

WILL HISTORY BE REWRITTEN?



*In Loving Memory of Leslie McCoy, our
first play tester of Swords & Sails who
passed away from brain cancer in 2016.*

*We will miss all the great advice and
insight which helped me start the
Swords & sails Project.*

Swords and Sails is a game of conquest in Europe around the time period of 1000 A.D. Each empire or kingdom 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 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

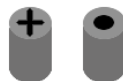
East Map

5 Army and 5 Navy cards per faction / player

7 Diplomat Cards

7 First Turn / reference sheets

50 Major / Minor Cities



2 Minute Timer

Year, Season, Income & Victory Control Sheet



5 Army Pieces x7 for each players



5 Fleet Pieces x7 for each player

4 Coin denominations



25x 250 GP 28x 50 GP 30x 10 GP 24x 5 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: The game board is a political map of Europe in the year 1000 AD, where players will move armies and fleets around territories and provinces. The map is divided into sea territories and land territories. Starting land territories are colored coded for player factions.

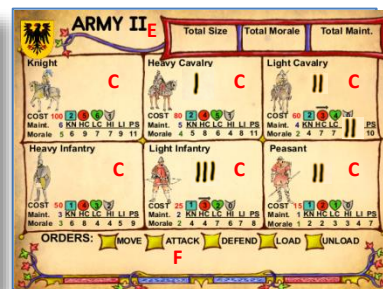
ARMIES:



Each player has 5 Armies. Some factions do not have all armies in play at the start of the game. The armies are given roman numerals to identify them by, I,II,III,IV, and V (B). Army units move only on land territories, unless carried in fleets. New armies can be purchased and Filled with 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, replacing the army will cost the amount to purchase, based on the number they currently have. 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 (advanced rules only) 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

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

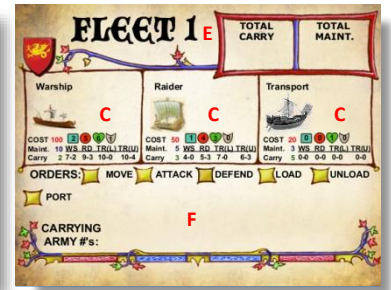
FLEET PIECES:



Each player has 5 Fleets. Factions will not start with all fleets in play, 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 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

Warship	Raider	Transport
COST 100 2 5 6 1 Maint. 10 WS RD TR(L) TR(U) Carry 2 7-2 9-3 10-0 10-4	COST 50 1 4 3 0 Maint. 5 WS RD TR(L) TR(U) Carry 3 4-0 5-3 7-0 6-3	COST 20 0 0 1 0 Maint. 3 WS RD TR(L) TR(U) Carry 5 0-0 0-0 0-0 0-0
ORDERS: <input type="checkbox"/> MOVE <input type="checkbox"/> ATTACK <input type="checkbox"/> DEFEND <input type="checkbox"/> LOAD <input type="checkbox"/> UNLOAD <input type="checkbox"/> PORT CARRYING ARMY #'s:		

Number of Quick Combat Dice per Unit

Quick Combat Dice Value to Hit

Quick Combat Health Points

Quick Combat Shield Value

Carry Capacity for Unit

Unit Cost to Maintain

Unit Cost to Purchase

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 scale of a group of men usually totaling around 100 real 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 faction's 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. ½ or less of any army can be Peasant Units. The Kievan Rus' can have up to 2/3 of an army as Peasant Units.

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, as markers on the victory point scoreboard, and income card.

YEAR / SEASON INCOME, VICTORY SHEET:

	Spring	Summer	Autumn	Winter	1000 AD	1001 AD	1002 AD	1003 AD	1004 AD	1005 AD	1006 AD
City Income	0	10	20	30	40	50	60	70	80	90	
Harvest Income	0	10	20	30	40	50	60	70	80	90	
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: 1st Ally Team (5, 10, 15), 2nd Ally Team (5, 10, 15), 3rd Ally Team (5, 10)

Victory Points to Win by Game Length: 1/2, 1/3, 1/4, 1/5, 1/6, 1/7, 1/8, 1/9, 1/10

Additional Points per Ally: 1/2x = VP conversion rate

The Year and Season is tracked and updated on this sheet. Each Players City (Trade) and Harvest Income is tracked. 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 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 it 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.



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 5. The coins are representations of Byzantine coins from the time-period, which were accepted in international trade. The silver coin is an Anglo-Saxon Penny.



2 MINUTE TIMER: The 2 minute timer is used for setting time limits in many of the phases of the game. The following phases are limited to 2 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 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.

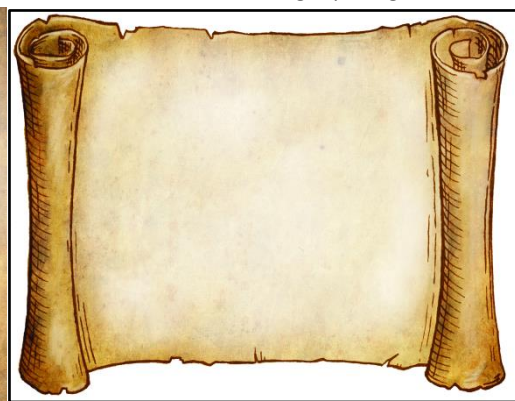


DIPLOMAT CARD:

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 or capture opponents' capitals.

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

The Fatimid Caliphate – the 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.

game. The Year, Season, Income & Victory Control 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 1 complete season 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 over the first, 5 additional victory points are earned.

Game Setup:

Place the East and West Map together. Each player will select a faction to play (see below if playing with less than 7 players): 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 3/5

France – Heavy Cavalry (HC) Units cost 60
– Cavalry Units +2 Morale, -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 3/5

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 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.

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.

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

Advanced Rule: In addition, the table below can be consulted to see what Army and Fleet units should be removed from the start of each Faction's Armies and Fleets. This is done as a balancing factor to the starting troops as the normal initial armies are balanced for a full seven player game.

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

Notes: *For simplicity do not remove units from novice players during a learning game.

Optional Rule: 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, 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 any of the players then it is suggested that the introductory 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 fleets as defined above (and on the reference cards) and mark the number of units on the army and fleet cards. On the first turn each player will receive their starting Gold for the first phase of the turn sequence, **Collect Income, Phase 1**. The second phase of **Perform Intrigue, Phase 2** each player takes a card (HRE gets two cards) but does not use them on the first turn. **Phase 3, Perform Diplomacy**, will allow groups of players to discuss plans or pass notes during a time limited session. Players can opt to discuss or communicate up to 4 minutes. 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 sheets for **Write Orders, Phase 4** (all players, whether it's their first game or not need to follow the written orders as listed, as this prevents player combat in the first turn). When all players have completed the Order Writing, then all players should **Move Fleets and Armies, Phase 5**. Fleets are moved and loaded in the first movement sub-phase. Armies are moved and unloaded, in the second movement sub-phase. Once all fleets and armies have been moved, then the next phase will be **Resolve all Battles, Phase 6**. As new territories are captured and as territories are lost, the income level needs to be adjusted on the faction income sheet (territories are tracked separately from number of cities). Once all players have

fought their battles, 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 the first city in a territory and 150 gold to upgrade an existing player built minor city to a major city (the first Major city in a given territory). The cost for building cities is increased based on the number of existing minor cities already in the given territory (See City Building tables on bottom left of the



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 father's 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.

reference side of the First Game sheet). The Holy Roman Empire and Kingdom of England only need to spend 30 gold to build the first minor cities. On the last **Phase 9**, the Season marker should be advanced and the year marker when advancing to spring.

TURN SEQUENCE:

All player's turns take place simultaneously for each phase of the turn sequence, for instance all players collect income 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 Adv. rule)**
2. **Perform Intrigue**
3. **Perform Diplomacy**
4. **Write Orders**
5. **Move Fleets and Armies**
6. **Resolve all battles**
7. **Build new units (Army & Fleet)**
8. **Build cities or upgrade minor to 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 MAINTENANCE ADVANCED RULE):

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	x
Spring	10	
Summer	20	
Autumn	10	
Winter	0	

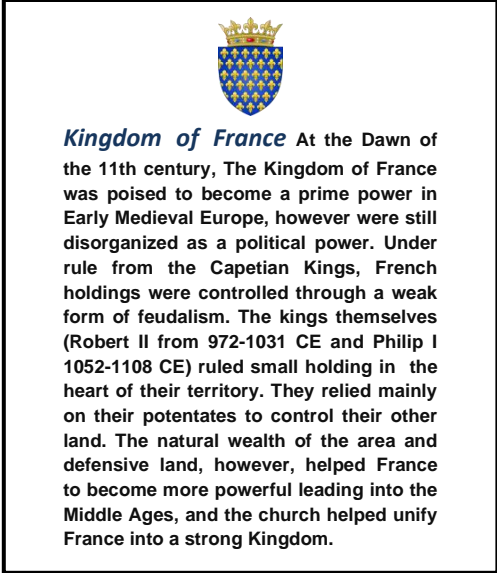
Besides this amount, an area gets 10 additional income, if the area contains a trade or port city (marked by a small dot). If the area contains a major city or port (marked by a + symbol), the area then receives 30 extra income. Notice a plus inside a circle is a capitol but is considered a Major city 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 score for each player / Alliance. 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	100
Harvest Income	0	10	20	30	40	50	60	70	80	90	100
Total Score	0	1	2	3	4	5	6	7	8	9	10
Total Score	10	20	30	40	50	60	70	80	90	100	110
<p>Scoring: 1 per territory, 1 per minor city, 3 per major city, 5 per declared ally, 10 Per Enemy Capital Captured</p> <p>Starting Points by Faction Victory Points to Win by Game Length</p>											
1st Ally Team	5	10	15	20	25	30	35	40	45	50	55
2nd Ally Team	5	10	15	20	25	30	35	40	45	50	55
3rd Ally Team	5	10	15	20	25	30	35	40	45	50	55
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 Score. 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. The easiest way to track changes to income and score is to ask each player separately how many territories they have acquired or lost and then slide the faction marker for them the number of squares equal to the change in territories. When crossing the 90 to 100's digit boundary, move the 100's digit up and continue counting in the 10's digit till the change is fully accounted for. Then immediately move the score marker by the same amount of squares moved for Harvest income. Repeat this process based on the total number of cities gained (or lost), counting each minor cities as 1 and each major cities as 3. Again moving the score up (or down) for each city changed. In the case of Allied teams (see diplomacy on forming teams), move the team cube up (or down) based on the number above divided by the number in the team. Move the cube 1/2 for each point change in a team of two, 1/3 for each point in a team of 3, or 1/4 for each point in a team of 4.



UNIT TYPES (Maintenance is an Advanced rule only):

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	Knight , a very heavily armed and armored mounted troop usually Nobility	5	6	100
HC	Heavy Calvary , a heavily armored mounted unit with a lance and sword	4	5	80
LC	Light Calvary , a lightly armored mounted unit with some range and sword	2	4	60
HI	Heavy Infantry , a heavily armored unit armed with Pikes and long sword	3	3	50
LI	Light Infantry , a lightly armored unit with some missile and sword	2	2	30
PS	Peasantry , 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 Intrigue (Previously Espionage)

The Intrigue phase allows for players to gain cards in 4 different categories: **Development** (Green cards), **Political** (Blue cards), **Espionage** (Yellow cards), and **War** (Red cards). The **Development** cards can be used for bonus builds, income or creating a trade agreement with another player. The **Political** cards can be used to gain neutral territories or prevent other players from gaining neutral territories using political cards. The **Espionage** cards can be



used to spying on other players' army and fleet cards, countering espionage, sabotage and counter sabotage. The war cards give benefits such as tactical retreat, plunder territory, and raid trade caravan.


Players take cards in the following order based on faction and will be able to take cards of the specified color. In addition to the free card (or cards for HRE), each player can choose to purchase additional cards at a cost of 30 Gold for the first card of each color they have taken in the current phase. If it's the second card of a given color, the cost will be 45 and 60 if it's the third card of a given color. For example, the Holy Roman Empire gets a free Yellow card and chooses to take a Blue card. In addition the player chooses to take one more blue, green and a red card for 45+30+30 or 105 gold. All choices cards must be decided by the player before looking at them.

1. Holy Roman Empire – **1 Yellow and 1 any other card**
2. Caliphate of Qurtuba (*Add On Minor Player*) – **1 Red, Green, or Yellow card**
3. Fatimid Caliphate – **1 Yellow, Blue or Green card**
4. Kingdom of Leon (*Add On Minor Player*) – **1 Blue, Green, or Red card**
5. Byzantine Empire – **1 Blue or Green card**
6. Khazar Empire – **1 Yellow, Blue or Green card**
7. Kingdom of Poland (*Add On Minor Player*) – **1 Yellow, Blue or Green card**
8. Kievan Rus' Empire – **1 Blue or Green card**
9. 1st Bulgarian Empire (*Add On Minor Player*) – **1 Red, Blue or Green card**
10. Kingdom of Armenia (*Add On Minor Player*) – **1 Red, Blue or Green card**
11. Kingdom of France – **1 Blue or Green card**
12. Kingdom of Hungary (*Add On Minor Player*) – **1 Red, Blue or Green card**
13. Kingdom of England – **1 Blue or Green card**
14. Unified Kingdom of Ireland (*Add On Minor Player*) – **1 Red, Blue or Green card**
15. North Sea Empire – **1 Red or Green card**



Players then can play cards which are played in the Intrigue phase in the following order (reverse of taking new cards):

1. North Sea Empire
2. Unified Kingdom of Ireland (*Add On Minor Player*)
3. Kingdom of England
4. Kingdom of Hungary (*Add On Minor Player*)
5. Kingdom of France
6. Kingdom of Armenia (*Add On Minor Player*)
7. 1st Bulgarian Empire (*Add On Minor Player*)
8. Kievan Rus' Empire
9. Kingdom of Poland (*Add On Minor Player*)
10. Khazar Empire
11. Byzantine Empire
12. Kingdom of Leon (*Add On Minor Player*)
13. Fatimid Caliphate
14. Caliphate of Qurtuba (*Add On Minor Player*)
15. Holy Roman Empire

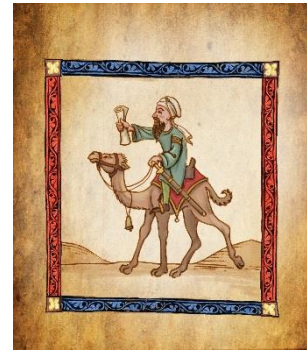


Kingdom of England - 1000 CE saw England under control of the Anglo Saxon King Æthelred II. The chief problem of Æthelred's reign was conflict with the Danes. After several decades of relative peace after Æthelred's father King Edgar had re-taken almost all of Danelaw (area of England controlled by Denmark), Danish raids on English territory began again in earnest in the 980s. Following the Battle of Maldon in 991, Æthelred paid tribute to the Danes as a result of losing the Battle of Maldon and as a way of ending the raids. The Anglo-Saxon era did not end until 1066, when the Norman king William I (Known as William the Conqueror) took the throne at the Battle of Hastings.

For a list of Intrigue Cards and Effects, see the Reference Section at the end of the rules.

3. Perform Diplomacy

The Perform Diplomacy phase will allow players an opportunity to make alliances (form teams), non-aggression packs, territorial claims, or other deals between players. Players can pass messages or go off in private to discuss strategy etc. Players can communicate to any of the other players they wish. The Diplomacy phase is limited to 4 minutes in time. The 2-minute sand timer is 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 2 minutes if **ALL** players in the game vote to do so. Players should not overtly communicate or pass secret messages during



other phases of the game as strategizing should only take place during diplomacy, including planning moves with your allies. Players will make alliances and form teams during this phase. Secret alliances can be made, however players cannot declare any victory based on a secret alliance and do not form a team. If a team of players declare an alliance and form a team, then a team Victory Point (VP) Marker is placed on 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 5 point per number of players in the alliance above 1 (so 5 for 2, 10 for 3, or 15 for 4). If any player 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 can be left in place to assist in tracking the individual scores but will not be used for the Victory Points for the team as every faction in the team will now win together. A faction marker is used to show which factions are in the alliance in the alliance team boxes, which also depicts the number of players in the alliance. No more than 4 players can enter an alliance. An alliance can add a player in later turns (diplomacy phase) by recalculating the Team Victory points by adding up the individual faction scores and dividing by the new size of the team, adding in the Team Victory Points based on number in the Team (5,10, or 15) and adding the Victory points from captured capitols.

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

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

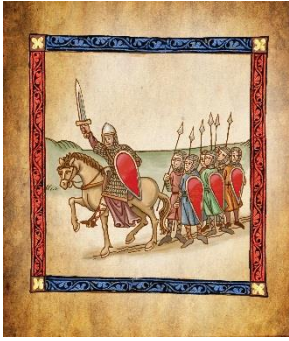
During the Write Orders phase, all players will indicate orders for their armies and fleets separately. Orders can be written as Move, Attack, Defend, Support, Load, or Unload (armies load and unload onto Fleets). Remember to check the Load limit of the Fleet by adding up the total carry ability of all 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 if the Carry limit is not exceeded across all 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 to 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 may be 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 or 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 load or a fleet can load and then move. 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**

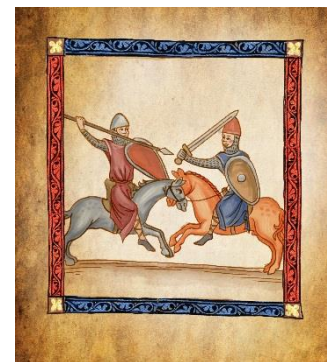
Movement halts whenever opposing armies or fleets occupy the same territory. Only if both players are allied and on the same team (from previous diplomacy) can they move through occupied territories, however both players must have stated verbally to all other players in the game in the previous season that they have allied and created a team (This can't happen during movement). If two Fleets are in combat and either of them have orders to unload Armies, then that particular fleet combat is resolved before unloading with any surviving units able to unload with only surviving (the units which are still within the carrying capacity of the fleets) 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 between the Danish straits (Denmark) and the straits of Bosphorus (between Thrace and Opsikion) without Fleets if both sides of the strait are controlled by that player. No other straits, such as the straits of Gibraltar (between Qurtuba and Barghawata), the Strait of Messina (between Sicily and the Naples territory) or any others can be passed this way.

6. Resolve all battles

LAND COMBAT* (first learning game should use quick combat)

Land combat takes place when more than one player or faction ends a season with troops in the same territory and are not allied (on the same team). This will depend on at least one player ordering an Attack command. If both players have a defend command, then there will be no combat and players who do not already control the territory, must retreat. 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 generally considered simultaneous with both

attacker and defender getting an attack each round for each unit, meaning casualties are taken only after both sides have finished their round.

*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, not the quick combat method)

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. 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 three surviving units with the highest morale subtract the number of casualty units your army suffered this round and add the number of casualties you did to your opponent(s) this round. Add any additional modifiers listed below. This is the morale total which must be rolled on 1d6 or your unit will rout. Both players must make the roll and both players can be in a rout condition.

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

Diff in Num Killed	Change to Dice Result
Subtract Opponents Casualties	Add Own Casualties

Additional Modifiers:

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 (except for 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 are 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).

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

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 for play.





In this version of the combat, the players do not need to use the unit 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 value in the **Red Circle**,  the normal combat hit value for LC and LI units (ranged attacks only do damage on 1's and 2's). 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 (Note if a unit type had a combat value greater than 3 in the red circle, they would still only damage on 1's and 2's). 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 lose  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 are remaining causality points after the armor is gone, then the opponent will decide what units to lose 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 routs 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: (Should not be used for less than 3 ships on each side)

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 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

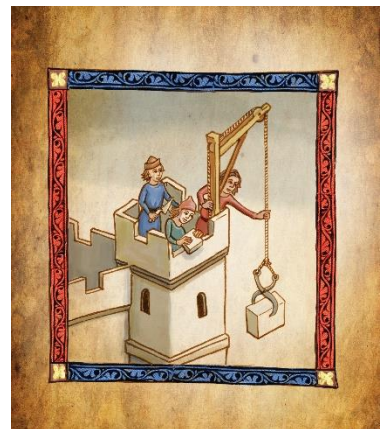
Players now purchase new Army units and Fleet Units. Newly built units can be placed into any army or fleet (Army units can only be placed into Armies and fleet only units into fleets). Units can be built only

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, that have at least one city). Another stipulation is that no more than ½ of an army’s units can be Peasant (PS) troops (except Kievan Rus’ can have 2/3). Building new Armies or Fleets requires paying for the command points (shown as the red table on the front of Army and Fleet cards). The cost is based on the current number of Armies or Fleets already in play. It costs 30 for the first, 50 for the 2nd, 70 for the 3rd, 100 for the 4th, and 150 for the 5th Army or Fleet. For example, if the Kievan Rus’ lose their Army II during combat on the 3rd season of the game but still have Army I, III, and IV, then they would need to pay 100 Gold to buy back Army II during the Build Phase. Any units will also have to be paid for and an army can’t be empty or break the Peasant Unit stacking rule.

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) per turn. 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.

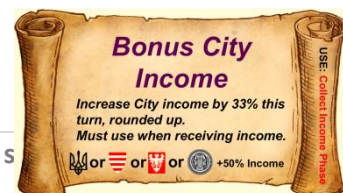
9. Next turn, advance season and year

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 and other players’ scores for at least one more season. This will be checked during the next advance season and year phase.

Intrigue Cards:

Development Category (Green):

The **Bonus City Income** and **Bonus Harvest** intrigue card can be used during the **Collect Income Phase** to increase the respective type of income the player will receive. All additional income received will be



rounded up to the nearest 5 after calculating bonus value. For instance if French player has 100 income from cities and plays the **Bonus City Income** card, they would receive a total of $100+100*.33$ or 135 income as the final value is rounded up to the nearest 5. If the Player was the 1st Bulgarian Empire with 100 normal income, then they would receive 150 income when they play this card as one of the 4 factions listed on the bottom of the card which gets 50% more city income instead of only 33% more. Only one card of each type can be played on a given season, which means one of both types can be played in the same season, by the same player. The **Bonus Harvest** cards will modify the seasonally adjusted harvest income value. For instance, if the **Keivan Rus'** player plays this card during the Summer Collect Income phase and controls 10 territories, then they would receive 400 harvest Income, instead of the normal 200 as the Keivan Rus' is one of the 4 factions listed on the bottom of the card as receiving +100% bonus harvest income.



The **Development Resources** intrigue cards come in several flavors as seen above but each card allows the player to build additional units or cities at no additional cost. Each card has faction modifiers which will give additional benefit to the factions with the matching faction symbols.



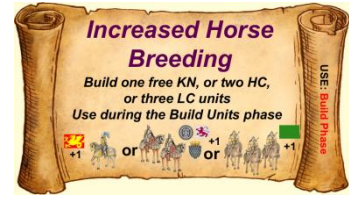
The **Discover Stone Quarry** card allows for the placement of either two **Minor Cities** or one free **City Upgrade** of an existing (built) **Minor City** to a **Major City**. The cities can only be placed in a territory already under control during the build phase. If the player using the card is of one of the factions displayed, then they will be able to place an additional **Minor City**, even if they choose the Major City upgrade. The placements of these bonus cities will ignore the normal cost increase based on number of existing cities.

The **Logging Bonus** Card allows the player to build a number of **Fleet Units** for free. The player must choose to build **Warships (WS)**, **Raiders (RD)** or **Transports (TR)**. The types can't be mixed and matched. The placement of these ship units can be in any existing fleet or even in a new fleet, if the cost to build the additional fleet is spent. If the player is of the shown faction on the card, they will receive an extra unit of the shown type, only if the bonus type of that faction is chosen (can't mix and match).

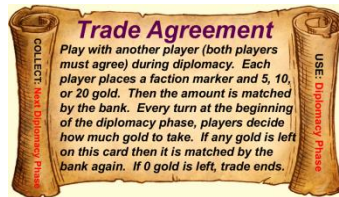


Increased Sheep Breeding allows the player to build 5 free **Light Infantry (LI) Units**. If the player is one of the shown factions, they will be able to build 6 instead of 5. Additionally, the player can choose to replace any **Light Infantry (LI) Unit** with two **Peasant (PS) Units**, any or all can be replaced. If the player is **Keivan Rus'**, then **Light Infantry (LI) Units** can be replaced for 3 **Peasant Units (PS)**. The player can place these new units in any existing army and they can be split up onto multiple armies.

Increased Horse Breeding allows the player to build free **Cavalry Units**. The player must choose which type of **Cavalry Units** to build, either **Knights (KN)**, **Heavy Cavalry (HC)**, or **Light Cavalry (LC) Units**. The types can't be mixed and matched. If the player is one of the shown factions on the card, they will receive an extra unit of the shown type, only if the bonus type of that faction is chosen. The player can place these new units in any existing army and they can be split up into multiple armies.



Discover Iron Vein allows the player to build free **Units**, which use **Iron**. The player must choose which type of **Units** to build, either **Knights (KN)**, **Heavy Cavalry (HC)**, or **Heavy Infantry (HI) Units**. The types can't be mixed and matched. If the player is one of the shown factions on the card, they will receive an extra unit of the shown type, only if the bonus type of that faction is chosen. The player can place these new units in any existing army and they can be split up into multiple armies.



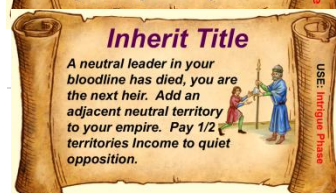
The **Trade Agreement** Card can be played during the Diplomacy phase and will allow the player to make a **Trade Agreement** with one other player. To make a **Trade Agreement** with another player, the **Trade Agreement** must be announced during the **Diplomacy Phase**, before the sand in the timer runs out. The player using the **Trade agreement** card announces

that they are now in a trade agreement with the other player (who must agree), and both players place a faction marker on the trade agreement with either 5, 10, or 20 Gold (per player) (placing the card in a unused portion of the map or very close). Each player will use their own money to place on the card and the amount does not have to be the same between the players (unequal trade). At the very end of the **Diplomacy Phase**, after all the sand has run out (for the second time if appropriate), then the bank will match the amount the players have placed on the **Trade Agreement** card. During the next season's **Diplomacy Phase** (and not at any other time) the players can choose to remove some, all, or none of the gold on the card. The amount removed should be agreed to by both players. If they can't agree then each player can take up to 1/3 the starting total (at the beginning of the **Diplomacy Phase**) without asking the other player. Which means, if they can't agree then 1/3 rounded up to the nearest 5 gold will have to stay on the card till the next season. Be aware that the **Raid Trade Caravan** card can be used to steal gold off of a **Trade Agreement** Card during the **Intrigue Phase**, which will take place before the next **Diplomacy**.

Political Category (Blue):



The **Royal Marriage** and **Inherit Title** political intrigue cards work the same. They can be used during the Intrigue phase (during play cards sub-phase) to take control of any uncontrolled adjacent neutral territory which has 5 or fewer cities (where major cities would count as 3). They can't be



used on any player faction (including



factions not being played) but can be used on the minor faction which has 50 or less city income. First the player using Royal Marriage or Inherit title must choose the adjacent territory which must be bordering a currently controlled territory to the player (not allies / teammates). Then the player pays 50% of the spring/fall income of the territory. Defined by adding up 5 for the territory, 5 for each Minor city, and 15 for all major cities. After the gold is spent, then the player must make sure all players have a chance (about 5 seconds) to acknowledge the political take over attempt and the chance to counter the take over. The **Unmask Pretender**, Political intrigue card can be used by any player to cancel the take-over, after the money is already spent. If the political take over is successful, then add the Agricultural, City income, and Victory Points for the player on the Income & Victory Control Sheet.



The **Political Minor Ally** political intrigue card is used during the **Diplomacy Phase**. They can be used to attempt to take control of any uncontrolled adjacent neutral territory which has 5 or fewer total cities (where major cities would count as 3). They can't be used on any player faction. During the **Diplomacy Phase**, the player wishing to use the card chooses the adjacent territory which must be bordering a currently controlled territory to the player (not allies / teammates). Then the player must get at least 2 (or more) other players to agree to him taking over the territory, verbally to all the players in the game. In a 3 or 4 Player game, the player only needs to get 1 other player to agree. If it's a 2 player game, then the player will pay 50 gold instead of getting another players support. The **Diplomatic Subterfuge**, Political intrigue card can be used by any player to cancel one supporting player at any time. If the political take over is successful, then add the Agricultural, City income, and Victory Points for the player on the Income & Victory Control Sheet.

Espionage Category (Yellow):

The **Spy** intrigue card can be used during the Intrigue phase (during the play cards sub-phase) to find out what units are in another player's single Army or Fleet. Only one **Spy** card can be played on each Army or Fleet by a given player. When playing the **Spy** card an opportunity for other players to play a **Counter – Spy** card must be given before a roll is made (this can be any player, not just the player being spied on). When played, a roll of 8 or less on 2d6 will succeed unless a Counter-Spy card is played, then the roll will need to be a 5 or less. On success, the player owning the Army or Fleet, will show the Army or Fleet card to the Spying player. The Spying playing can take notes, but can not show the Army or Fleet card to any other player including allies (photography has not been invented yet).

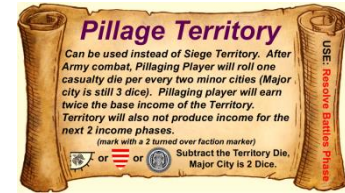


The **Sabotage Army/Fleet** intrigue card can be used any time during the Resolve Combat Phase. This can be before, during, or after combat or sieging a territory. The player doing the sabotage will make the roll to

determine effect. Before rolling, an opportunity for another player to use a **Counter Sabotage** Card must be given. Only one **Counter Sabotage** card can be used on each **Sabotage Card** attempt. Multiple Sabotage cards can be used on the same Army or Fleet in the same turn and each can have a single Counter Sabotage card played on the attempt.

War Category (Red):

The **Pillage Territory** intrigue card is used during resolve combat and in place of sieging a territory. Instead of trying to capture the territory through siege warfare (either neutral or other player controlled), the invading player will try to loot and plunder the territory. This will give the pillaging player immediate income but will eliminate production in the territory for the next 2 seasons. Also, the amount of casualty points is reduced from the normal calculated for sieging. Only 1 die is rolled per 2 minor cities. The additional die for the territory is still added in and 3 dice are still rolled for Major cities unless the using player is one of the special factions which get to remove the die for the territory and reduce the Major city die to 2 dice. The pillaging player must succeed (still have units left after taking the casualty points) to claim the immediate income. A successfully pillaged territory will then be marked by 2 of the pillaging players faction markers turned upside down (blank side). These markers are removed one at a time at each collect income phase (and the territory does not produce income). A pillaged territory can not be sieged again until after it starts producing again.



The **Raid Trade Caravans** intrigue card can be used during the Intrigue phase (during the play cards sub-phase) and allows the user to collect ½ of the total coin value (rounded up to the nearest 5) on one



Trade Caravan card in play. If the player using the **Raid Trade Caravan** card is either of **North Sea Empire** or **Caliphate of Qurtuba** faction, then they can collect ½ the value of the coins on the **Trade Caravan** card or ½ of the remaining coins, whichever is greater. For instance, if the **North Sea Empire** raids a **Trade Caravan** card with 75 worth of coins on it, they would receive ½ of 75 which is 40, leaving 35 and ½ of 35 rounded up to the nearest 5 is 20 more for a total of 60 worth of coins. Make change as needed.

The **Tactical Withdraw** intrigue card can be used during the **Resolve Combat Phase** to withdraw all Armies from combat during the retreat option of combat, without any of the counter attacks which normally occur during retreat. This means that the non retreating player does not get a final reduced strength long range volley or an optional Cavalry rundown. The first round of combat up to the retreat phase will occur as normal (and the Tactical Withdraw card should not be played until the retreat option sub-phase) unless the player is one of the factions which can use the card to withdraw before any player combat (Kingdom of Leon, Kingdom of Ireland, Kingdom of Hungary, Fatimid Caliphate, Caliphate of Qurtuba, or the Kingdom of Poland), in which case the card would be used before any Player Combat. When withdrawing, the withdrawing player uses the normal retreat rules for moving the armies back to where they started if possible and to an adjacent friendly territory, otherwise, if the territory the armies came from is no longer in friendly control. In the case that there is no adjacent friendly territory to move into without enemy forces, then the Withdrawing player will



choose which territory to move to and potentially have an additional player combat (the chosen territory must be closer to allied territory and started the season friendly to the player).

*[As an optional rule (if all players decide to allow this), any player of any faction can use two **Tactical Withdraw** cards together to withdraw before any player combat.]*

Notes on Intrigue cards:

- Discarded **Intrigue Cards** of each given color should be shuffled and recycled as fresh cards are required when someone wishes to take one of the given color (not recycled until the stack runs out). If cards run out in a given color, then that color is temporarily unavailable until more are discarded.
- Intrigue cards can be traded or used as deals during the **Diplomacy Phase**, but should not be traded or deals made to use them, outside of the **Diplomacy Phase**.
- Players can hold any number of Intrigue Cards and can play as many as they want during a given turn.

Additional Notes:

Breaking and forming alliance can only occur during the diplomacy phase and it is suggested that 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. *Solo Rules and Alternative Scenarios*

Solo Rules, Player Contributions and Alternative scenarios will be available as they become published online at http://www.vr-soft.com/ESW/Files/Swords&Sails_Solo%20rules.pdf

2. *Espionage Only (replaces Intrigue phase)*

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. Partial Siege

Players can choose to siege a territory one city at a time. When deciding partial siege all enemy armies must first be defeated. Then the territory die is always added back in each attack against each city. A player can choose to continue attacking at each city or choose to stop before rolling the dice for a given city. If at a later turn a partially captured territory is attacked, then all units will be involved in the player verse player combat before City partial siege combat can occur again. If a new attacking player wins the player verse player combat, then the new attacking player can choose to siege the entire territory or use partial siege as he sees fit. Agricultural income is not earned until all cities are captured. City income is earned, city by city.

4. Variant Diplomacy Rules

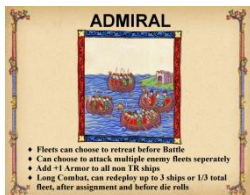
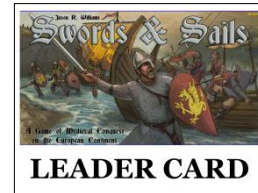
Diplomacy can only occur in the Spring of Every year, hence there will be ¼ the number of possible time for full diplomacy to occur. This will increase the number of years which can be played in the same amount of time, but restricts some aspects of players choices as all players should adhere to the strict no talking between diplomacy phases.

5. Alternative Maintenance

The advanced rule is to use the maintenance costs and pay maintenance after collecting income. A maintenance record card as shown below can be used to help calculate maintenance or a spreadsheet program can be used. Here is the link to the spreadsheet:

6. Leader Cards Add on

The Leader Cards are an optional expansion for Swords & Sails. There are 8 different Leader Cards which will give players additional capabilities. Before play begins and after each player chooses a faction, the Leader cards should be either randomly dealt out 1 per player or players can choose to select one Leader Card based on player experience, with the least experienced players choosing first. Leader cards are assigned at the beginning of the game and will not change during the game.



The **Admiral Leader Card** will give the player the ability to retreat their fleets before battle. Whenever sea combat may occur, the **Admiral Leader** may choose to retreat to an uncontested sea zone instead. When attacking multiple enemy fleets in a single sea zone, the **Admiral Leader** can choose to engage and perform combat on each enemy fleet separately if the enemy fleets move into the sea zone from different starting sea zones (from each other). When using the **Quick Combat** rules, the **Admiral Leader** adds +1 armor to each non transport ship for the total Armor Pool calculation. If using **Long Combat** rules, the Admiral Leader can redeploy 1/3 total of the fleet rounded up (in a Fleet of 4 ships this would be 2), after the combat line is formed and before the die rolls.

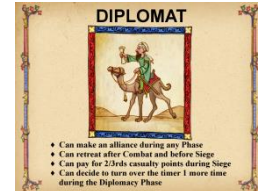
The **Charismatic Leader Card** will give the player additional abilities for recruiting (building troops), Morale during combat, and defending against a siege on their own territory. When building troops (not fleet units) of the same type, the **Charismatic Leader** will receive an additional unit of the same type for each 3 units recruited. During combat, **Morale** calculations for the **Charismatic Leader** are made by adding together the 4 highest morale units instead of only 3. When another player is **Sieging** the **Charismatic Leader's** territories, an additional +1 is added for each die rolled for calculating the casualty points.





The **Spy-Master Leader Card** will give the player additional abilities for Intrigue and Espionage and can gather information when other factions use their **Spies**. The **Spy-Master Leader** gets to draw an additional **Yellow Intrigue** card during the **Intrigue Phase**. During the **Intrigue Phase** the **Spy-Master Leader** will draw cards before the other factions and play their cards last. The **Spy-Master Leader** can steal information from other factions during the **Intrigue Phase**. During the **Spy-Masters** play intrigue cards phase, the **Spy-Master** can pick another player and look at their unused Intrigue cards. Whenever any other player succeeds on a spying attempt, the **Spy-Master** can roll 2 dice and on a result of 5 or less, the **Spy-Master** will also get to look at the **Army** or **Fleet** card being spied on.

The **Diplomat Leader Card** will give the player additional **Diplomatic** abilities. The **Diplomatic Leader** can make an alliance or deal during any Phase, not only during the **Diplomacy phase**. The **Diplomatic Leader** can choose to retreat after **Combat** but before **Siege**. The **Diplomatic Leader** can use a **Tactical Retreat Intrigue** card to retreat before player **Combat**. The **Diplomatic Leader** can pay for 2/3rds casualty points (rounded down) during Siege, instead of the normal 1/2. The **Diplomatic Leader** can decide to turn over the timer 1 more time during the Diplomacy Phase.



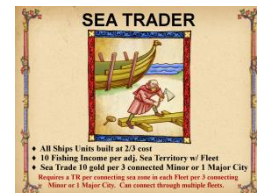
The **Conqueror Leader Card** will enhance the combat and sieging abilities of the owning player. During **Siege** combat, the **Conqueror Leader** can subtract one from each **Siege** die rolled and when **Sieging** territories with **Major Cities**, roll only 2 dice instead on 3. If using **Quick Combat** rules, the **Conqueror Leader** can add 1 armor point to **Armor Pool** for every 4 units in their **Army**. When using **Long Combat** rules, the **Conqueror Leader** can deploy an extra Unit (if they choose) between the match a unit and placing a unit to be matched, actions. This essentially allows the **Conqueror Leader** more ability to control the combat line.

The **Architect Leader Card** represents a faction leader which is known for his city and building projects. The **Architect Leader** is able to build Minor Cities using the HRE / KoE table which is at 3/5 normal cost. If the **Architect Leader** is allowed to already use the 3/5 cost table, then Minor Cities cost 1/2 normal, rounded up to nearest 5. The **Architect Leader** can upgrade Major Cities at 4/5 the cost of normal, rounded up. The **Architect Leader** can build a Minor City and pay to upgrade it to a Major city in the same turn. The **Architect Leader** will Receive 1 free Green card in the Intrigue Phase, every season.



The **Commander Leader Card** represents a leader that has great army command ability. The **Commander Leader** adds together the highest 5 units for calculating morale. The **Commander Leader** can decide to retreat before player combat. If using **Quick combat** rules, once per round, select a unit type, add 1 additional die for every 2 dice rolled (not Long Range barrage). When using **Long Combat** rules, the **Commander Leader** can redeploy up to 1/3 Army size (round up) after the Combat line is formed and before the die rolls.

The **Sea Trader Leader Card** will give the player additional abilities related to using the sea and ocean more effectively. The **Sea Trader Leader** has a discount on building all **Fleet Units** at 3/4 normal cost, round-up to nearest 5. The **Sea Trader Leader** gains additional income from adjacent **Sea Zones** to controlled territories. An additional 10 income from fishing is gained per adjacent **Sea Zone** which contains a players **Fleet**. Additional income from **Sea Trade** can also be claimed based on the number of connected **Minor** and **Major** cities which are separated by one or more **Sea Zones**. The amount of additional income is 10 gold per 3 connected **Minor Cities** and 10 gold per connected **Major Cities**. To claim the additional income a Transport is required in each connecting Fleet per 10 income (3 Minor / 1 Major City).



7. Minor Player Rules (not included)

The **Minor Player** factions are optional expansions for **Swords & Sails**. At this time of this rules printing, there are eight different **Minor Player** factions. the **Kingdom of Poland**, the **Kingdom of Hungary**, the **Caliphate of Qurtuba**, the **1st Bulgarian Empire**, the **Kingdom of Leon**, and the **Unified Kingdom of Ireland**. Each faction will have their own faction special capabilities just like the **Major Player** factions. The biggest rule differences when playing with **Minor Player** factions is that the **Minor Player** factions will start out allied with a **Major Player** faction (the only time players start in a team). Also, the **First Turn Rules** only work with **Poland**, **Hungary**, and **Qurtuba** as the **First Turn** moves will not work with **Bulgaria**, **Leon**, **Ireland** and the other **Major Player** factions without potentially incurring player combat. Below is the list of suggested **Minor / Major Player** combinations when using the various **Major Players**. Alternative combinations can be tried but may not be as balanced. The **Kingdom of Leon**, **Kingdom of Ireland**, **Khazar Empire**, and **Armenian Kingdom** each will place a major city at setup time on their capitol territory, *Leon*, *Leinster*, *Khazaria*, and *Armenia*, respectively.

Kingdom of Poland: Allied to Holy Roman Empire or Kievan Rus' Empire

Kingdom of Hungary: Allied to Holy Roman Empire, Byzantine Empire or Kievan Rus' Empire

Caliphate of Qurtuba: Allied to Fatimid Caliphate (or Kingdom of Leon as an advanced option)

Kingdom of Leon: Allied to Kingdom of France (or Caliphate of Qurtuba as an advanced option)

1st Bulgarian Empire: Allied to Holy Roman Empire, Kievan Rus' Empire
(or Kingdom of Hungary as an advanced option)

Unified Kingdom of Ireland: Allied to Kingdom of England

Khazar Empire: Allied to Kievan Rus' Empire or Byzantine Empire

Armenian Kingdom: Allied to Byzantine Empire, Fatimid Caliphate,
(or Khazar Empire as an advanced option)

Only one starting alliance between each **Major** and **Minor** faction should exist at the beginning of a game (multiple teamed **Major** and **Minor** factions can exist later in the game). The **Minor** player (or **Major**) can leave the alliance or add more factions as per normal game rules during play. Make sure to set the correct **Team Victory Points** at the start of the game. All other rules of **Swords & Sails** are followed for **Minor** player factions as if they are a **Major** faction. Note, some of the Specials for the **Minor** factions include modifications to quick combat stats, such as shield values (SH), Attack Values, and Long Ranged Volley ability on units which do not normally have the Arrow over their attack value red circle. When a unit type has the Long Range Volley added, they will still only hit on rolls of 1 and 2, with the same corresponding

Minor Faction Specials:

Poland	HC Become Medium Cav (MC) 70 cost	Hungary	Light Cavalry (LC) units cost 40, Morale +1
	KN Cost 90, LI cost 25		LI cost 25, Minor Cities cost 3/5

Qurtuba *Light Cavalry (LC) cost 40, Morale +1*
LI Cost 25
TR ships have a combat value

Leon *HI (40)-SH (1), Minor Cities cost 3/5*
Reduced Cost HC (70), Reduced Cost LC (50)

1st Bulgarian – *HC Reduced Cost (65), HI (45)*
PS +1 Att, All Cav +3 Morale, all Inf +2
+5 add Causality points (CP)
Defending own Territory

Ireland *LI Reduced Cost (25), +2 Morale*
HI Reduced Cost (45) W Ranged, +3 Morale
Minor Cities cost 3/5

Khazar (Trade Expert + Advanced Cav Armor)
HC Reduced Cost (75) W Ranged - SH (2),
LC Reduced Cost (50) - SH (1)
TR Reduced Cost (15), Minor Cities cost 3/5

Armenia (Iron Rich + Expert KN/HC)
HC Reduced Cost (70) – SH (2),
KN – SH (3), HI Reduced Cost (45),
LI – SH (1) Cost 35, Minor Cities cost 3/5

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DUKE LEVEL KICKSTARTER BACKERS:

Alan Werth, Andrew Snelgrove, Ari Jordon, David Hunt, David Kush, James Lacey, Joshua Ryder, Michael Wood, Patrier Nicolas, Paul Mick, Randall Wheat, Robert Last, Ron McIlroy, Scott D Alden, Sergio Sampaoli c/o Jeremy Gabay, Tim Hammond, Touru Okamura

KNIGHT LEVEL KICKSTARTER BACKERS:

Andrew King, Carlo J Iasella, Christos D. Nikolaidis, Darren Cuthbert, Duncan Ward, James Marth, Joaquin Flores, John Irving, John Layton, Paul Koneczny, Koen Hallaert, Lambert J-P, Matthias Krähenbühl, Milo Oyler, Nathan Deinlein, Paul Lenkic, Peter Bitzer, Phil Carroll, Selwyn Ward, Shaun Fjeldsted, Stephen Kline, Thijl Duval, Thomas Ray Sweatt, Travis Stluka, Walter Floth, Wojciech Makarewicz, Georgios Linardos

