

Step One: Choose Factions (Empire, Caliphate or Kingdom)

As each person arrives, they get to choose in order of arrival, which faction to play. They will choose the major factions first. If they want to try the minor faction, then a player must first select the major faction which would normally be allied to the minor player as shown below:

Byzantine Empire (Byz)	1 st Bulgarian Empire or Armenian Kingdom
Holy Roman Empire (HRE)	Kingdom of Hungary
Fatimid Caliphate (Fat)	Caliphate of Qurtuba
Kievan Rus' Empire (KRus)	Kingdom of Poland or Khazar Empire
Kingdom of France	Kingdom of Leon
Kingdom of England	Unified Kingdom of Ireland

When choosing a faction, the next player must pick an adjacent faction to each already chosen, up to each faction needing to be adjacent to at least two other factions. Explain that un-played major's territory cannot be entered. After factions are chosen, players take their seats closest to map edge of faction played.

Army / Fleet Setup.

Each player will place their army cubes and fleet pieces based on the Province or Sea Zone listed on the Army or Fleet Cards (example **Army II** shown in **A** to the right) respectfully (see **B** on Card for the Province or Sea Zone). This is the larger letters on the backs of the cards with the picture (upper right corner). If there isn't any information on the upper left corner (blank), then that player does not start with that Army or Fleet. Once all the cubes and ships are placed, then go through each Army and Fleet and mark the starting quantity of Army units or Fleet units based on the information on the Upper Right corner (See **C**) which will have a two-letter designation with sometimes having a



Figure 1. Army card back

Number x designation for more than 1. On Armies, KN is Knight, HC is Heavy Cavalry, LC is Light Cavalry, HI is Heavy Infantry, LI is Light Infantry, and PS is Peasant. On Fleets, WS is Warship, RD is Raider, and TR is Transport. When marking amounts, it is important to use hash marks aka vertical lines to represent each unit. Do not place slashes for the 5 in a series, as then that line will need to be erased through all the others. Complete this for all Army and Fleets the player starts with.

Start Game with Phase 1, Collect Income.

(GM should grab an unused First turn sheet or one of the Unused Minor Players sheets)

Describe to the players that S&S is a game which uses simultaneous phases, to keep the downtime to a minimum during the game. Then ask them to grab their First turn sheets. Mention that the other side has references and a few tables which mostly are not needed for play, but the few exceptions will be covered later. Describe that the first turn sheet is required to be used when there is any player which has not played before or If everyone needs a refresher on how to play. When used with new players, it is required that everyone follows the moves defined on the first turn sheet, with no deviations as the first turn is designed to show how the mechanics work and eliminate any chance of player verses player combat. The intent is to show how things work and ask questions only after seeing it done.

Now, alert all players to the first Phase for collect income. Either ask the player closest to the bank (location unused coin pile(s)) often near Kievan Rus player or ask for a volunteer or the GM can be the banker. Starting with a player in the game (arbitrary) ask that player to read the amount they are supposed to collect in terms of Trade which is based on Cities and Agriculture / Harvest income which is based on number of provinces. The treasurer gives the money in

separate groupings (City then Agriculture) equal to what is read off. Go over the money unit worth by pointing out the KEY on the top left of the map and repeat that the coins are worth 250 for the gold (x10 a quarter to help remember), then the silver is worth 50, or x10 a nickel, then the copper is worth 10, or x10 a penny, then the tear shaped bronze is worth 5. Another way to remember is each unit is worth 5 times more than the smaller, except for the bronze coin, which is ½.

Ask each player to try checking and counting the money they received to get used to S&S money.

Repeat for each player, going around the table clockwise (alternate turns I will go counter-clockwise).

Phase 2, Perform Intrigue (on some sheets it is Perform Espionage, explain it is the same)

On the First Turn / Learning turn, Intrigue cards are collected but can not be used. Also the players can't choose the cards as normally occurs or buy additional. Explain that and point out the Intrigue Key Card in black that each player should have. This phase is different as it is the only phase which has an order based on the Key card which shows the Holy Roman Empire collecting cards first and then going to each next player based on the key card for collecting cards. In the next session / turn, the players will be able to spend these cards. Remind each player in turn to request only the cards which is listed on the first turn sheet. At the beginning here we will tell the players what the categories of the Intrigue cards are, RED = war (retreat, pillage, raid trade caravan), YELLOW = espionage (spying, counter-spying, sabotage, counter sabotage), BLUE = political (getting territories without battle and counters), GREEN = development (free stuff, free units, ships, temp income boosts, free cities, trade caravan, etc) **NEW** cyan = Mercenaries & Privateers, White = Prosperity, Black = Calamity.

After all players get their cards we would normally go in reverse to play cards which are played in the intrigue cards, mention the Phase cards can be played in is written in the scroll work. But we do not get to play them on the First Turn / Learning Turn.

Phase 3, Perform Diplomacy

Diplomacy is fully skipped in the First Turn but in later turns it maybe the most important phase of the game, depending on how the players use it. Note on the first actual diplomacy phase the timer is turned over twice for a full 6 minutes of diplomacy.

Phase 4, Write Orders

Show the players the front of an unused Army card and describe the bottom section of the card is where orders are written. Mention that the check boxes are used for standard orders and that Move or Load / Unload can be checked but not both the same time. Mention that Attack or Defend can also be checked the same time and yes, Load and Unload can happen on the same movement phase. Now refer to the First Turn sheet and read off the example from one of the players (or unused sheet) and point out to the players that the first turn sheet under Phase 4 will list the Armies and Fleets the player starts with in the game and for each they should write the order by checking the boxes which correspond to what is on the First Turn sheet and write the province or sea zone that Army or Fleet is moving to or staying at in the case of defend, on the blank area below the order boxes. Do this for each Army and Fleet they have. Explain, that any Load order has already checked whether the Fleet (or Fleets, in case two are sharing the load), have already checked whether they have the carrying capacity to carry the total number of units. All units require 1 carry capacity, whether a Peasant or a Knight. Transports can carry 5 units, Raiders 3, and Warships only 1. The fleet carries the total of all ship units in the fleet.

All movement is only to one adjacent land space for Armies or Adjacent Sea zone for fleet in a single turn / season. Army units can be loaded on a ship in a sea zone however and be offloaded in a land territory adjacent to the sea zone the fleet moves to, but everything only moves once, one space.

Phase 5, Move Fleets, then Armies

Now all players must move what was written in the orders, exactly as written with no deviation. The movement phase is divided into two sub-phases, Ships Move and perform loading actions, either before the ship moves or after. Then all

ships unload at the same time as the Armies perform their movement. All moves are only to an adjacent territory for Armies or sea zone for Fleets.

Phase 6, Resolve all Battles

Once all players have moved their armies and fleets, then combat will take place. Ship combat is resolved before the troops land in-case the sea defense would prevent the landing. Army verse Army combat would take place before any Siege combat. But during the First Turn / Learning Turn, there shouldn't be any player verse player combat as everyone had to write the orders on the sheet. So we will show how siege combat works for everyone combined as an example of one player which is trying to capture a territory. Choose one player with an attack on a territory with at least one city. Point to the key which shows that when sieging the army will roll dice based on what is in the territory to find how many causality points the army receives. One die is always rolled for the territory, then one for each minor city, and 3 for each major city. There are other potential adjustments which are used when attacking other players which are listed on the reference sheet side but will not come in play during the learning turn. The key does show a plus with a circle around it and that is a capitol for the owning player would be able to add 10 additional causality points on a siege on a capitol. The Byzantine Empire's Capitol affords it +20. Have the player roll the dice and count up the total. Then this total must be taken as damage in reducing the units in the army. The green heart symbol represents how many CP each unit type can absorb. There are no partial damages on units so 1 point on an army of just 1 knight would still kill the knight. KN = 6, HC = 5, LC = 4, HI = 3, LI = 2, and PS = 1. Now add that players can take ½ the CP rounded down by paying money for it at a rate of 15 per CP (the cost of most PS units). This represents bribing and or training as treasury instead of blood. Explain that lighter units cost 15 per CP, 1 for PS (15 cost), 2 for LI (30 cost), 4 for LC (60 cost) that it is better to take those unit types or pay, before other more expensive units (HI at 50 cost for 3 CP, HC at 80 cost for 5 CP, or KN at 100 cost for 6 CP). Also since almost all players have a unit type which costs less than the 15 per CP cost, (40 for Byz HI, 60 for KoF HC, 25 for HRE LI, etc) that it is more beneficial to lose those units before any other units, including paying for CP if at all possible. Especially since the next phase is purchase units and players can build units back in any territory they control. When any player completes their own combat (and has no more player combat), they can move to the next Phase of Building Units.

Phase 7, Build new units

Once all players have completed their own combat, they can start figuring out how they would like to spend their money on Army Units, Fleet Units, or cities. Army units can be purchased and added to any existing Army. Fleet units can be built and added to any existing Fleet which is adjacent to an owned territory with a city in it (port). A player can build new Armies or Fleets but must spend the amount listed on the back side of the cards for the new Army or Fleet. The cost is dependent on how many existing Armies or Fleets the player has. In red it lists 30 for 1st (has none), 50 for the 2nd, 70 for the 3rd, 100 for the 4th, and 150 for the 5th. Players can't have more than 5 armies or fleets. These new Armies or Fleets start empty.

Phase 8, Build Cities

Players can also build cities. The cost to build a city is determined by how many existing cities in the territory where it is built. Players can't directly build major cities but must upgrade minor cities in future seasons to major cities. Also, players can't upgrade existing cities on the map (non-player built), such that only player built minor cities can be upgraded to major cities. The cost is shown as a table on the bottom left of the stats side of the First Turn sheet. Some players get a 3/5 cost advantage for minor city costs (Major players HRE and KoE). Otherwise, when there is no minor city in a territory the first will cost 50, the 2nd 75, the 3rd 125, the 4th 225 and so on. For HRE and KoE, the costs are 30, 45, 75, 135, etc. This discount is for minor cities only and not the major cities. Also, when counting existing cities, count only minor cities for cost to build a new minor city and only major cities for building new major cities.

The GM or the score keeper needs to update the income and score track after combat and during players building phases. Just go around the table and ask how many cities were added this turn and count a major city as 3 and each minor as 1. Move the track over by that many and the score as well (see Figure 2, A,C). Then ask how many territories

were added and again move the agriculture track that many over and then add the total territories added to the victory point total as well (see Figure 2, B,C).

Phase 9, Next Turn

Phase 9 is when to check for possible victory condition and when to advance the season and potentially the year. Before this it is important for the results of the turn to update the city income, agricultural income, and victory points for all players. Now would be a good time to describe that we are playing to 40 VP and how the income / score tracking work.

Phase 1, 2nd Turn, Collect Income

Let everyone know that the second turn is in the summer with harvest income doubling the amount received of 2 per controlled territory. Go around the table to each player and read off the Agricultural income from the Score Sheet, ask the player if they have a Intrigue card which may affect their income, that they would like to use, and ask the treasurer to give the player 2x the number indicated on the score sheet for the Agricultural Income (see B). Next ask the treasurer to give the player the amount indicated for City Income from the score sheet on the grey

	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	1000
City Income 100	100	200	300	400	500	600	700	800	900	1000	
Harvest Income 0	0	10	20	30	40	50	60	70	80	90	
Harvest Income 100	100	200	300	400	500	600	700	800	900	1000	
Total Score 0	0	1	2	3	4	5	6	7	8	9	
Total Score 10	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: 1st Ally (5, 10, 15), 2nd Ally Team (5, 10, 15), 3rd Ally Team (5, 10)

Victory Points to Win by Game Length: 1st Ally (1/2, 1/3, 1/4), 2nd Ally Team (1/2, 1/3, 1/4), 3rd Ally Team (1/2, 1/3)

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

Figure 2. Income / Score sheet

section (see A).

Phase 2, 2nd Turn, Perform Intrigue

Intrigue cards are collected and purchased based on each faction's ordering on the Intrigue Key. As shown the Holy Roman Empire collects cards first, 1 Yellow (Espionage) and one of any other color including Yellow. After they choose the color / category of cards which they get for free, and before they are allowed to look at those cards, they can choose to purchase additional cards. Again the categories are, RED = war (retreat, pillage, raid trade caravan), YELLOW = espionage (spying, counter-spying, sabotage, counter sabotage), BLUE = political (getting territories without battle and counters), GREEN = development (free stuff, free units, ships, temp income boosts, free cities, trade caravan, etc) **NEW** cyan = Mercenaries & Privateers cards which can also be purchased if the M&P expansion is being used. The White = Prosperity and Black = Calamity cards can't be purchased and are used only as part of the M&P expansion (as an option when all players choose to play the game with this option). As a time and complexity consideration we generally do not use (or suggest using) this option in a learning game.

INTRIGUE PHASE KEY

- 1) HRE: 1 Yellow + 1 Any
- 2) Qur: 1 Red, Grn, or Ylw
- 3) Fat: 1 Ylw, Blue, or Grn
- 4) KoL: 1 Blue, Grn or Red
- 5) Byz: 1 Blue or Green
- 6) Khaz: 1 Blue, Grn or Ylw
- 7) KoP: 1 Blue, Grn or Ylw
- 8) KRus: 1 Blue or Green
- 9) Bulg: 1 Red, Blue, or Grn
- 10) KoA: 1 Red, Blue, or Grn
- 11) KoF: 1 Blue or Green
- 12) KoH: 1 Red, Blue or Grn
- 13) KoE: 1 Blue or Green
- 14) Ire 1 Red, Blue or Grn
- 15) NSE: 1 Red or Green

Additional Cards:
(of the same color)
1st 30 Gold
2nd 45 Gold
3rd 60 Gold
4+ Not Allowed

When purchasing additional cards, the player can choose to buy additional cards at the cost as listed on bottom of the Intrigue key card based on the number of each color they have already received. The first card of a given color costs 30, the 2nd card of the same color will cost an additional 50% more or 45, the 3rd card 60 and no player can get more than 3 cards of the same color in the same turn. The number will include the free cards, for example if the HRE player received a yellow and a green card for free, then a second yellow or green card will cost 45, while getting one blue or red card would only cost 30 each.

After all players get their cards, we would normally go in reverse order starting with the NSE to play cards which are played in the intrigue phase (as indicated in the scroll work of the card for the phase played).

Phase 3, 2nd Turn, Perform Diplomacy

As the first full turn of Diplomacy, explain to all the players that the sand timer will be turned over once for a full six minutes of Diplomacy (3 minutes per turn). In future Diplomacy phases any player can veto the timer being turned over

which only guarantees 3 minutes of Diplomacy. Also explain what the players will want to do in the first Diplomacy phase. It is most important to discuss with other adjacent factions where you want to set up borders, make alliances or other pacts or agreements. Discussions between factions geared toward planning and discussing or working together in any way can only take place during the Diplomacy phase and is not allowed during other game phases (allies can discuss options which must be decided during the combat phase). Also, some cards can only be played during the Diplomacy phase. Official Alliances where all factions on the team play to win together must be declared during the time the sand timer is running and can't be made outside of Diplomacy. Leaving an alliance can also only be declared during the Diplomacy phase and Alliance teammates are not allowed to attack each other. Make sure to state to all players that the diplomacy phase is when players can try to make sure they will not accidentally attack each other by communicating however they wish. However, nothing in the rules requires that communications or any deals other than the forming an alliance team is truthful and all deals are only as good as the players actually falling through on their own volition.

Phase 4, 2nd Turn, Write Orders

Players can now write their own orders as they see fit. All Armies and Fleets can be ordered to move to any adjacent map space (territories for Armies and Sea zones for Fleets). If different un-allied factions end up in the same land territory, then there will be combat. Make sure that any player which would like to load Armies, understands the loading limit based on the number of Fleet units with Transports carrying 5, Raiders carrying 3, and Warships only 2 units. All units whether a Knight or a PS needs 1 carrying capacity. Repeat to the players that all written orders will be followed during the Move phase. Multiple fleets can be combined to carry one or more Armies together as long as the total carry capacity is sufficient. If a Fleet has the capacity to carry more than one Army, then that is also allowed. It is also valid to disband part of an Army to get the size down to the carry capacity at the time of loading. i.e. units which did not fit would just be sent home.

Phase 5, 2nd Turn, Move Fleets, then Armies

Now all players must move what was written in the orders, exactly as written with no deviation. The movement phase is divided into two sub-phases, Ships move and perform loading actions, either before the ship moves or after. Then all ships unload at the same time as the Armies perform their movement. All moves are only to an adjacent territory for Armies or sea zone for Fleets. If any player makes a mistake with movement orders which are not possible, it is then up to all the other players to decide what would make most logical sense for the outcome with the premise to keep the intent as close as possible to what was written. If more units were attempted to be moved than the carrying capacity of the fleets allow, then the player doing this load, would need to remove (disband) enough units to meet the carry capacity.

It is important to note that the unloading of troops to a faction-controlled territory that is through a sea zone with a defending fleet, must wait and see what units survive the sea battle before actually performing the unloading and sieging of a territory. Leave the ship and Army units on the shore to represent the conflict is still to be resolved.

For Armies moving, if two opposing (un-allied) factions are trying to move into and through each other, then a battle will take place on the border between the two territories. For sea zones, Fleets can and will move through each other if so ordered, even if they are supposed to attack each other. Sea battles will only happen in the final sea zone that Fleets complete their movement in.

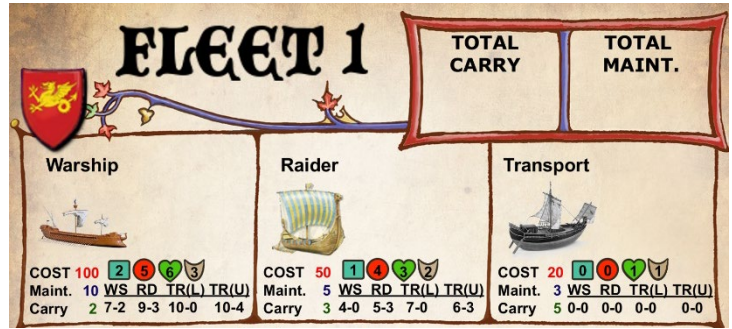
Phase 6, 2nd Turn, Resolve all Battles

Once all players have moved their armies and fleets, then combat will take place. Ship combat is resolved before the troops land in-case the sea defense would prevent the landing. Fleet combat will occur only when one Fleet is ordered to attack another Fleet or sea province or a defending Fleet will defend against Fleets landing Armies into territories they control (owned last turn). Army verse Army combat would take place before any Siege combat. For any uncontested siege combat, have all the players resolve themselves any siege combat, including sieging of player controlled, but undefended (no Armies) territories. The process is identical to the process used in the first turn except if any player does siege the following players home territories, then they would need to pay for additional casualties.

Home (Starting) Kievan Rus' or England Territory +3, North Sea Empire Territory +5, 1st Bulgaria +5, Byzantine Capitol Territory +20, Other Player Capitol Territory +10.

Explain that we will be using Quick Combat Rules for the learning game. Quick combat uses the symbols on the top of the Army and Fleet cards. Also note that for small Fleet battles, the game suggests to not use the quick combat when there are less than 3 ships on a side, but we often ignore that for simplicity in taught learning games.

Resolving sea battles, all participants in the sea battle should place their Fleet cards in front of them. Next each side in the battle needs to add up the total armor value of all units in battle and write down the number in a circle on one of their Fleet cards or on the Diplomat card.



In general, Warships (WS) have 3 armor, Raiders (RD) have 2, and Transports (TR) have 1. So a Fleet of 1 WS, 1 RD, and 1 TR would have a total of 6 armor. Next, each player will roll dice to determine the amount of causality points inflicted on their opponents. Warships will roll 2 dice per Fleet Unit and Raiders will roll 1 die as shown by the **blue square 1** on the **Fleet** card. After rolling, remove any dice with a number higher than the value in the **red circle 3** for each unit type. Then add together the values on the remaining dice to get the total casualty point number. For example, roll all Raiders dice needing 4 at the same time, roll all the Warships dice needing 5 together at the same time. Then the total per unit type can be written in the unit square on the Fleet card or the total can be recorded on the Diplomat card. The amount of total armor will reduce the casualty points taken once per battle only (not each round).

For sea battles, each pair of ones rolled, represents a ship (fleet unit) will be captured from the opponent. The player losing the unit will select which unit to lose at the end of the round. The capture event dice do not have to be rolled together when rolling the 1s, i.e. if a single one is rolled with the raider group and a single one is rolled for the warship group, then a capture does still occur, but the pairs are used only in the same round. The ones used for capturing ships do not get added to the total casualty points done and the captured units are selected before assessing the damage from the causality points (such that the player capturing a ship may decide to still lose it by taking CP damage).

All casualty points (CP) received (after subtracting the initial armor) must be absorbed in the Fleet(s) and units can't be partially destroyed as 1 CP will still destroy a lone warship if there are no other units to take the damage. The number in the green hearts represent how many casualty points each unit type can absorb, 6 for Warship, 3 for Raiders, and 1 for Transports

After both players have absorbed their causality points and lost any captured units, then both players will decide if they want to continue to fight or retreat for the next round. Take a token in the hand and reveal the token to fight on and reveal no token to indicate retreat. Retreating fleets must move back to the sea territory they came from or to any adjacent sea zone if they did not move this turn. Fleets can also retreat into port.



If fleets are carrying troops and have suffered losses, then the troops which are being carried must be reduced to the new amount the fleet can carry.

Resolving Army verse Army battles, all participants in the land battle should place their Army cards involved in front of them. Next each side in the battle needs to add up the total armor value of all units in battle and write down the number in a circle on one of their Army cards or on the Diplomat card. In general, Knights (KN) have 2 armor, Heavy Infantry (HI) have 2, and Heavy Cavalry (HC) have 1 armor, but some factions may vary. So, an Army of 1 KN, 1 HC, 2 HI, 2 LI, and 3 PS would have a total of 7 armor. When two or more officially allied (Teamed) players are





doing Army verse Army combat in a territory, they can decide how the damage is divided between themselves. If combat occurs between multiple non-allied Armies in a territory, then the attacking player can decide when rolling which faction should take the damage (decide before rolling). Unless playing Intrigue, cards which affect the battle, unallied (Teams) that end their turn in the same territory (with Attack orders), must have Army verse Army combat for at least 1 round and then if they survive the first round, then they can retreat. After an Army wins the Army verse Army combat, then it must do a siege on any territory it does not control (unless using a retreat Intrigue card or was ordered to defend in which case it will retreat and not siege).

Long-Range Volley:

For Army combat, each side will start the combat with a single long-range volley. Count up all the number of dice for all units which have an arrow over the **red circle** . The number in the **blue box**  represents the number of dice to roll for each unit type, which is normally 2 dice for each cavalry unit and 1 die for each infantry unit. Roll the indicated number of dice, removing any 3,4,5, or 6 rolled. Then add together all the 1's or 2's rolled (so a roll of 3,2,5,2,1,6,4 of would add to 5 as 2+2+1 = 5. Note, even special units which have a long-range attack with values over 3 in the red circle still only hits and damages on 1's and 2's. The total rolled will reduce the armor value written earlier and any remaining damage will be casualty points which be taken by the owning player before the Close Combat takes place. Instead of removing the killed units, mark them with an X above the hash mark as the casualty count is needed at the end of the round.

Close Combat:

Now Close Combat combat rounds will continue until either a rout or retreat occurs. In the Close Combat rounds all surviving units (including the surviving long-range volley fired units) will roll the number of dice represented in the **blue box**  as was done in the long-range volley. Again, normally 2 dice for each cavalry unit and 1 die for each infantry unit. All units with the same number in the **red circle**  can be rolled at the same time, i.e. 1 HC and 2 HI can be rolled together as 6 dice all needing 4s (1,2,3, or 4) on the dice. As the dice are rolled only add together all 1s, 2s, 3, and 4s in this case, so if 6,2,5,4,1,4 is rolled on the six dice, the damage (casualty points) done would be 11 = 2+4+1+4. The normal method for H-2-H is to start with the Knight (KN) dice needing 5s, then do Heavy Cavalry (HC) and Heavy Infantry (HI) dice needing 4s, then Light Cavalry (LC) and Light Infantry (LI) needing 3s and the Peasant Unit (PS) troops needing 2s at the same time and writing the result in the square for each unit type (or use the Diplomat card).

Determine rout condition:

To determine if either player routs and tries to flee the battle field, each player needs to declare the losses this round, i.e. the body count. The player with the lower body count will roll 1 die for each round of combat and subtract the difference in round losses (units). The player with the higher losses will roll 1 die for each round and add the difference in losses (units). If the final number is greater than the total of the three highest surviving units' morale numbers, then they will rout and run away. For example, the Byzantine player lost 4 units and the Keivan Rus' player lost 6 units. The Keivan Rus' player rolls a 3 and adds the 2 for a value of 5. They have 1 LC and 1 LI left in the battle for a total Morale number of 4 and therefore will rout. The Byzantine player rolls a 6 and subtracts 2 for a total of 4, which is less than the 7 of the remaining HI and 2x LI which is 3+2+2=7, and therefore will stay and obey orders. In the case of allied combat, the losses are determined per faction but will add their allies kills to their own for the body count to calculate the difference. This means that each faction will be steadied by their own commanders for calculating morale. In the case of a 3 or more-way battle, the body count difference is calculated by using the highest kills done by an opponent verse each own factions' losses. Note, multiple Armies can all rout during the same round.

Determine retreats:

For Armies which are not forced to rout, commanders can order retreats. To determine if any player retreats, each faction should take a token in the hand and reveal the token to fight on and reveal no token to indicate retreat. Retreating and routing Armies can still suffer casualties while retreating / running away.

Parting Shot long-range volley:

The non-retreating and non-routing Armies can make a final long-ranged volley against the retreating and routing Armies. All surviving ranged units will roll ½ the normal dice of a long-ranged volley, still hitting on only 1s or 2s and

adding up the total of all 1s and 2s. If there are more than one Army retreating / routing, the rolls must be called to each faction intended to be struck (all units still only roll once with $\frac{1}{2}$ the dice).

Cavalry run down:

Additionally, if the non-retreating player(s) 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 but all remaining infantry will take any attacks (however they still will take the last ranged volley in damage before the last close combat attempt).

Retreating Armies should be first moved back to where they came from, but if that territory was captured, then they can retreat to any adjacent friendly territory. Unloading troops can retreat to the ships they came from. If no adjacent location remains to retreat too, then the Army is eliminated.

Next round of combat:

All surviving Armies can continue fighting into another round of combat. Armor does not regenerate until a new season / turn and not between rounds. Combat continues as close combat until rout, retreat, or death of all units occur.