating player chooses to, they can make one last close combat attack with only surviving cavalry troops against retreating / routing units, rolling one die per unit, instead of the normal two. If one player is routing, they will not get an attack back, however if retreating, the retreating player can decide to roll all remaining units (cavalry and infantry) with  $\frac{1}{2}$  the total number of dice, rounded. If the retreating / routing player wants to separately retreat his cavalry, then he can withdraw all cavalry without the cavalry suffering any close combat attack (however they still will take the last ranged volley in damage before the last close combat attempt).

### ***Remain in Close Combat:***

If both sides are still fighting, then additional close combat rounds are fought until one or both sides retreat or rout. Remember to add one additional die to each additional round of combat to check morale.

### ***Quick Fleet Combat:***

Quick Fleet combat is similar to quick Army combat without the long range barrage and without checking morale. The other exception is in ship capturing and retreating.

### ***Capturing Enemy Ships:***

During the rolls for damage being done, for every pair of ones which is rolled, the opponent player must choose a ship to give his opponent as a captured ship to be used by him in the next combat round. The ones are then not added to total damage done. The captured ships will be given to the opponent player before taking causality, such that they can be used to absorb the damage during the current round of combat, hence a player can capture a ship and get it sunk in the same combat round.

### ***Retreating Fleets:***

At the end of each round of quick fleet combat, either or both players should determine if they will retreat. Both players can secretly place a faction marker in their hand to show they are retreating and then reveal then reveal on the count of three whether a marker is in hand or not (a marker would indicate retreating). If both players retreat, then both players then must retreat from the sea zone or into an adjacent port (adjacent land territory to the sea zone).

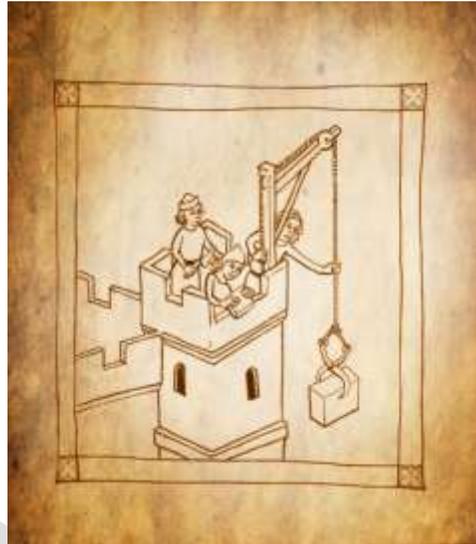
## **7. Build new armies and fleets / Adjust Maintenance**

Players now purchase new Army units and Fleet Units. Newly built units can be placed into any army or fleet (Army units can only be placed into Armies and fleet units into fleets). Units can be built only in a territory under the player's control. Fleet units must be placed into a fleet adjacent to a player controlled port city (adjacent sea area which the player controls). Another stipulation is that no more

than ½ of armies units can be Peasant (PS) troops (except Kievan Rus' can have 2/3). The maintenance tracks are updated for each player to reflect the increase in maintenance for the newly purchased units.

### 8. Build cities or upgrade to major cities

It costs 50 (30 for HRE or KOE) gold to build a port or trade city in a territory without any cities. It costs 150 gold to upgrade a minor city or port to a major city, for the first major city in a territory). Additionally, players can only build as many cities as 1+1/3 the total number of controlled territories (round down). Cities beyond the first city in a territory are increasingly more expensive as shown in the table below:



# Existing Cities	Minor city	KoE/HRE Minor	Major City UPG
0	50	30	150
1	75	45	225
2	125	75	375
3	225	135	675
4	350	210	1050
5	500	300	1500
6+	x1.5 last level	x1.5 last level	x1.5 last level

Only player built minor cities can be upgraded (not pre-existing cities on the map). After building cities, adjust the trade / city income on the Income / victory control sheet.

### 9. Next turn, advance season and year

Advance the Season and Year markers and check if any player has achieved victory conditions. If any player / Team has achieved equal to or greater than the Victory Points needed then mark the season and year with each player's Marker. The Player / Team will achieve victory if they can stay at or above the required Victory Points for two more seasons. This will be checked during the advance season and year phase.

### Additional Notes:

Breaking and forming alliance occur during the diplomacy phase and two more seasons must pass before determining victory for either new condition. When breaking an alliance, the score is immediately retro'd to reflect the new situation. The previous allied players will lose the additional VP from being allied. Any remaining allies are re-calculated to reflect the new team. Points for capturing enemy capitols will go to only the last controlling player and these points are lost if the capitol is re-taken by the owning player. Players Armies that are now in enemy territory will immediately siege the territory if they do not retreat (which they can choose to do).

## Optional Advanced Rules:

1. Intrigue Cards
2. Partial Siege
3. Variant Diplomacy Rules
4. Alternative Maintenance
5. Advanced Movement Rule

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