

*Bellum se ipsum alet*  
*Conquest and Devastation* ©



A game of Conquest and Devastation  
during the Thirty Years' War 1618-1648

for 2-4 players (playing time 90-120 minutes)

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Nova Suecia Games  
<http://www.novasuecia.se>  
Version 1.4

Austrian leader



French leader



Spanish leader



Swedish leader



Battle



Ruin



Minor city



Medium city



Major city



Siege



Resistance



Influence token



## 1. Introduction

War rages through Europe as Protestants stand against Catholics, kings against bishops and mercenaries against conscripts. For the major powers, European hegemony is the ultimate goal, but the price is paid by the people as their lands are devastated and famine and diseases follow in the steps of the war.

As a commander of one of the European major powers, your task is to lead your army through Europe to gain influence among the minor powers but also to feed your army so that you are prepared when the battle is upon you. But beware, if the war lasts too long there will be no winners, only losers. *Bellum se ipsum alet* (the war feeds itself) but even the war may starve.

The Swedish king Gustav II Adolf was known for his military skills and use of combined arms. Together with Field Marshal Johan Banér, he won the first major Protestant victory at Breitenfeld 1631 but fell at Lützen 1632.

## 2. Game Components

The game consists of the following components:

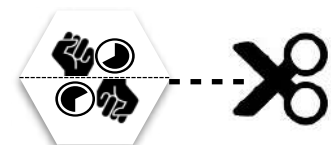
- ❖ 1 game board, featuring Central Europe during the Thirty Years' War
- ❖ 1 army track with 1 supply track (bread symbol) and 1 strength track (flag symbol) per major power
- ❖ 8 leader markers; Gustav II Adolf and Johan Banér of Sweden, Albrecht von Wallenstein and Johann Tserclaes, Graf von Tilly, of Austria, Cardinal Richelieu and Louis de Bourbon of France, and Ambrosio Spinola and Cardinal-Infante Ferdinand of Spain
- ❖ 12 battle markers; 1 pair of each for values 1-6
- ❖ 24 double-sided city tiles; 12 ruin/minor, 12 medium/major\*)
- ❖ 8 double-sided siege tiles\*)
- ❖ 24 double-sided resistance tiles\*)
- ❖ 30 yellow wooden influence tokens for Sweden
- ❖ 30 black wooden influence tokens for Austria
- ❖ 30 blue wooden influence tokens for France
- ❖ 30 red wooden influence tokens for Spain
- ❖ 30 white wooden pillage tokens (used in 14. Advanced Rules)

## 3. Game Board





The game board depicts Central Europe during the Thirty Years' War 1618-1648. The map is composed of the following components:

- ❖ Accessible land areas (green hexes)
- ❖ Inaccessible sea areas (blue hexes)
- ❖ Rivers (blue lines between hexes)
- ❖ 4 HQs; 1 for each player (Stralsund, Paris, Wien, Bruxelles)
- ❖ 12 cities (hexes with coats of arms)
- ❖ 1 round track with years (1618-1648), siege symbols (half and full circles) and resistance symbols (1-6)


\*) *Bellum se ipsum alet* makes use of half hex tiles. Unfortunately, this shape is not available at The Game Crafter so city tiles, resistance tiles and siege tiles must be cut in halves.



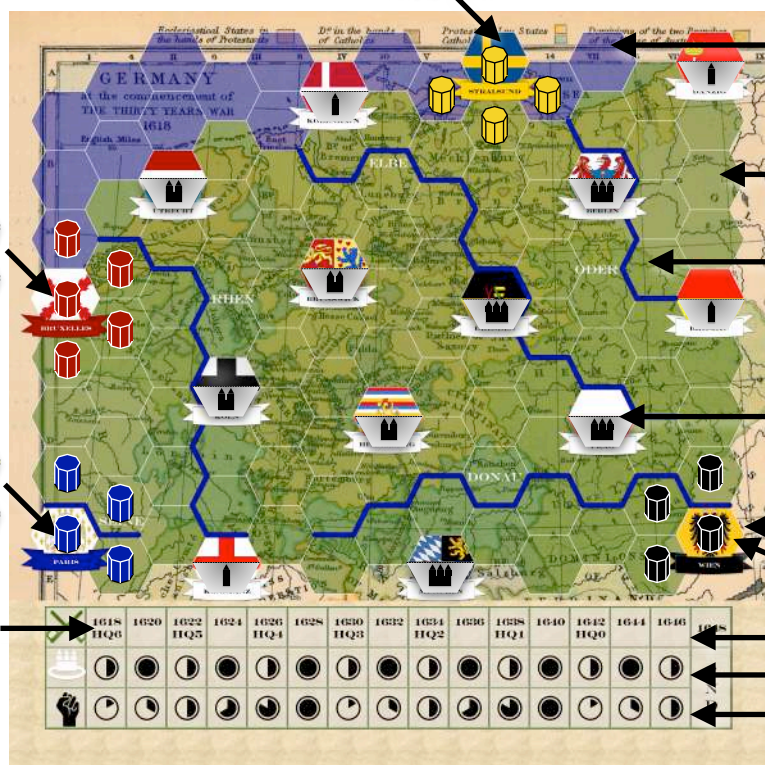
## 4. Game Preparation

- Place 1 of each major power leader in play face down in one pile and 1 of each in another pile. Draw 1 per player from the first pile to determine who plays which major power and then 1 at the time from the second pile to determine the turn order of the major powers.
- Place the 2 leaders for each major power in their respective HQ.
  -  Swedish leaders in Stralsund.
  -  Austrian leaders in Wien.
  -  French leaders in Paris.
  -  Spanish leaders in Bruxelles.
- Place 4 minor city tiles, 4 medium city tiles and 4 major city tiles next to the board. In reversed turn order, place one city tile on one of the twelve cities (not the HQs) until all have been placed. Alternatively, randomly place 1 battle marker on each city and then replace values 1-2 with minor city tiles, 3-4 with medium city tiles and 5-6 with major city tiles.
- Place 1 influence token on level 6 on the supply track (bread symbol) and 1 influence token on level 6 on the strength track (flag symbol) for each major power.
- Place 1 influence token in the HQ and 1 influence token in each adjacent area for each major power.
- Place a white pillage token as a round token on the year 1618.
- For 2-3 players, see 14. Advanced Rules.

**Army track**  
**Supply Strength**



**Map**



**Sea area (inaccessible)**

**Land area (accessible)**

**River**

**City (inaccessible)**

**HQ**

**Round track**

**Siege track**

**Resistance track**

*Albrecht von Wallenstein commanded the Imperial army and Johann Tserclaes, Graf von Tilly, commanded the Catholic League. They defeated both Bohemia and Denmark before Tilly died from wounds received at Donauwörth 1632 and Wallenstein was charged with treason and assassinated 1634.*

### 4.1 Alternative Game Preparations

Historically, the Central European battles of the Thirty Year's War were mainly fought between Swedish and Austrian armies while France and Spain were engaged on their own frontiers. To have all major powers close to the center of the board, the players may agree to let the French HQ be Konstanz and the Spanish HQ Utrecht. In this scenario, the Paris hex represents Besançon and the Bruxelles hex represents Antwerpen.

## 5. Object of the Game

Bellum se ipsum alet is not a war game in the traditional meaning, since the leaders not only fight against each other but also against the war itself. More specifically, the following key elements must be borne in mind:

- ❖ An *army* is represented not by stacks of units but by the major power's *leaders*.
- ❖ The strength of each army is represented by the major power's *strength level*.
- ❖ The strength level is limited by the major power's *supply level*.
- ❖ The supply level is in turn limited by influence tokens in *cities* AND by influence tokens in *areas*.
- ❖ Neither cities, nor areas, provide permanent supplies. Thus, an army must keep advancing to feed itself.

The game is won when a major power has besieged all enemy HQs. It also ends when a major power's supply and strength level reaches 0, in which case the major power with the highest supply or strength level emerges as the winner out of the devastating war.

*Some of the cities subject to the war contributions were so ruined that they bore an indebtedness until the 18th century. The Swedish armies alone may have destroyed one third of the German towns and estimates put population reduction to 40%.*

## 7. Course of the Game

Bellum se ipsum alet is played over up to 15 rounds representing 2 years each. Each round has a specific siege symbol and resistance symbol. The major powers take turns to play through five phases.

- 1) **Battle phase:** Attack enemy leaders in adjacent land areas.
- 2) **City phase:** Adjust status of cities adjacent to own leaders or with own influence tokens.
  - ❖ Free cities adjacent to own leaders turn besieged.
  - ❖ Besieged cities (tilted influence token) eventually turn occupied.
  - ❖ Occupied cities (upright influence token) eventually turn free.
- 3) **Influence phase:** Place and/or remove influence tokens. Adjust supply level based on occupied cities.
- 4) **Feed phase:** Tilt influence tokens. Adjust strength level based on tilted influence tokens. Put upright previously tilted influence tokens.
- 5) **Leader phase:** Move leaders 1-3 land areas. Stop at contested land areas.

Note that in the first round, the feed phase and the leader phase are the only playable phases. When all major powers have taken their turns, advance the round token one step on the round track. Each phase is described in detail below.

No components are limited. If a player runs out of influence tokens or a track level exceeds 15, use other means to keep track.

*The laws of the Holy Roman Empire provided for funding armies by raising special war taxes. One of Gustav II Adolf's main arguments in the Parliament for going to war in Germany was to prevent the war from coming to Sweden.*

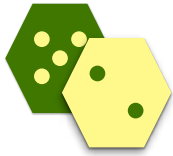
## 8. Battle Phase

A leader who starts the battle phase adjacent to an enemy leader **may** wage battle. Adjacency is traced through own leaders and cities, i.e. leaders adjacent to the same city are considered adjacent to each other. The current major power is the *attacker* and the enemy major power is the *defender*.

- ❖ If a battle is not waged, the leaders remain adjacent.
- ❖ If a battle is waged, all adjacent leaders **must** participate in the battle.

A leader who starts the battle phase adjacent to leaders from different major powers may only wage battle against one major power's leaders at the time in any order.

## 8.1 Battle resolution



Battles are fought using the current **strength level**. The players take one set of battle markers each (green or yellow numbered from 1 to 6), secretly select markers adding up to the committed *battle strength* and reveal them at the same time.

*Gustav II Adolf introduced smaller and more mobile troops and equipment. The artillery followed the infantry, the number of musketeers was increased and their firepower concentrated and their attacks were synchronized with the pikemen's charge.*

- ❖ If a player selects a battle strength exceeding the strength level, the battle strength is considered **equal** to the strength level.
- ❖ If both players select 0 battle strength, **no battle** takes place. If only one player selects 0 battle strength, that player automatically **loses the battle**.
- ❖ If both a major power's leaders participate, **add 1** to the battle strength.
- ❖ If the opposing leaders are only adjacent across a river, **deduct 1** from the attacker's battle strength.
- ❖ If the defender is adjacent to a city or HQ with an own influence token, **add 1/2/3/3** (minor/medium/major cities/HQ) to the defender's battle strength. If the defender is adjacent to several cities, add only the highest value.
- ❖ Leader and city/HQ modifiers are **cumulative** and may bring the battle strength above the strength level.

The side with the highest battle strength including modifiers wins. In case of a draw, the attacker wins but ignore point 2) in the Battle aftermath below (reflecting a retreat in good order).

## 8.2 Battle aftermath

- 1) **Both major powers** decrease their strength level with their committed battle strength excluding modifiers (reflecting attrition and casualties of war).
- 2) The **winning side** increases the strength level by **1** and the **losing side** decreases the strength level by **1** (reflecting mercenaries switching side and captured arms and supplies). If this would bring the losing side below 0, she must **remove** any 1 of her participating leaders instead.
- 3) The **losing side's leaders** must immediately **retreat** to an adjacent land area which is not adjacent to any of the winning side's leaders and which does not have any enemy influence tokens. If both leaders retreat and only 1 land area is available, the 2nd leader may pass the 1st leader's land area for free when retreating. If a leader cannot retreat, it is **removed**.

A removed leader may return to the game in the Leader Phase (see 12. Leader Phase).

*Example: Gustav II Adolf (Sweden) and Graf von Tilly (Austria) are both adjacent to the medium city of Berlin (Austrian influence token). Sweden decides to wage battle. Austria and Sweden both have strength level 8. Austria wants to save strength and only commits 3 strength while Sweden wants to secure victory and commits 8. Sweden adds 1 to her strength for Johan Banér being adjacent to Gustav II Adolf. Austria, as a defender, adds 2 strength for Berlin.*

*Sweden wins with 9 against 5. Sweden loses the 8 strength committed but gains 1 strength for the victory so her strength level is reduced by 7. Austria loses the 3 strength points committed and another 1 strength for the defeat so her strength level is reduced by 4. Graf von Tilly must retreat away from the land areas adjacent to the Swedish leaders, including the land areas around Berlin since adjacency is traced through Berlin.*



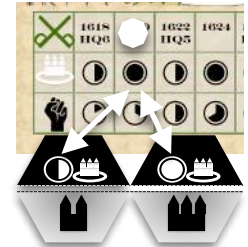
## 9. City Phase

Check all cities either adjacent to own **leaders** (unless separated by rivers) or with own **influence tokens** for status changes according to the below conditions. Cities have one of three statuses, marked by **status tiles** (siege or resistance) and **influence tokens** (tilted or upright).

### 9.1 Free -> Besieged: Siege tile, tilted influence token



Cities start as *free*. If the current major power is the only one with a leader adjacent to a city with no own influence token and no river in-between, the city turns *besieged*. Place an own **tilted** influence token and a *siege tile* on it. Remove enemy tilted influence tokens and siege tiles if any. Leave upright influences tokens and resistance tiles if any.

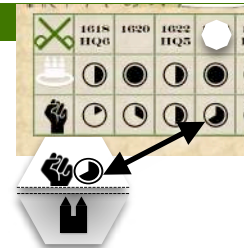


- ❖ **Minor city:** No siege tile, the city turns *occupied* immediately.
- ❖ **Medium city:** A siege tile with a symbol **different** to the current one on the siege track.
- ❖ **Major city:** A siege tile with a symbol **similar** to the current one on the siege track.
- ❖ **HQ:** No siege tile, a HQ never falls, but the first time a major power besieges a HQ, she earns an influence token from the besieged major power. It counts towards victory at the end of the game.

### 9.2 Besieged -> Occupied: Resistance tile, upright influence token



If a previously placed siege symbol matches the current one on the siege track, the city turns *occupied*. **Put upright** the influence token and replace the siege tile with a resistance tile with a symbol similar to the current one on the resistance track. Remove enemy upright influence tokens and resistance tiles if any.



If, at any time, the besieging major power has no leader adjacent to the city, the siege is broken. Remove the influence token and the siege tile.

When Magdeburg fell 1631 after 6 months' of siege, the Imperial soldiers massacred the inhabitants and set fire to the city. 25 000 of the 30 000 citizens were killed. At the end of the war, only 450 were left.

### 9.3 Occupied -> Free: No tile, no influence token



If a previously placed resistance symbol matches the current one on the resistance track, the city turns *free*. Remove the **upright** influence token and the resistance tile. Leave any tilted enemy influence tokens and siege tiles if any.

### 9.4 City destruction



Each time an **upright** influence token is removed from a city (i.e. an enemy city turns occupied or an occupied city turns free), its size decreases (major -> medium, medium -> minor, minor -> ruin). A ruin cannot be occupied and has no supply or influence, see 10. Influence Phase. Remove influence tokens in and around cities once they turn into ruins.

*Example: Continuing the previous example, Graf von Tilly retreated in the battle phase. Gustav II Adolf is now the only leader at the medium city of Berlin so it turns besieged. A Swedish tilted influence token is placed next to the Austrian upright one. It is round 1632 (siege symbol ●) so a siege marker with ● is placed.*

*If a Swedish leader remains at Berlin until round 1634 (siege symbol ●), it will turn occupied. The Austrian influence token will then be removed and the siege tile replaced by a resistance tile. In addition, the medium city tile will be replaced by a minor city tile.*

## 10. Influence Phase

Leaders exercise influence on adjacent land areas not separated by rivers. HQs and cities except ruins exercise influence on adjacent land and sea areas even if separated by river. This is indicated by placing and removing **influence tokens**. An area can only have one influence token at the time. Place or remove influence tokens as follow.

*Control of rivers was important in the war. The objective of Gustav II Adolf's first campaign 1630. The Graf von Tilly captured and sacked Magdeburg 1631 to control the Elbe line.*

### 10.1 Remove influence

- ❖ Remove own influence tokens from land areas with or adjacent to **enemy leaders** not separated by a river.
- ❖ Remove own influence tokens from land and sea areas adjacent to **free or enemy occupied cities** (except ruins) even if separated by rivers.

### 10.2 Add influence

- ❖ Place own influence tokens in land areas with or adjacent to **own leaders** not separated by a river, replacing any enemy influence tokens.
- ❖ Place own influence tokens in land and sea areas adjacent to **own occupied cities** even if separated by rivers, replacing any enemy influence tokens.
- ❖ If replacing tilted enemy influence tokens, tilt the own influence tokens as well.
- ❖ Leave adjacent areas covered by both rule 10.1 and 10.2 empty. They are *contested* and not under any major power's influence. The leader's own area is never contested.

*Example: Continuing the previous example, Berlin has turned occupied by Sweden. The Austrian influence tokens north and east of Berlin (across the river) are replaced by Swedish influence tokens.*

*The Austrian influence token south of Berlin is merely removed since it is also adjacent to the Austrian leader Graf von Tilly. Note the empty areas next to the Swedish leader Johan Banér (across a river or adjacent to an enemy leader).*



### 10.3 Adjust supply level



HQ	Major city	Medium city	Minor city	Ruin
Supply 6 the 1st round, 1 less every 2nd round	Supply 6	Supply 4	Supply 2	Supply 0

Count the number of **own occupied** cities and adjust the **supply level** accordingly.

A city may only be counted if it is within *range* of at least one own leader. Range is defined as either an uninterrupted path of own **influence tokens** between a leader and a city or a **river** where at least one side has no enemy influence token.

*Example: The Swedish leaders are almost cut from Stralsund. However, the river Oder leads all the way to the supply token in the sea and onwards to Stralsund and the enemy leader is only on one side. Hence, the HQ may be counted for supply.*



## 11. Feed Phase



Influence tokens in land and sea areas (not in cities and HQs) are used to feed the army. For each **strength level**, tilt 1 own influence token with the following restrictions:

- ❖ No more influence tokens may be tilted than the **supply level**.
- ❖ The influence token must not already be **tilted**.
- ❖ The influence token must be within **range** of at least one own leader. Range is defined as in 10. Influence Phase.

A major power must tilt influence tokens up to the strength level if possible and may choose to tilt more if possible.

- ❖ If **less** influence tokens are tilted, **decrease** the strength level accordingly (but never more than 2 in the same turn).
- ❖ If **more** influence tokens are tilted, **increase** the strength level accordingly (but never more than 2 in the same turn).

End the phase by putting upright all own influence tokens that were tilted the previous turn. (Hint: To tell them apart, orient tokens tilted the previous turn north to south and tokens tilted this turn west to east.)

*The Graf von Tilly divided Saxony into contribution districts, each of which had to provide food for soldiers and horses. Wallenstein had given Emperor Ferdinand II a promise not to collect money by force but neglected it.*



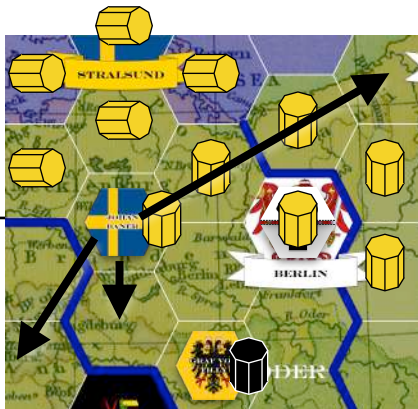
*Example: Sweden has supply level 4 and strength level 5. Hence, she must tilt 4 influence tokens. However, the Swedish leaders only have 6 non-city influence tokens within range, of which 4 were tilted the previous round. Hence, they tilt 2 influence tokens and decrease the strength level by 2 down to 3 (the maximum change in a turn).*

## 12. Leader Phase

Each leader may move up to 3 land areas in the Leader Phase.

- ❖ If a leader enters a land area with no own influence token, the leader may only move 1 more land area.
- ❖ If a leader enters a land area with an enemy influence token or contested by an enemy city or leader, the leader must stop there.
- ❖ A leader may not enter a land area with another leader, nor may he enter a sea area, a city or a HQ. (All leaders must move from their own HQs in their first turn.)

*After his entry into the war 1630, Gustav II Adolf spent 14 months securing influence in Pomerania, Brandenburg and Mecklenburg, after which he won at Breitenfeld 1631 and 8 months later had reached as far as into Bavaria.*



If leader or leaders have been removed due to battles, the major power may skip the Leader Phase and instead return the removed leader or leaders to any land area adjacent to the HQ without an enemy leader.

*Example: If the Swedish leader Johan Banér moves northeast (through influenced land areas), he may move 3 land areas.*

*However, if he moves southwest (to uninfluenced land), he may only move 1 more land area after that, and if he moves south (to contested land), he must stop there.*

## 13. End of Game - The Westphalian Peace

The game is immediately won if a major power has started a siege at all other enemy HQs (i.e. has all enemy influence tokens). Otherwise, the game ends immediately if anything of the following is true at the **end** of a major power's turn:

- ❖ The major power has supply level 0 **and** strength level 0.
- ❖ The round marker has been moved to the last round (1648).

The major powers agree to end the war and negotiate the Westphalian Peace, where the winner is determined. Each major power calculates her negotiation score with the formula below:

**The highest of supply level and strength level  
+ 2 per enemy influence token held - 2 per own influence token held by an enemy  
Tie-breaker: Influence tokens on the board (tilted or upright)**

The highest peace negotiation score wins the war! If all major powers would end up with a score of 0 or less, the war is the only winner in the game!

*Example: After a successful siege, Sweden occupies the last Austrian city of Prag. Austria is unable to recover in her turn and ends it with supply level 0 and strength level 0. The game ends and the major powers calculate their negotiation scores. Sweden has supply/strength 2/2, and 2 enemy influence tokens, Austria has supply/strength 0/0, France has supply/strength 4/3 and 1 enemy influence token, and Spain has supply/strength 2/3. Sweden and France both score 6 but there are 12 Swedish influence tokens on the board compared to 10 French. Sweden wins!*

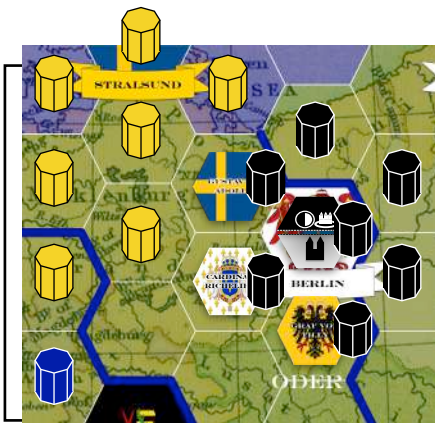
## 14. Advanced Rules

When you are familiar with the basic rules of Bellum se ipsum alet, feel free to experiment with the advanced rules to recreate even more challenges of the devastating war.

### 14.1 The alliance game

In the alliance game, Sweden is allied to France and Austria to Spain. However, even as allied the major powers had their own agendas and put their own interests first. Basically, the allies cooperate where their leaders are adjacent and oppose each other elsewhere.

- ❖ **Battle phase:** Allied leaders do not fight battles against each other. Instead, each participating allied leader increases the battle strength by 1. An allied leader may retreat to an area influenced by the other ally if that is the only option available.
- ❖ **City phase:** A leader may besiege a non-allied city even if an allied leader is adjacent to the city. If no allied leader is adjacent to the city, a leader may even besiege an allied city. Such a siege is broken if an allied leader subsequently is adjacent to the city.
- ❖ **Influence phase:** Allied leaders do not contest each others' land areas. Instead, the first ally to have placed an influence token in a land area keeps it there. However, land areas adjacent to one ally's leader and one other ally's city are contested.
- ❖ **End of game:** An alliance wins by together having all enemy influence tokens or by having the highest total peace negotiation score when the game ends. However, if an ally has at least twice as high peace negotiation score as the other ally, the stronger ally is the sole winner.



*Example: During the French turn, Cardinal Richelieu came to Gustav II Adolf's aid against Graf von Tilly and it is now Sweden's turn.*

*In the Battle Phase, Gustav II Adolf adds 1 to the battle strength thanks to the Cardinal.*

*In the City Phase, assuming that Graf von Tilly retreats, Gustav II Adolf besieges Berlin, even though Cardinal Richelieu is also adjacent.*

*In the Influence Phase, the Swedish influence token to the left of the allied leaders is not removed.*

## 14.2 Two and three player games

The 2 player game is played like the alliance game with each player playing one alliance.

For the 3 player game, there are two options:

- 1) One player plays an alliance according to the alliance game rules and the two other players play one major power each according to the normal rules. The alliance loses if any of its major powers loses. The alliance only counts the major power with the highest strength/supply when determining a winner.
- 2) Only Sweden, Austria and Spain are in play. Spain is assumed to have reconquered the Netherlands and has a HQ in Utrecht instead of Bruxelles. No leaders may move west of the river Rhine or east of the river Oder, nor may any influence tokens be placed there (thus excluding the cities Danzig, Breslau and Konstanz from the game).



## 14.3 Battles out of range

In the Battle Phase, an individual leader may not commit more battle strength than the own land area influence tokens in **range** (tilted or upright) as defined in 10. Influence Phase. Check this before every battle.

*Example: The Swedish leaders have been cut from each other. Johan Baner's may not commit more than 5 battle strength and Gustav II Adolf may not commit more than 2 battle strength if they were to fight in individual battles.*

## 14.4 Forced sieges

In the City Phase, a player may choose to **storm** or give **ultimatum**. The siege will then succeed one game turn earlier than normal. A storm reduces the city size 1 extra step while an ultimatum requires that both leaders starts and ends the siege.

## 14.5 Feed through pillage

In the Feed Phase, an army may be fed from a land area irrespective of supply level. After the normal feeding, replace any number of own influence tokens (tilted or upright) with a **white pillage token** and increase the strength level by 1 for each of them. The strength level may still not be increased by more than 2. White pillage tokens reflects pillaged areas and may never be replaced with influence tokens.

*In the example in 11. Feed Phase, Sweden may (but must not) replace up to 3 land area influence tokens with white influence tokens. This would maintain the strength level at 5 but leave less influence tokens for the next round.*

## 15. Strategy Tips

- ❖ The cities provide supply and the countryside provides strength. Your army needs both so your strategy must secure both the cities and the countryside.
- ❖ The cities will eventually revolt and have to be reoccupied. Time your conquests to be able to reoccupy one city at the time.
- ❖ The countryside is vulnerable to enemy armies. Feed from border areas first so that you have food behind your lines if attacked and so that your enemy has less food if attacking.
- ❖ Balance strength and swiftness. Besieging every city you pass may give you many cities in the short run but influencing a large territory first may give you even more cities in the long run. Remember that strength grows slowly while influence tokens are placed immediately.
- ❖ Turn tactical advantages in your favor when waging battles. Bring both leaders if possible, avoid attacking positions across rivers and seek defensive positions close to your cities.
- ❖ Read your enemy before the battle. Is the enemy interested in winning a victory or preserving the army? How much strength is the enemy expected to commit? Whether you expect to win or lose, you will want to commit no more strength than absolutely necessary.
- ❖ If you win, follow before your enemy recovers. If you lose, retreat through land where your enemy is slower to win time for recovery.
- ❖ Beware of opportunities to cut enemy supply lines before attacking. Take advantage of rivers to secure your own supplies, particularly when ruins start blocking land supply lines.
- ❖ Beware of opportunities to launch direct attacks against enemy HQs or leaders. It does not matter if your own HQ is at risk as long as the enemy falls first.
- ❖ Use diplomacy. The war has more losers than winners so if your enemy gets the upper hand, it is in the interest of the other major powers to intervene.

## 16. Historical Notes

The phrase *Bellum se ipsum ales* ("War feeds itself") was coined by the Ancient Roman statesman Cato the Elder but is primarily associated with the Thirty Years' War 1618–1648.

Prior to the war, *contributions* or war taxes could be levied by, or with the consent of, the estates to assist the financing of an army in the realm. This was a lawful tax collected by an orderly procedure. However, as the war proceeded the contributions were replaced by *brandschatzung* or payments extorted under the threat of force. In return, the army agreed to abstain from looting and burning.

Nevertheless, the armies were often more populous than the cities and could not be sustained on what the cities could offer. Instead, the armies acquired supplies from the surrounding countryside. Although the threat of force was used here as well, such measures could cause the rural population to flee and endanger the supply base of the army. Thus, the illegally raised money from the burghers was often used to legally purchase food and resources from the farmer.

This created an absurd economy where surplus accumulated in the cities was returned to the countryside by the roaming armies. When the supplies were depleted, the army moved on to feed itself elsewhere. Once the realm had recovered again, a new hungry army was bound to arrive.





## Game Summary



### 8. Battle Phase

Attack adjacent enemy leaders in adjacent land areas.



#### Strength before battle

- Both leaders: +1
- Across river: -1
- Defending city: +1/+2/+3

#### Strength after battle

- Winner: +1
- Loser: -1 (retreats)

### 9. City Phase

Change city status.



#### Free -> Besieged: Siege tile, tilted influence token

- Major city: Surrender in 2 rounds
- Medium city: Surrender in 1 round
- Minor city: Surrender immediately



#### Besieged -> Occupied: Resistance tile, upright influence token

- ✦ Remove previous tiles and tokens
- ✦ If removing tile, decrease city size



#### Occupied -> Free: No influence token

- ✦ Remove previous tiles and tokens
- ✦ If removing token, decrease city size

### 10. Influence Phase

Adjust supply level based on cities in range.



#### Add/remove influence

- Add adjacent to leader
- Add adjacent to city
- Remove contested

#### Adjust supply level

- Major city: 6
- Medium city: 4
- Minor city: 2

### 11. Feed phase

Adjust strength level based on influence tokens in range.



- Tilt supply tokens equal to strength
- $\pm 2$  Adjust strength level up to 2 steps
- Put upright previously tilted influence tokens

### 12. Leader phase

Move leaders 1-3 land areas.



- Own influence tokens: Up to 3 land areas
- Empty land area: Up to 1 more land area
- Enemy contested land area: Stop

## Credits

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Game design:	Nicholas Hjelmberg
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Game testers:	Magnus Anderlund, Peter Hagbok, Samuel Hägg, Kristoffer Johansson, Stefan Malmquist, Henrik Strinning
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