

Mare Balticum

The Fate of an Empire[©]



A game of Production, Trade and War
around the Baltic Sea 1611-1718

for 2-6 players (playing time 45-75 minutes)

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Nova Suecia Games
<http://www.novasuecia.se>
Version 1.1

1. Introduction

The kingdom of Sweden is weak and surrounded by enemies. The king and the nobility are entangled in strifes, a war is raging with Russia, Denmark is entitled to huge war reparations and Poland claims the Swedish throne. At this critical moment, the leading men in the kingdom are turning their eyes towards the overseas trade and the rich harbors beyond for their salvation. They are turning their eyes towards the Baltic Sea.

2. Game Components

The game consists of the following components:

- 19 hexagonal maps featuring provinces around the Baltic Sea
- 5 noble line cards; coat of arms on front and Baltic Sea map on back
- 3 Chancellor cards; 1 for round 1-2, 1 for round 3-4 and one for round 5
- 6 battle cards; 3 marked attack and 3 marked defend
- 4 title cards; Admiral, Constable, Steward and Treasurer
- 24 red units for the Banér line
- 24 yellow units for the Fleming line
- 24 blue units for the Bielke line
- 24 white units for the De la Gardie line
- 24 black units for the Brahe line
- 3 purple units for the King (6 players only)
- 27 gray units for the enemy powers

Estonia asked for Swedish protection from Russia already 1561 while Ingria was captured 1617. Livonia was captured from Poland 1629 and Jämtland, Gotland and Ösel from Denmark 1645. The Westphalian peace 1648 awarded Sweden Pomerania. After another war against Denmark, Sweden reached its peak in 1658 when Scania, Halland, Bohuslän, Trondheim and Bornholm were acquired.

**Banér noble line
Banér
card (back, front)**



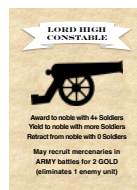
**Chancellor
Enemy
card**



**Battle
card**



**Title
card**



unit



unit



3. Game Board

The game board is set up by hexes symbolizing the land around the Baltic Sea during the Swedish Golden Age 1611-1718, from Karelia-Ingria in the East to Westrogothia-Trondheim in the West.

- Capital (blue)
- Local provinces (yellow): Karelia, Finland, Uplandia, Eastrogothia, Smolandia and Westrogothia
- Overseas provinces (green): Ingria, Estonia, Livonia, Pomerania, Scania and Trondheim
- Enemy powers (gray): Russia, Poland and Denmark
- Game aide (gray): Player aide for the game turn phases
- Title deck (gray): Placeholder for the acquisition of titles
- Build deck (gray): Placeholder for the building of fleets, armies and forts



4. Game Concepts



4.1 Subjects, goods and gold

Subjects, goods and gold are all represented by the units. When in the provinces, they represent **subjects** engaged in production, trade or war. Their engagement generates additional units. If **invested** in fleets, armies, forts or titles, the units represent **goods**, and if **saved** in the hand, they represent **gold**. Each player has a limited amount of units so it is important to balance between subjects, goods and gold. There are 5 kinds of goods in the game: grain, wood, cloth, iron and stone.

4.2 Provinces



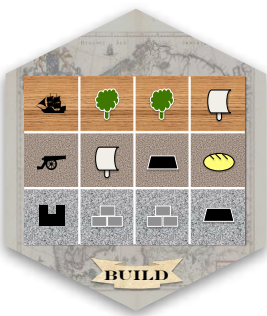
Local provinces (yellow hexes) are separated by water to the **overseas provinces** (green hexes). Blue and gray hexes are game aides only. Adjacent provinces are **bordering** each other (even if separated by gray hexes) with one exception: the Eastern provinces of Karelia-Ingria do not border the Western provinces of Westrogothia-Trondheim.

Each province has **subject circles** for subjects. A subject circle may only contain 1 subject and there are four kinds of subject circles and subjects:

1. **Farm** circles for **farmers** (house symbol, local provinces only)
2. **Fleet** circles for **merchants** (ship symbol, overseas provinces only)
3. **Army** circles for **soldiers** (cannon symbol)
4. **Fort** circles for **officials** (fort symbol)

Note that fleets, armies and forts have 3 subject circles while farmers only have 2 farmer circles.

4.3 Fleets, armies and forts



Fleets, armies and forts are built by combinations of **goods** placed in **build squares** on the **build deck**. Once completed, the 3 **goods** used in the build represent **subjects** and may be moved to the corresponding 3 subject circles in a province. The leftmost subject is the **leader** and all subjects move as a group that may never be split. However, each subject still generate goods and gold individually to the respective players. A province may not contain more than 2 farmers, 1 fleet, 1 army and 1 fort.

4.4 Enemies



There are three enemy powers in the game: Denmark, Poland and Russia. Each enemy power attacks along its bordering provinces:

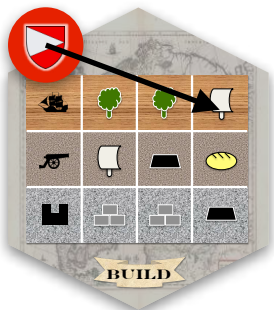
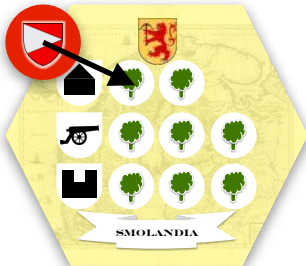
- Russia attacks along Ingria-Karelia ("route 1") and Estonia-Finland ("route 2")
- Poland attacks along Livonia-Uplandia ("route 3") and Pomerania-Eastrogothia ("route 4")
- Denmark attacks along Scania-Smolandia ("route 5") and Trondheim-Westrogothia ("route 6")

Sea routes were more important than land routes at this time. The sea of Åland between Sweden and Finland was easier to cross than the forests of Smolandia on the border to Scania. In the war between Sweden and Denmark 1611-1613, the battles were fought mainly around the sea port of Kalmar in Smolandia.

In 1544, King Gustav Vasa created a national conscripted army. The navy was important to secure the overseas trade but was long inferior to the Danish navy. Forts mainly served defensive purposes, such as Ålvsborg in Westrogothia, but were also used for collecting customs, such as Helsingor at the inlet to the Baltic Sea.

5. Object of the Game

The object of the game is twofold. The common object is to increase Sweden's wealth and influence around the Baltic Sea by spreading the units on the game board. This is accomplished by generating goods, building fleets to cross the sea, building armies to conquer the overseas provinces and building forts to establish settlements. However, the players' individual object is to enrich themselves and acquire as many as possible of the 4 office titles and 12 province titles in the game.



6. Game Preparation

Prepare the game board according to the image in 3. Game Board. Choose 1 noble line per player and distribute 4 of the 24 units. The youngest player is the first player and takes the Chancellor card labelled "1". In **counterclockwise** order starting with the **last** player, each player places 1 unit in a local province in an empty farm circle and 1 unit in an empty build square in a build deck. At least 1 square in each build must remain empty. The 3rd and 4th units are kept in the hand.

Example: In a 4 player game, player 1 starts by placing 1 unit in the Smolandia wood circle and 1 unit in a fleet cloth square. The other players follow in clockwise order. When all are done, 4 different farm circles have been populated and there is 1 unit in each fleet wood square and 2 units in the cloth square.

7. Course of the Game

The players represent the leaders of major noble lines, engaged in production, trade and war in Sweden and around the Baltic Sea during the Swedish Golden Age 1611-1718. Starting with the Chancellor and continuing in clockwise order, the players take turns to manage units in different phases:

1. Production, trade and war (simultaneous): Each subject generates goods unless enemy units are present.
 - a) Subjects in local provinces generate 1 good
 - b) Subjects in overseas provinces generate 2 goods
2. Battles: If enemy units are present, each subject engages in a battle.
 - a) Subjects defeating enemies generate 1 gold per enemy defeated.
 - b) Subjects surviving the battle generate 0 goods in local provinces and 1 good in overseas provinces.
3. Enemy (simultaneous): Each player selects a route along which the enemy is active. If bordering routes are selected, 3 enemy units enter.
4. Movement: Fleets, armies and forts may move from the build deck to the provinces or (except forts) between provinces.
 - a) Units may not move out of provinces with enemies.
 - b) Units may not take goods with them (but may turn them into gold).
5. Investment and saving: Each player invests or saves generated units.
 - a) 1 good and 1 gold may be invested in farmers, builds or titles.
 - b) Remaining goods may be turned into gold (moved to hand).

At the end of a turn, the next player in clockwise order takes the Chancellor card and starts the next turn. Each phase is described in detail below.

The King and the nobles had coinciding interests of an expansion. The King wanted to get a share of the custom revenues from the increased Baltic Sea trade. The nobles wanted to acquire more land and could demand more for their military services.

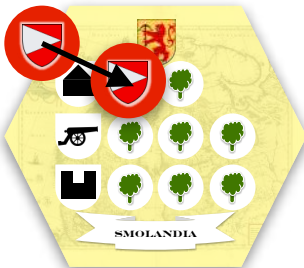
Sweden's income came from farmers paying taxes in natura or through labor services and (for a period) customs from the Prussian rye export. However, the increased demand in shipping material created new opportunities. Wood was exported from the Polish and Baltic harbors and flax and hemp from Russia while cloth was supplied from the Low Countries. Stone was usually taken locally but Scania and Germany did export stone for churches and forts.

7.1 Production, Trade and War Phase

In the production, trade and war phase, the players simultaneously generate goods for each subject on the game board. Goods are generated by simply placing additional units on top of the subjects on the game board. A player may always choose not to generate goods.

In a **local province**, each subject generates **1 good** and in an **overseas province**, each subject generates **2 goods**. However, only one kind of subjects can generate goods. Forts generate before armies and armies before fleets. Farmers generate only when no other kind of unit is present.

If enemy land units are in the province, no land units generate goods, and if enemy sea units are in the province, no sea units generate goods (but may instead generate goods in the battle phase).



Example: Player 1's unit in Smolandia generates 1 wood. Later in the game, a Swedish army moves to Smolandia with 2 subjects belonging to player 2. Player 1 now generates 0 wood and instead player 2 generates 1 wood for each subject. Further on in the game, a Swedish fort is built in Smolandia with subjects belonging to player 1, 3 and 4. Now only player 1, 3 and 4 generate 1 wood each.

The Swedish tactic often relied on swift and sudden movements, not allowing the enemy to withdraw and regroup. Marshals like Johan Banér were ruthless and let their soldiers pillage freely after the victories. The losers were often the civilians, whose crop was stolen and houses burnt down.

Example: Later in the game, a fleet is placed in Scania and player 1 has 1 subject in it. She now generates 2 grain. Further on in the game, Denmark places an army in Scania. Player 1 still generates 2 grain. Even further, Denmark places a fleet in Scania. Player 1 now generates 0 grain.



7.2 Battle Phase

7.2.1 Battle order

In the battle phase, the players take turns to wage battles against enemy units in all provinces where there are both Swedish subjects and enemy units present. Won battles may generate goods and gold while lost battles may lose subjects. Players may choose not to generate goods and/or gold.

- Fleets **must** fight enemy fleets (reflecting naval battles). Armies **must** fight enemy armies (reflecting field battles).
- Fleets **may not** fight enemy armies or forts. Armies **may not** fight enemy fleets or forts.
- Forts **may** fight enemy armies and forts (reflecting sorties). If there are enemies in all 3 fort circles, they **must** fight them (reflecting storms).
- Farmers **must** fight enemy armies (reflecting militia defending against invaders).

Battles are fought separately. Thus, a fort and an army in the same province do not add their units. Subjects in farm circles fight as a group last in the turn, irrespective of turn order.

Each player with subjects engaged in a battle picks 1 pair of battle cards for each unit; 1 attack (high flag) and 1 defend (low flag); and secretly choose 1 card for each unit.



A player with all 3 subjects in a battle may not pick more than 2 pairs of battle cards and is thus unable to choose similar cards for all 3.

The Swedish army developed standardized equipment to facilitate mass production, training and maintenance.

The navy was transformed from light escort and patrol ships to heavy warships with double gun decks.

With the advent of the artillery, the forts had to be strengthened with angled walls and round towers.

7.2.2 Fighting battles

If there was at least 1 attacking subject, remove 1 enemy unit for each attacking unit from the province to the attacking player's hand. If there are more attacking units than enemy units, the players take the missing enemy units from outside the game board. This reflects prisoners of war.

- If no enemy units remain, the battle is won.
- If enemy units remain, the attacking units are discarded.
- If defending subjects remain, they may retreat or continue the battle.
- If no subjects remain, the battle is lost.

If the leader subject (the subject in the leftmost circle) is discarded, the other subjects are moved to the left and the new leftmost subject takes the lead.

If there were no attacking subjects at all, the battle is lost and all discarded.

7.2.3 Retreating from battles

The decision to retreat is taken by the individual player (for farmers) or by the leader (for fleets, armies and forts). The battle ends and the subjects stay (and may move in the movement phase).

7.2.4 Battle aftermath

After the battle, the players generate units as follow:

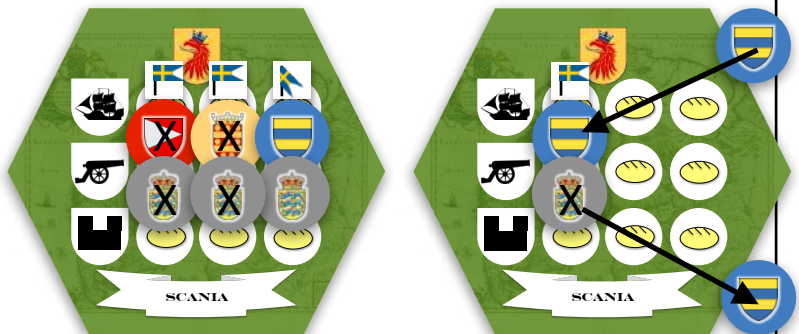
- Defeated enemy units generate **1 gold each** (units kept on the hand). Return the enemy units afterwards. This reflects ransoms.
- Each surviving subject generates **1 good less than normal** (0 goods per subject in local provinces and 1 good per subject in overseas provinces placed in the circle). This reflects disrupted production due to the battle.
- The subject priority applies no matter which subjects fought the battle, i.e. if an army fights in a province with a fort, the fort generates the goods.
- **No goods** are generated if enemies remain in the province.

During Jacob De la Gardie's campaign in Russia, the mercenaries were not paid. During the battle, they remained passive and instead looted the Swedish camp.

Example: An army led by player 1 and containing subjects from player 1, 2 and 3 wages battle against a Danish army with 3 units. Player 1 and 2 choose to attack but player 3 chooses to defend. Player 1 and 2 receives 1 enemy

unit each but must then discard their defeated subjects. Player 3 is left and is the new leader of the army. She chooses to continue the battle with an attack card. She receives the 3rd and last enemy unit and the battle is won.

Player 1 and 2 have generated 1 gold each and so has player 3. However, player 3 generated 1 good as well and still has her subject on the game board. Player 3 thus benefitted most from the battle.



Example: A Russian army with 3 units lands in Finland where player 1, 2 and 3 has 1 subject each and player 1 and 4 has 1 farmer each. The Swedish army must fight before the farmers. Unfortunately all players choose to retreat so their subjects are all dispersed and discarded. The Russian army now fights the farmers. Player 1 chooses to attack but player 4 chooses to defend. Player 1 receives 1 Russian unit but the farmer is discarded. Player 4, having only 1 farmer left against 2 Russian units, chooses to retreat and the battle ends. To avoid a battle next battle phase, she may move away next movement phase or stay, hoping that reinforcements will arrive. Player 1 and 4 have generated 1 gold each.

7.3 Enemy Phase

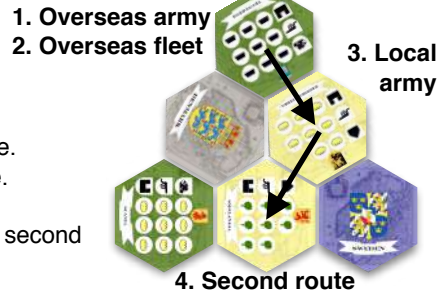
7.3.1 Enemy action

In the enemy action phase, each player turns their line cards with the map side face up and secretly places an unused enemy unit on one of the enemy routes numbered 1 to 6. All players then disclose their cards. If two or more **bordering** routes were selected, the enemies combine their forces and attack along **all bordering** routes. If **no bordering** routes were selected, there is **no** attack. In the case of enemy actions, routes 1 and 6 are considered bordering each other.

7.3.2 Enemy routes

Each enemy action along a route adds 3 units as follow:

1. Unit 1-3 in the army circles of the overseas province.
2. Unit 4-6 in the fleet circles of the overseas province.
3. Unit 7-9 in the bordering local province.
4. Unit 10-12 in the local province of the enemy's second route.



If all circles contain units, additional enemy actions have no effect. In the unlikely event that there are not enough units left to add, randomly choose which routes to prioritize.

7.3.3 Enemy withdrawal

If enemy units along the route have been defeated in the battle phase, units are moved back to fill the vacant circles in the enemy phase.

7.3.5 Sieges

Enemy units are not placed in the fort circles with one exception. If there are friendly units in the fort circles, a siege will take place. Units 1-3 are placed in the army circles as normal but unit 4-6 are placed in the fort circles. The besiegers still count as enemy units preventing generation of goods.

If enemy units in the army circles are defeated, the enemy units in the fort circles are moved back to fill the vacant circles.

If an enemy phase ends with enemy units in all army **and** all fort circles, the enemy storms. Discard the army units and have the fort units wage a battle in the next battle phase. If only enemy units survive in the fort circles, they are moved back to the army circles in the next enemy phase. This reflects the enemy first besieging and then storming the fort with heavy casualties. Note that once the storm has started, the fort must fight the battle even if an army arrives.

In 1700, all the Swedish enemies united. Denmark attacked in Germany, Poland in Livonia and Russia in Estonia. After initial victories, King Charles XII was defeated at Poltava 1709. One decade later, the King was dead and Sweden's status as a major power at an end.

Example: Player 1 and player 2 both select Denmark-Trondheim-Westrogothia (6), player 3 selects Russia-Ingria-Karelia (1) and player 4 selects Poland-Livonia-Uplandia (3). Denmark and Russia combine their forces and place 3 enemy units in the army circles of Trondheim and 3 enemy units in the army circles of Ingria. There are 3 subjects in the Ingria fort circles which will not generate units in the next production phase but the leader, player 1, still chooses not to wage battle in the next battle phase and endure a siege.

Example: Later in the game, the players select the same routes again. Since all army circles in Trondheim have enemy units, 3 enemy units are placed in the fleet circles. Denmark is now one action away from invading Westrogothia. 3 enemy units are also placed in the fort circles of Ingria. The 3 enemy army units are discarded and the 3 enemy fort units will wage a battle against the subjects in the fort circles.

Example: Further on in the game, Denmark has placed 3 fleet units in Trondheim but a successful player attack has defeated all army units in Trondheim. No Danish routes were selected this time so the units in the fleet circles of Trondheim are withdrawn to the army circles. The invasion is avoided for the time.

7.4 Movement Phase

In the movement phase, the players take turns to move new or existing subjects. Subjects may only move if all of them can be placed in empty subject circles.

Farmers are moved individually and units in fleets, armies and forts by the leader. However, a player **may** choose to discard individual subjects **from** a fleet, army or fort (not farm). If the removed subjects generated goods in the production phase, the goods **must** also be discarded. This reflects desertion.

7.4.1 New units on the build deck

The fleets, armies and forts that have all 3 build squares populated **must** move from the build deck to a province. If there are several goods in the build squares, the top ones belong to one fleet and so on. The player who placed the leftmost good is the leader and moves 1 good from each of the 3 build squares to the corresponding subject circles of a province. If only local provinces are available, the fleet, army or fort **may** remain on the build deck.



- Fleets may move to any overseas province.
- Armies may move to any local province **or** any overseas province with at least 1 **fleet** subject. The fleet may not have moved from the build deck in the same turn.
- Forts may move to any local province **or** any overseas province with at least 1 **army** subject. The army may not have moved from the build deck in the same turn.

Example: An army is completed by goods from player 1, 2 and 3. There are fleets in Scania and Livonia. Player 1 is the leader and chooses to place the army in Scania. Next turn, a fort may be placed there.

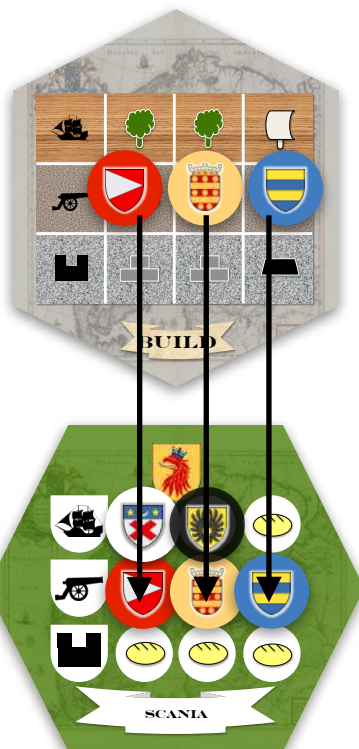
7.4.2 Existing units in the provinces

- Farmers may move to **any local province**.
- Fleets may move to **any overseas province**. They may not pass provinces with enemy fleets on the way but must stop and fight a battle in the next battle phase.
- Armies may move to **any bordering** province but may only move between local and overseas provinces if there is at least 1 fleet subject in the overseas province.
- Forts may not move at all.

7.4.3 Movement restrictions

- If there are enemy units in the province, subjects that **can** battle them may move **in** to the province but **not out** of it. This restriction also apply to desertion. The only exception is units that retreated in the previous battle phase. This reflects enemy interception.
- The presence of enemy units **does not** restrict subjects that **cannot** battle them. Thus, an army may still use a friendly fleet to move to an overseas province even if there is an enemy fleet in the same province. It may also leave a province with an enemy fleet and/or enemy fort.
- If the moved subjects generated goods in the production phase, the goods may be either discarded or temporarily placed in the blue capital hex. The players may turn them into gold and move them to the hand **after** the investment phase. This reflects goods being sold.
- If two decimated fleets or armies end up in the same province, they are merged into one. The subjects in the biggest army are placed in the leftmost subject circles. If the armies are equally big, the subjects are placed in turn order.

In 1657, Denmark declared war on Sweden. As the Swedish King Charles X was in Poland, the Danes anticipated a sea movement and stationed their fleet outside Scania. However, Charles X attacked by land and crossed the ice to reach Copenhagen. Denmark capitulated 1658 and Sweden acquired Scania among others.

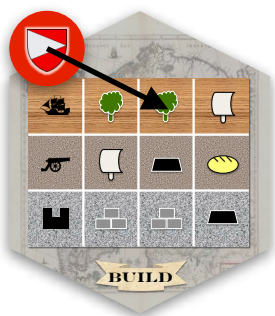


7.5 Investment and Saving Phase

In the investment and saving phase, the players take turns to use the goods and gold generated in the production and battle phases to do any of the following:

1. Invest goods in new fleets, armies or forts by placing goods on the build deck.
2. Invest goods in titles by placing goods on the title deck.
3. Invest goods in the provinces by placing goods in farms or existing fleets, armies or forts.
4. Save goods by moving them to the hand.

Each investment requires 1 specific kind of good from the board to be placed **and** 1 gold from the hand to be discarded. The good reflects material and the gold labor. 2 gold may be exchanged for 1 good. Goods not invested may be saved or discarded. When the phase is completed, no more than 1 unit may remain in a subject circle. A subject circle may not be emptied in this phase.



7.5.1 Investments to the build deck

The build deck is used to build fleets, armies and forts. There are 3 builds (fleets armies, forts) with 3 build squares each (1 for each good). More than 1 good may be placed in a square but must then be placed in the bottom of the pile. Several players may participate in a build.

- Fleets are built by 2 wood and 1 cloth.
- Armies are built by 1 grain, 1 cloth and 1 iron.
- Forts are built by 2 stones and 1 iron.

When all 3 good squares contain goods, the fleet, army or fort is completed and may be moved to the game board in the next movement phase.



7.5.2 Investments to the title deck

The title deck is used to acquire province titles. There is 1 build hex for each specific good required (including 1 gold hex, which still requires 1 gold from the hand to be discarded). More than 1 good may be placed in a hex but the same player may not have more than 1 good in each hex. Unlike the build deck, goods do not have to be placed in the bottom. When all 6 good hexes contain goods, a title is completed and awarded at the end of the turn.

7.5.3 Investments in the provinces

Units may be invested directly in the provinces in the following cases. The investments still require 1 gold to be discarded from the hand.

- Empty farm circles: 1 grain
- Empty fleet circles in an already existing fleet: 1 wood or 1 cloth
- Empty army circles in an already existing army: 1 grain or 1 cloth or 1 iron
- Empty fort circles in an already existing fort: 1 iron or 1 stone

Example: Player 1 places 1 wood in the wood square of the fleet build and discards 1 gold from the hand. Player 2 places 1 cloth in the cloth square of the fleet build and discards 1 gold. Player 3 has also produced 1 cloth and may place it on a ship, beneath player 2's cloth, or on an army. She finds neither option promising and chooses instead to place it in the cloth square of a title and discards 1 gold. Player 4 uses 1 grain and 1 gold to place 1 subject in the Westrogothia grain circle.

7.5.4 Savings

Goods may be turned into gold and kept in the hand for use next turn. Goods may **not** be turned into gold and used the same turn.

Axel Oxenstierna became Lord High Chancellor 1612 and in essence Swedish regent for the heiress presumptive, Queen Christina.

Clas Fleming became Admiral 1620 and reorganized the Swedish navy.

Johan Banér became field marshal 1634 and won many battles during the Thirty Years' War.

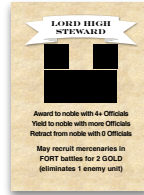
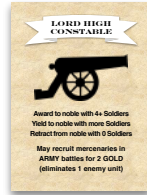
7.6 End of Turn

At the end of the turn, titles are awarded and leaders are promoted. Titles reflect royal awards for services to the kingdom and are the object of the game. If more players are eligible for the same title, they may bid for it using gold. In the case of a tie, the title is not awarded. There are two kinds of titles: office titles and province titles.

7.6.1 Office titles

The player with the most subjects of a kind receives an office title. The player must have at least 4 subjects. The player takes the title card and keeps it until he or she either loses all farmers/ merchants/soldiers/ officials or another player has more and takes over the title.

- Farmers (farms): Lord High Treasurer
- Merchants (fleets): Lord High Admiral
- Soldiers (armies): Lord High Constable
- Officials (forts): Lord High Steward title



7.6.2 Province titles



If all 6 build hexes of the title deck contain goods, the player with the most goods in the title deck receives a province title. The player must have at least 3 goods. In case of a tie, players may add gold to receive a title first. Otherwise, ties are broken by turn order. The player discards his or her goods, chooses a province and places 1 unit on the province coat of arms. If there are still goods in all 6 build hexes, a second title is awarded and so on.

Province titles are available if there are friendly **land** subjects (fleet subjects are not enough) in the province. If, at the end of a game turn, there are only enemy units in the province, the title is lost and

the unit discarded.

7.6.3 Mercenaries

To defend a title, a player may engage mercenaries if the specific subjects or provinces are engaged in a battle. Discard 2 gold from the hand and remove 1 enemy unit. A player may not remove more than 1 enemy unit in a battle even if he or she holds more titles.

7.6.4 Leader promotions

After the titles have been awarded, the leadership in the fleets/ armies/forts is rotated. Move all subjects 1 circle to the left and the previous leftmost subject to the rightmost empty circle.



Example: With 6 goods in the title deck, a province title is awarded. Player 1 has the most goods so she removes her goods and chooses the Scania province title, where there is both a friendly army and an enemy army. The turn ends with player 2 being promoted to leader. The subjects of players 2 and 3 are moved 1 step to the left while player 1's subject is moved to the rightmost subject circle. In the next battle phase, player 1 engages mercenaries by discarding 2 gold and removing 1 enemy unit.

7.6.5 Chancellor promotion

The next player in clockwise order takes the Chancellor card and starts the next game turn. When all players have played the 1st Chancellor card, the first round is completed and the 2nd card is used.

Jakob De la Gardie campaigned in Russia and captured Moscow 1610. He became governor of Estonia 1610 and later Governor-General of Livonia.

Per Brahe became Governor-General of Finland in 1637. He reformed the administration and founded 10 cities.

Nils Bielke became Governor-General of Estonia and Pomerania 1687 and Field Marshal 1690.



8 End of Game

The game end depends on the number of players as shown in the table to the right. When the game ends, the player with the most titles is appointed Lord High Chancellor and wins. Count local province titles as 1/2 title. In case of a tie, the player with the most subjects is the winner.

However, if a game turns ends with only enemy units in at least 2 local provinces, Sweden is conquered and all players lose.

END GAME CONDITIONS			
Players	3	4	5
End when rounds played	5	4	3
End when titles awarded	All 16 titles		
End when titles awarded to one player (count local province titles as 1/2)	5	4	3

9. Advanced Rules

9.1 Riksdag of the Estates

At the start of a phase, the Chancellor may call the Riksdag of the Estates to vote. The Chancellor may only call one vote during a game turn. Votes are conducted by a show of hands where the Chancellor has the casting vote.

1. Production (Taxation): Each player in turn order must discard 4 units (goods or gold). Units may be removed from the building or title deck.
2. Battle (Truce): No battle takes place along a specified enemy's routes.
3. Enemy (Peace): No enemy routes may be selected for a specified enemy.
4. Movement (War): All fleets, armies and forts must move towards a specified province, following the normal movement rules.
5. Investment (Mobilization): Each player in turn order must invest units in until 1 fleet, 1 army and 1 fort are completed.

The Swedish Riksdag of the Estates originates from the 15th century and consisted of the classes nobility, clergy, burghers and peasants. In 1612, the Riksdag gave the nobility the right to hold all higher offices of government. It was the highest authority next to the King.

9.2 Alternative Player Versions

9.2.1 Two Players: The Intermarried Lines

With 2 players, the players select 2 noble lines each, one primary and one secondary. The lines are played as if played by different players with the only exception that a player may not use more than 2 pairs of battle cards in a battle, even if both lines participate. All other rules apply as normal. The primary line counts for victory. In the event of a tie, the secondary line counts.

9.2.2 Three to four players: The Neutral Line

With 3-4 players, the players may add another neutral noble line. The line is played last in the turn by the Chancellor and may be used just like the ordinary line (and may "win" the game, in which case a draw is concluded).

9.2.3 Six Players: The King and the Reduction



With 6 players, one player takes on the role of the King with the object to balance the nobles. Whenever a player has the Chancellor card, he or she is played by the King. The player keeps any outcome of the actions, such as generated units or awarded office titles, with one exception: awarded province titles are kept by the King and marked with the King unit.

The King wins either if the game ends with no player having reached 3 titles (counting office and local provinces as 1/2) or if the King him- or herself does.

In 1655, the Riksdag of the Estates decided to withdraw lands from the nobles to improve the finances and decrease the power of the nobility. King Charles XI continued this reduction and paved the way for an absolute royal power.

Credits

Game design: Nicholas Hjelmberg
Artwork: Nicholas Hjelmberg
Production: The Game Crafter
Game testers: Hans Larsson, Fredrik Sergler, Joakim Sergler
Special thanks: My wife Su-San Oh for having to listen to my endless historical and game-technical considerations
