1.0 INTRODUCTION

Constantinople is a solitaire wargame system covering the Byzantine (or Later Roman) Empire in the late 7th and early 8th centuries, the era of the two Barbarian sieges of the city of Constantinople (AD 672, 717). You the player represent the Basileos (emperor).

The player controls Byzantine and allied forces. The game system controls various barbarian forces: Caliphate powers (the emirates of Egypt, Syria and Mosul), the Khazar Khanate, Bulgar Kingdom, Slavic Tribes and Lombard Kingdom. The objective of the player is to defeat the Barbarians while expanding Byzantine power.

1.1 Game Scale

Each turn represents a campaign season, from three months to a year. Ground units represent 10–30,000 soldiers or warriors. Each hex is about 55 miles across. Fortresses represent single great fortresses. Towns represent larger settled areas.

2.0 COMPONENTS

This game includes: 176 game pieces (counters), 22×34-inch map, and this rules booklet. Players must provide one six-sided die; two dice would be useful. Players will also need an opaque container used to randomize the picking of stratagem markers. All charts and tables are located on page R7 through R10 (player aid card).

2.1 Sides

There are two sides: Byzantine and Barbarian.

Byzantine: All Byzantine forces form a single contingent. They can move, fight, and stack together.

- Thematic Army: (Byzantine Regional Forces) Dark Red
- Tagmata: (Byzantine Central Field Force) Dark Red
- Federates: (Foreign troops fighting for the empire) Purple
- Garrisons: (Static defense forces) Light Red
- Fleets: (Ships & amphibious forces) Dark Red

Note: The Kibyrrhaioton fleet markers have truncated their name to Kibyrhaioton to fit on the counter.

Barbarian: There are seven Barbarian contingents. They are restricted in how they operate together. Contingents include:

- Emirate of Egypt: Light Blue
- Emirate of Syria: Light Brown
- Emirate of Mosul: Light Greenish Blue
- Khazar Khanate: Dark Brown
- Bulgar Kingdom: Dark Green
- Sklavù: Light Green
- Lombard Kingdom: Yellow

Note: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game @ strategyandtacticsmagazine.com
3.0 THE MAP
The game map shows the Byzantine Empire and its environs during the 7th and 8th centuries AD.

3.1 Map Features
The map is overlaid with a pattern of hexagons (hexes). Hexes are used to regulate the position of units. Units must always be placed in individual hexes. Each hex has a distinctive terrain type (Terrain Effects Chart (TEC)).

Important: OTIH stands for Other Terrain in the Hex.

Geographical Regions:
- **Byzantine Empire**: The Byzantine Empire is divided into various regions called Themes, such as the Opsikion.
- **Constantinople**: This is represented by both the hex on the map and a separate inset city map.
- **Caliphate**: The Muslim empire. It is divided into three Emirates: Egypt, Syria and Mosul (each act independently in the game).
- **Khazars**: A steppe people to the north of the Black Sea.
- **Bulgar Kingdom**: A newly rising kingdom in the Balkans.
- **Sklavs**: Various Slavic tribes moving into the Balkans.
- **Lombardy**: German tribe in Italy.

Invasion Routes: Represent the major paths that Barbarians will advance. There are two types of paths:
- **Land**: (Pavia via Ravenna to Rome)
- **Sea**: (Alexandria via the eastern Mediterranean to Constantinople)

**Byzantine Home Base**: Represent the homelands of Barbarian forces (Alexandria for Egypt, etc.).

**Constantinople Display**: The city of Constantinople with several different locations where you can change your capabilities (3.3).

3.2 Organizational Boxes
- **Byzantine**: Includes a box for Byzantine recruits that can enter play as reinforcements, a box to hold available stratagem markers, and a display to hold Armenian units.
- **Barbarian**: Includes boxes for each contingent’s mobile units, garrison units, and activation marker. There also is one box used to hold all Barbarian eliminated units.
- **Bezants**: The track used to show the monetary value of your treasury.
- **Game Turn Record Track**: Records the current game turn.

3.3 Basileos Capabilities
These tracks record the various abilities of your Basileos (emperor).
- **Great Palace** (Statecraft): Affects the number of stratagems you can purchase, and the outcomes of certain treachery attacks.
- **Forum of Arcadius** (Military): Tracks the Basileos bonus for movement and combat.
- **Santa Sofia** (Religious Capability): Affects the outcome of religious events. See 14.0 and the Random Events Table Explanations.
- **Hippodrome** (Popularity Capability): Affects your ability to raise taxes.
- **Walls of Theodosius** (Constantinople Defense Capability): Represents the defenses of the town itself. The current capability number is the number of shifts which Byzantine forces receive when defending in Constantinople.

Note: Additionally, some of the capabilities will affect the outcomes of various events.

4.0 PLAYING PIECES
There are several general types of counters:

Correction: The Defenses Marker should read Defenses.

Errata: The Syracuse and Constantia garrison units are missing the static indicator on the front of the counter.

4.1 Byzantine units:
Byzantine units represent the different forces that fought for the Byzantine Empire during the period. Unit types are representative of the different forces. Combat unit icons do not affect play. The below units are all mobile units. They can move.

- **Basileos**: The Emperor (you) and elite guard troops.
- **Strategos**: A general and guard troops.
- **Tagmata**: Various cavalry and infantry forces.
- **Federates**: Ships and amphibious forces.
- **Garrison**: Static units (garrisons), cannot move.

4.2 Barbarian units
Barbarian units represent the different forces that fought against the Byzantine Empire during the period. Unit types representative of the different forces. Combat unit icons do not affect play. Barbarian units function in the same general way as Byzantine units but are controlled by the game system.
- **Leader**: A major leader and guard troops.
- **Mobile Force**: Various cavalry and infantry forces.
- **Fleet**: Ships and amphibious forces.
- **Garrisons**: Static defense forces.

4.3 Combat Units
All combat units have the same basic characteristics and configuration.
- **Type**: The general type of military formation.
- **Unit Identification (Unit ID)**: The historical name of a leader, formation or general troop type.
- **Combat Value**: The basic amount of combat power of the unit.

Static: Indicates a unit which cannot move once placed on the map. Static units may never attack. This is indicated by a down arrow in the bottom right corner of the counter.
**Leader Value:** Leaders are treated as combat units. They have special abilities:
- Provide DRM for movement (18.0).
- Affect the ability of the player to conduct Byzantine Treachery (17.0).
- Provide combat shifts (21.4).
- Assist transported units (25.8).
- Allow increase in capabilities (14.0).

**Two-step units:** Some units have two steps. Those units with a combat value on both sides have two-steps. The front side is their full strength, the other is their reduced strength. The reduced side of a counter is noted with a black oval around the unit’s combat value.

**One-step units:** All other units have no reduced side. Except for Barbarian garrison units, all Barbarians have a concealed side (that side with the question mark) and their revealed side (the side with a combat value).

### 4.4 Basileos Capability Markers
Basileos capability markers represent various types of skulduggery. They are used to track the level of the stated capability.

<table>
<thead>
<tr>
<th>Statecraft</th>
<th>Military</th>
</tr>
</thead>
<tbody>
<tr>
<td>Popularity</td>
<td>Religion</td>
</tr>
</tbody>
</table>

### 4.5 Edifices

- **Fort:** A fortress you can build during play.
  - **Note:** There are two types of fortresses. Those that appear on the map and those that can be constructed during play (24.0 & 30.1).

- **Monastery:** A center for Byzantine religion and culture (and trade).

### 4.6 Administrative Markers

- **Activation:** Each barbarian contingent has a corresponding activation marker to indicate if it is active or non-active.
- **Pillage:** Indicates a hex which has been looted (optional 32.0 rules only).
- **Siege:** Indicates a hex in which a siege is taking place.
- **Turn:** Indicates the current year.

### 5.0 GAME DEFINITIONS

- **Bezant:** The game unit of currency.
- **Barbarian Contingents:** The various Barbarian powers.
- **Barbarian Home Bases:** Hexes representing larger barbarian areas used to deploy barbarian mobile units.
- **Concealed:** A counter that is deployed face down with the question mark showing and cannot be examined by the player, except in certain circumstances.
- **Control a Hex:** The Byzantines control a hex if they have a combat unit in it. Control is maintained only if the Byzantine has a unit in a hex. The moment there are no Byzantine units in a hex, control is lost.
- **Die Roll Modifier (DRM):** A number added to a die roll to change the outcome. Expressed as DRM + #.

**Example:** “DRM +1” would modify a die roll of “4” to a “5”.

### 6.0 HOW TO WIN

There are two ways to win the game. The first is by Sudden Death Victory. The second is via Victory Points (VP).

#### 6.1 Sudden Death Determination
The game comes to an end immediately upon either of the following:
- **Fall of Empire:** If at any time a barbarian unit occupies Constantinople, you lose and are disgraced.
- **Victory:** If at any time in the game Byzantine units occupy four or more barbarian home bases. You win and are showered with praise from your subjects.

#### 6.2 End Game Victory Determination
If there is no sudden death victory, then at the end of the game (turn VII or X, see 8.2), total your VP. VP are awarded as follows:

- **Control (occupied by friendly forces) of fortresses & towns:**
  - Constantinople (1707): 12
  - Rome (0306): 6
  - Jerusalem (2516): 6
  - Each other fortress and town: Bezant value. If a Byzantine town and/or fortress is under siege you receive one-half the above value (round up to the nearest whole number).

**Note:** This includes captured Barbarian fortresses.

#### Value of Bezants in Treasury:
50% (round up to the nearest whole number).

#### 6.3 Degree of Victory
The total number of VP will determine degree of victory:
- 0 or fewer VP: Debacle
- 1–40 VP: Defeat
- 41–65 VP: Stalemate
- 66–90 VP: Provincial Victory
- 91–106 VP: Imperial Victory
- 107+ VP: Optimates (referring to the “Best Ones” in the Roman political system, here used to denote best possible outcome) Victory
7.0 HOW TO SET UP THE GAME
Determine which scenario you want to play (additional scenarios are provided in the online living rules):

7.1 Deployment (7th Century Scenario)
Perform these steps in this order:
1) Place the turn marker on the Game Turn Record Trak in the turn one box.
2) Barbarian Deployment
   • Place the Barbarian activated marker for each contingent in corresponding Activations Box with its inactive side showing.
   • Determine the initial barbarian contingents that are active (Barbarian Initial Activation Table). Roll one die on the first column and then a second die on the second column. This will result in three contingents being activated (additional contingents may activate later).
   • Place all other Barbarian contingent units in their respective boxes.
   • For each Barbarian home base listed below, roll one die and pick that number of mobile units for that contingent. If a leader for that contingent is available, you must pick one and only one leader. Place the picked units in their home base. They are placed with their concealed side showing. Home bases are as follows:
     - **Emirate of Egypt (2017):** Alexandria
     - **Emirate of Mosul (3005):** Kars
     - **Bulgars (1504):** Nicopolis
     - **Lombards (0102):** Pavia.
   • Place Barbarian garrisons (those without a town name) off to the side, they only enter play when a Barbarian contingent conquers a fortress (11.1).
   • Place Barbarian garrison units (full strength side up) on the towns named on each counter. The list below provides hex numbers for each town to assist in set up.

3) Byzantine Deployment
   • Using the Constantinople Display, roll one die for each of the five capabilities; divide each result by two (round fractions up) to get a number from one to three. Place the corresponding Basileos capability marker in the space corresponding to each modified die roll.
   • To determine the Treasury, roll two dice and total the results. The resulting number is the total starting Bezants.
   • In each Byzantine fortress and town listed below place the garrison unit with the corresponding name of the fortress or town.

7.2 Determining Treasuries
To determine the Treasury, roll two dice and total the results. The resulting number is the total starting Bezants.

8.0 HOW TO PLAY THE GAME
8.1 Sequence of Play
You take the following actions in each turn, in this order:
1) Random Events Phase: Roll on the Random Events Table. Apply the event. If the event calls for a barbarian activation, refer to 11.1.
2) Barbarian Campaign Phase: Each activated Barbarian contingent conducts the below actions in the order given. You operate each active Barbarian contingent, one at a time, completing all actions with that contingent (reinforcement, movement and combat) before doing the same for the next one. If a contingent is not active, move to the next contingent. You must operate contingents in this order:

   - **Egyptian Emirate**
   - **Syrian Emirate**
   - **Mosul Emirate**
   - **Khazars**
   - **Bulgar Khanate**
   - **Sklavs**
   - **Lombard Kingdom**

Reinforcement: Place Barbarian reinforcements for active contingents (11.3).
Movement: Move all activated Barbarian forces along their respective invasion routes (11.6 & 25.2).
Combat: All active Barbarian forces adjacent to Byzantine forces, must attack adjacent Byzantine forces (11.10). Static units cannot attack (21.1)

**Important:** Inactive Barbarian contingents may not conduct any of the above actions.
3) Constantinople Phase: If the Basileos is at Constantinople you may initiate one or more attempts to improve Byzantine capabilities (14.0).

4) Treasury Phase: Perform the following actions in the order given:
   • Collect taxes, adding them to your Bezent index.
   • Pay any maintenance costs for Byzantine units.
   • Recruit new Byzantine units, rebuild reduced units, and purchase stratagems.

5) Byzantine Treachery Phase: You may use religious and statecraft stratagems to initiate treachery attacks.

6) Byzantine Movement Phase: You may move Byzantine forces.

7) Byzantine Combat Phase: You may attack with any Byzantine forces adjacent to enemy forces.

8) Admin Phase: Perform the following actions in the order given:
   • Pillage Recovery (optional rules): Check for Pillage marker removal.
   • Perform all actions which the rules call for at the end of a turn.
   • End of game Victory Check: if this is the last turn of the game (6.2).

8.2 End of Game
A game comes to an end if:
   • The conditions for a Sudden Death victory are in effect (6.1), or;
   • It is the end of Turn VII.

Extended Game: You can play to the end of Turn X, if doing so, deduct 20 VP from your total.

9.0 FORCES & STACKING
9.1 Forces
A Force is defined as a group of units in the same hex performing some action together (such as moving or fighting). A force can consist of one or more units.

9.2 Stacking
Stacking is having more than one unit in a single hex. An unlimited number of mobile units can occupy a hex, within the following restrictions:

Garrisons: A maximum of one garrison unit can be in a hex (plus any number of Mobile units).

Barbarian Contingents: Barbarian units of different contingents can never stack together.

Enemy Units: Byzantine and Barbarian units can never stack together.

Markers: Markers (such as a monastery) do not count for stacking.

10.0 RANDOM EVENTS
During each Random Events Phase, you must roll two dice (note which die is the “first die” and which is the “second die”). Consult the Random Event Table, locating the result of the first die across the top of the table, and the second die along the left side of the chart. Cross index them and use the result to determine an event.

10.1 Event Explanations
See the Random Events Table.

   Note: Read the Random Events, some of them will be influenced by your capabilities.

11.0 BARBARIAN ACTIVATION & CAMPAIGNING
Barbarian contingents are in one of two states: inactive and activate. Barbarian forces are activated by initial set up (7.1), and later by random events (10.0) or invasion. Once activated, Barbarian mobile units (army and navy) must move on a pre-determined path (towards Constantinople, Rome or Cherson). Static units cannot move. Active contingents reinforce, move and attack according to Barbarian campaign rules. Non-activated forces do nothing.

11.1 Activation Procedure
Barbarian contingents start the game inactive. A contingent activates:
   • Via initial deployment (7.0).
   • An event calls for the activation of a currently inactive contingent.
   • If a Byzantine force attacks a Barbarian occupied hex or occupies a fortress or town which was occupied by Barbarian forces at the start of the game

Example: A Byzantine force attacks Damascus.

When a contingent activates, flip the marker to its activated side.

11.2 Duration
Once a Barbarian contingent is activated, it remains activated until the end of the game unless some special action de-activates it. If an activated contingent receives another activation result, there is no further effect.

11.3 Barbarian Reinforcement Phase
During this phase, if a contingent is activated:
   • All reduced garrisons of the contingent are flipped to their full-strength side.
   • Roll one die for each active contingent and randomly pick that number of units; that contingent’s Mobile Units Box. If a leader or leaders are available, you must pick one and only one leader. They are placed in their home base. The leader does count as one of the units picked.

Example: Egyptian Emirate forces begin in Alexandria.

   • Barbarian mobile units which are eliminated due to a DV or AV combat result are permanently eliminated. Place them in the Barbarian Eliminated Units Box on the map. They cannot return to play.
   • Barbarian units eliminated in any other manner are placed in the Mobile or Garrison Boxes and are available to be picked as a reinforcement.
   • The number of units in the counter mix is a limit. If you roll up more reinforcements than are in the counter mix, use what you have but no more.

Important: If a Byzantine force occupies the home base, no reinforcements from that contingent can be received.

11.4 Barbarian Movement Routes
Barbarian Movement Routes are marked on the map. Barbarian units can never move off a route. All barbarian units in a force must move together.

Example: The Syrian Emirate has one force of units in Ephesus and another in Damascus. Roll for movement (18.1) and move the Ephesus force first, then roll for movement and move the Damascus force. Conduct Syrian attacks after all movement has been completed.

11.5 Not All Roads Lead to Constantinople
Most routes lead to Constantinople, however, the Lombard route leads to Rome and the Khazar route leads to Cherson. If a force captures its respective hex (Rome or Cherson) that force ceases movement. This does not lead to a sudden death victory, Barbarian contingents, their home base, and their objectives are summarized on the Barbarian Chart.

11.6 Barbarian Movement
If a Barbarian force is activated, then you must make a movement check for it each Barbarian Movement Phase (18.0). Barbarian Forces may receive a movement bonus (18.1).
Note: If a Byzantine force takes a Barbarian garrisoned town, other units of the same contingent that are closer to the objective do not turn back to retake it. They keep on marching towards the objective hex. Other Barbarian units that are marching from the home base can, if they move adjacent to such a taken town, attack it.

11.7 One Big Horde
If Barbarian reinforcements reach the same hex as previously entered units, then they join that force and operate with them. Barbarian forces will stay together until destroyed or otherwise removed from the map.

11.8 Sea Route
The Egyptian Emirate contingent is made up of fleet units and moves by sea (25.0).

11.9 Ceasing Movement
A Barbarian force continues moving until:
- It enters a rough hex at which point it ceases movement. It moves out of the hex the next turn.
- It moves adjacent to a Byzantine force on the hex ahead of it. At this point it stops (and will engage in combat in the ensuing Barbarian combat phase).
- It expends all its movement points.

11.10 Barbarian Attacks
If Barbarians are adjacent to a Byzantine force during the Barbarian Combat Phase, they must attack. This follows the same general rules for combat (21.0) with the following special cases:
- If a Barbarian force is adjacent to more than one Byzantine force, then it must attack the one on the path ahead (the hex nearest to the objective). If there is no such Byzantine force, but there are others on hexes not on the route ahead, then choose one at random (roll a die) and attack it.
- Only one force can attack at a time. If there is more than one Barbarian force from the same contingent adjacent to a Byzantine force, they cannot combine their attacks. The one closest to the objective (in terms of invasion route hexes) must attack first, then work your way up the route.
- Barbarians from different contingents can never combine in the same attack.

11.11 Barbarian Garrisons
If a Barbarian force captures a fortress or town, then immediately place a Barbarian garrison in the hex. Capture is defined as moving into a fortress or town or eliminating all defending Byzantine units in a town adjacent to a route. This does not apply to Byzantine forces, they must enter the town or fortress. Deploy the garrison in the hex. The garrison remains there until destroyed. This is the only circumstance that Barbarian garrisons are placed after the beginning of the game.

Note: Use the generic Barbarian garrison units for this purpose. Otherwise, towns and fortresses which start under Barbarian control have a named garrison unit and those are used if Barbarians recapture such hexes.

11.12 Barbarian Home Base Defense
The Byzantines cannot attack a Barbarian home base unless there are no Barbarian units on its route.

11.13 Conquest of Barbarian Homeland
If Byzantine units occupy a Barbarian home base hex, that contingent immediately is deactivated. Remove all its units from the map and place them in the appropriate boxes. That contingent may not reactivate if at least one Byzantine unit remains in the home base.

If Byzantine forces abandon a Barbarian home base hex, that contingent remains inactive until one of the actions in 11.1 occur. When activated, replace its home base garrison and roll one die. Pick and place that number of Barbarian units in the hex. Other garrisons for that contingent are replaced when Barbarian forces reoccupy appropriate hexes.

12.0 THE EMPIRE
The Empire is divided into geographical areas called Themes. Several Themes have a corresponding Thematic army. The effect is that you do not have to pay any maintenance costs for the corresponding Thematic army if it is within the boundaries of that Theme. You can recruit (16.2) a Thematic army only in a functional fortress or town of the corresponding Theme.

12.1 Thematic armies
The following Themes have corresponding armies:
- Italia
- Hellas
- Thrace
- Opsikion
- Thakesion
- Anatoliks
- Armeniaks
- Africa

Important: The Armeniak Theme is distinct from the Kingdom of Armenia.

12.2 Kibyrrhaioton Fleets
Kibyrrhaioton is the naval theme. The two Kibyrrhaioton fleets do not pay maintenance costs when in the naval base or on coastal hexes of this Theme.

12.3 Armenian Kingdom
Armenia starts under the control of the Emirate of Mosul.
- If during a Recruiting Phase, Byzantine forces occupy the fortress of Kars then you can build the Armenian Thematic army there.
- If Kars is lost, the army (if built) remains on the map but cannot be rebuilt unless the Byzantines regain control of Kars.
- You can also build Armenian garrisons in Byzantine controlled fortresses and towns.

Note: In game terms, Armenia is a Theme starting under Barbarian control. During this period, Armenia was under the control of the Muslim Caliphate but maintained a strong Christian presence.

12.4 Islands
Sicily, Crete, Rhodes and Cyprus are not part of regional Themes. They do not have Byzantine garrisons.

12.5 Tagmata, Federate & Strategos Units
These are central field forces and thus have no corresponding Theme. You always pay maintenance for them.

13.0 THE TREASURY & BEZANTS
The Bezant Index indicates how many Bezants you have in the treasury. Use the 10s marker to indicate the tens digit, and the 1s marker to indicate the ones

Example: Placing the 10s marker on the 2-space and the ones on the 3-space indicates 23 Bezants.

13.1 Gaining Bezants
You gain Bezants via Taxation (15.0) or winning major battles (21.7).

13.2 Expenditures
You can voluntarily expend Bezants to build and maintain units, to purchase stratagems and take other game actions as indicated.
## Stratagem Explanations Chart

<table>
<thead>
<tr>
<th>Type</th>
<th>Explanation</th>
</tr>
</thead>
</table>
| Statecraft               | (1) Play in Treachery Phase (17.0).  
                        | (2) Play during the Constantinople Phase to make a Statecraft capability Improvement Check.    |
| Religion                  | (1) Play in Treachery Phase (17.0).  
                        | (2) Play in Constantinople Phase (Religious capability Improvement Check).                     |
| Military                  | (1) Play during combat involving Byzantine units against Barbarians to gain one favorable column shift.  
                        | (2) Play in Constantinople Phase (Military/Walls capability Improvement Check).                 |
| Popularity                | (1) Play in Taxation phase to increase (double) taxes without having to make a Rebellion check for one hex – this can not be played for Constantinople.  
                        | (2) Play in Constantinople Phase (Popularity capability Improvement Check).                    |

## Special Markers

- **Greek Fire**
  - (1) Play during combat involving Byzantine Fleets against Barbarians Fleets to gain two favorable column shifts.
  - (2) Play in Constantinople Phase to automatically raise the Wall value by one—no check or Basileos in the hex is needed.

## Event

- **Event**
  - After picking all Stratagems, you must roll on the Event Table, apply the result.

## Option

- **Option**
  - See the optional rules; otherwise, do not use.

## Terrain Effects Chart

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Effect</th>
<th>Effect on Combat</th>
<th>Blocks Naval</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Constantinople</td>
<td>1</td>
<td>Defensive shift = Walls capability</td>
<td>Yes</td>
<td>If any Barbarian enters, Byzantines lose.</td>
</tr>
<tr>
<td>Fortress</td>
<td>1</td>
<td>-2 defensive shift</td>
<td>Yes</td>
<td>Occupying force not affected by Fall Back. See reinforcement deployment rules.</td>
</tr>
<tr>
<td>Barbarian Home Base</td>
<td>1</td>
<td>-2 defensive shift</td>
<td>Yes</td>
<td>Occupying force not affected by Fall Back. Byzantines can attack only if there are not units of the same Contingent on an invasion route</td>
</tr>
<tr>
<td>Khazar Home Base</td>
<td>1</td>
<td>N/a</td>
<td>N/a</td>
<td>Byzantines cannot enter or attack</td>
</tr>
<tr>
<td>Jerusalem</td>
<td>1</td>
<td>-2 defensive shift</td>
<td>N/a</td>
<td>Byzantines can attack only if they control Damascus.</td>
</tr>
<tr>
<td>Naval Base</td>
<td>1</td>
<td>OTIH</td>
<td>Yes</td>
<td>See naval rules.</td>
</tr>
<tr>
<td>Town</td>
<td>1</td>
<td>-1 defensive shift</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Open</td>
<td>1</td>
<td>None</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Route</td>
<td>OTIH</td>
<td>OTIH</td>
<td>OTIH</td>
<td></td>
</tr>
<tr>
<td>Rough</td>
<td>HALT</td>
<td>-1 defensive shift</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Coastal</td>
<td>OTIH</td>
<td>OTIH</td>
<td>OTIH</td>
<td>Shift is cumulative with terrain on the other side of the Strait</td>
</tr>
<tr>
<td>All Sea</td>
<td>1</td>
<td>None</td>
<td>Yes</td>
<td>Land units cannot cross. Fleets and units transported by fleet can cross.</td>
</tr>
<tr>
<td>Strait hexside</td>
<td>0</td>
<td>-1 defensive shift</td>
<td>N/a</td>
<td>Shift is cumulative with terrain on the other side of the Strait</td>
</tr>
</tbody>
</table>
### Constantinople: Player Aid Card

**Random Events Table**

<table>
<thead>
<tr>
<th>1st die:</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Activate Egyptian Emirate</td>
<td>Activate Bulgar Kingdom</td>
<td>Jihad!</td>
<td>Piracy</td>
<td>Black Sea</td>
<td>Federates</td>
</tr>
<tr>
<td>2</td>
<td>Activate Egyptian Emirate</td>
<td>Activate Bulgar Kingdom</td>
<td>Armenia Rises</td>
<td>Piracy</td>
<td>Black Sea</td>
<td>Federates</td>
</tr>
<tr>
<td>3</td>
<td>Activate Syrian Emirate</td>
<td>Activate Sklavs</td>
<td>Barbarian Treachery</td>
<td>Piracy</td>
<td>Mediterranean</td>
<td>Raiders</td>
</tr>
<tr>
<td>4</td>
<td>Activate Syrian Emirate</td>
<td>Activate Sklavs</td>
<td>Barbarian Infighting</td>
<td>Piracy</td>
<td>Mediterranean</td>
<td>Raiders</td>
</tr>
<tr>
<td>5</td>
<td>Activate Mosul Emirate</td>
<td>Activate Lombard Kingdom</td>
<td>Rally</td>
<td>Storms</td>
<td>Storms</td>
<td>Religous Controversies</td>
</tr>
<tr>
<td>6</td>
<td>Activate Khazar Khanate</td>
<td>Activate Lombard Kingdom</td>
<td>Trade Increases</td>
<td>Plague</td>
<td>Corruption</td>
<td>Conflict with Papacy</td>
</tr>
</tbody>
</table>

### Byzantine Recruiting & Maintenance Table

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Recruit Cost</th>
<th>Deployment</th>
<th>Maintenance Cost</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basileos</td>
<td>See 28.1</td>
<td>Constantinople</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Strategos</td>
<td>15</td>
<td>Constantinople; or any Byzantine controlled fortress (cannot use fort in this case).</td>
<td>5</td>
<td>Pick at random</td>
</tr>
<tr>
<td>Tagmata Army</td>
<td>10</td>
<td>Constantinople; or any Byzantine controlled fortress with a Leader</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Theme Army</td>
<td>6</td>
<td>Byzantine controlled Fortress or Town in Theme of same name</td>
<td>See Special</td>
<td>2 in own Theme, 4 elsewhere</td>
</tr>
<tr>
<td>Garrison</td>
<td>3</td>
<td>Byzantine controlled Fortress or Town of same name</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Fleet</td>
<td>20</td>
<td>Byzantine controlled Naval Base</td>
<td>5</td>
<td>Kibyrrhaion fleets pay zero maintenance when on Kibyrrhaion coastal hex</td>
</tr>
<tr>
<td>Federate</td>
<td>See Special</td>
<td>Byzantine controlled Fortress</td>
<td>2</td>
<td>Pay Bezants equal to combat factor</td>
</tr>
<tr>
<td>Fort</td>
<td>15</td>
<td>Byzantine Controlled Town</td>
<td>1</td>
<td>Acts as fortress</td>
</tr>
<tr>
<td>Monastery</td>
<td>5</td>
<td>Byzantine Controlled Fortress (not Constantinople)</td>
<td>0</td>
<td>Increase Tax value of a Byzantine controlled fortress or town by 2.</td>
</tr>
<tr>
<td>Stratagems</td>
<td>1 for the first, 2 for the second, etc.</td>
<td>0</td>
<td>Pick at random</td>
<td></td>
</tr>
<tr>
<td>Rebuild reduced unit</td>
<td>See Special</td>
<td>Byzantine controlled Fortress</td>
<td>N/A</td>
<td>Expends 5 Bezants; unit must be in a functional Fortress</td>
</tr>
</tbody>
</table>

**Note:** Units & markers cannot be placed/rebuilt in hexes under Siege (24.0). Units can be maintained in hexes under Siege.
## Event Explanations

<table>
<thead>
<tr>
<th>Event</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Activate Egyptian Emirate:</strong></td>
<td>If the Egyptian Emirate is not currently Activated, Activate it.</td>
</tr>
<tr>
<td><strong>Activate Mosul Emirate:</strong></td>
<td>If the Mosul Emirate is not currently Activated, Activate it.</td>
</tr>
<tr>
<td><strong>Activate Syrian Emirate:</strong></td>
<td>If the Syrian Emirate is not currently Activated, Activate it.</td>
</tr>
<tr>
<td><strong>Activate Khazar Khanate:</strong></td>
<td>If the Khazar Khanate is not currently Activated, Activate it.</td>
</tr>
<tr>
<td><strong>Activate Bulgar Kingdom:</strong></td>
<td>If the Bulgar Kingdom is not currently Activated, Activate it.</td>
</tr>
<tr>
<td><strong>Activate Sklavs:</strong></td>
<td>If the Sklavs are not currently activated, Activate them.</td>
</tr>
<tr>
<td><strong>Activate Lombard Kingdom:</strong></td>
<td>If the Lombard Kingdom is not currently activated, Activate it.</td>
</tr>
<tr>
<td><strong>Armenia Rises:</strong></td>
<td>Make a Religion check.</td>
</tr>
<tr>
<td></td>
<td><strong>Success:</strong> (1) Pick two Stratagem; then (2) place the Armenian Theme army in any hex in the Armenian Kingdom not occupied by Barbarian units (if already in play, then no further effect); (3) Activate Mosul if not already Activated</td>
</tr>
<tr>
<td></td>
<td><strong>Fail:</strong> No effect.</td>
</tr>
<tr>
<td><strong>Barbarian Infighting:</strong></td>
<td>Roll one die for each activated Barbarian.</td>
</tr>
<tr>
<td></td>
<td><strong>Result of 1:</strong> Pick up all mobile units of that contingent and place them in the Reinforcement Box. <strong>2:</strong> All units of that contingent fall back. <strong>3-6:</strong> No effect.</td>
</tr>
<tr>
<td><strong>Barbarian Treachery:</strong></td>
<td>If there are currently any Barbarian units adjacent to a Byzantine occupied fortresses or towns:</td>
</tr>
<tr>
<td></td>
<td>One of those forces immediately initiates an attack against it, in this priority: Start with the Egyptian Home Base and work counterclockwise. Follow standard combat procedure (21.0). The defense receives no shifts for the fortress or town hex. If a pursuit occurs, the maximum advance is into the target hex and there is no further combat.</td>
</tr>
<tr>
<td><strong>Conflict with Papacy:</strong></td>
<td>If you control Rome, raise your Religious value by 1 and pick 1 Stratagem.</td>
</tr>
<tr>
<td></td>
<td>If you do not control Rome, lower your Religious value by 1 and lose 1 Stratagem.</td>
</tr>
<tr>
<td><strong>Constantinople Situation:</strong></td>
<td>Make a Popularity check.</td>
</tr>
<tr>
<td></td>
<td><strong>Success:</strong> Select two Basileos capabilities and raise them by one each.</td>
</tr>
<tr>
<td></td>
<td><strong>Fail:</strong> Reduce the Constantinople garrison unit 1 step (if on the map), then reduce Popularity and Walls by 1 each.</td>
</tr>
<tr>
<td><strong>Corruption:</strong></td>
<td>Make a Statecraft check.</td>
</tr>
<tr>
<td></td>
<td><strong>Success:</strong> Pick 1 Stratagem.</td>
</tr>
<tr>
<td></td>
<td><strong>Fail:</strong> Reduce Statecraft by 1, then roll one die and lose that number of Bezants.</td>
</tr>
<tr>
<td><strong>Federates:</strong></td>
<td>Make a Military check.</td>
</tr>
<tr>
<td></td>
<td><strong>Success:</strong> Recruit one Federate unit (at no cost) and place on any hex in a Byzantine Theme or Armenia. The hex cannot contain enemy units but does not have to be a fortress.</td>
</tr>
<tr>
<td></td>
<td><strong>Fail:</strong> Select one Byzantine Federate unit on the map and eliminate it.</td>
</tr>
<tr>
<td><strong>Jihad!</strong></td>
<td>Apply the Activate Egyptian Emirate, Mosul Emirate and Syrian Emirate.</td>
</tr>
<tr>
<td><strong>Piracy Black Sea:</strong></td>
<td>If you do not currently control both Cherson (city) and Trebizond (fortress): Roll two dice, total them, and lose that number of Bezants.</td>
</tr>
<tr>
<td></td>
<td>If you do not currently control both Syracuse (in Sicily) and Chandax (in Crete):</td>
</tr>
<tr>
<td><strong>Piracy Mediterranean:</strong></td>
<td>(1) Roll one die and lose that number of Bezants.</td>
</tr>
<tr>
<td></td>
<td>(2) Reduce your Popularity and Walls values by one each.</td>
</tr>
<tr>
<td></td>
<td>(3) Then roll one die for each fortress and city occupied by units of either side.</td>
</tr>
<tr>
<td></td>
<td><strong>Result of 1–2:</strong> Reduce one unit in the hex. <strong>Result of 3–6:</strong> No effect. For Byzantine forces select the units. For Barbarian forces pick the units at random. There can be only one Plague per game...treat this as no effect if rolled again.</td>
</tr>
<tr>
<td><strong>Plague:</strong></td>
<td>For each Byzantine occupied fortress and town not on an invasion route, roll against your military value.</td>
</tr>
<tr>
<td></td>
<td><strong>Success:</strong> Gain 1 Bezant.</td>
</tr>
<tr>
<td></td>
<td><strong>Fail:</strong> Eliminate any Byzantine garrison unit in the hex; then lose 2 Bezants. This never affects Constantinople.</td>
</tr>
<tr>
<td><strong>Raiders:</strong></td>
<td>Receive one Strategos unit at no cost and deploy him in any hex containing Byzantine units. Then roll one die and receive that number of Bezants.</td>
</tr>
<tr>
<td><strong>Rebellion:</strong></td>
<td>Roll against your Popularity value.</td>
</tr>
<tr>
<td></td>
<td><strong>Success:</strong> No effect.</td>
</tr>
<tr>
<td></td>
<td><strong>Fail:</strong> Lower your Popularity by two, then lose one Bezant for each fortress and town hex occupied by Byzantine units.</td>
</tr>
<tr>
<td><strong>Religious Controversies:</strong></td>
<td>Roll against your Religious value.</td>
</tr>
<tr>
<td></td>
<td><strong>Success:</strong> Raise your Religious value by one and pick one Stratagem.</td>
</tr>
<tr>
<td></td>
<td><strong>Fail:</strong> Lower your Religious value by one and lose two Stratagems.</td>
</tr>
<tr>
<td><strong>Storms:</strong></td>
<td>For each Byzantine and Barbarian Fleet unit (including fleet leader units) on the map, roll one die.</td>
</tr>
<tr>
<td></td>
<td><strong>If in a fortress or town hex</strong> eliminate it on a result of 1; <strong>if in any other hex</strong> eliminate on a result of 1–3. <strong>Other die rolls:</strong> No effect.</td>
</tr>
<tr>
<td><strong>Trade Increases:</strong></td>
<td>For each functional Naval Base you control, receive two Bezants.</td>
</tr>
</tbody>
</table>
**COMBAT RESULTS TABLE**

<table>
<thead>
<tr>
<th>Die roll</th>
<th>1/2</th>
<th>1/1</th>
<th>1.5/1</th>
<th>2/1</th>
<th>3/1</th>
<th>4/1</th>
<th>5/1 (+)</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>AV AV</td>
<td>AR</td>
<td>AR</td>
<td>BB</td>
<td>BB</td>
<td>BB</td>
<td>BB</td>
<td>BB</td>
<td>1</td>
</tr>
<tr>
<td>AR AR</td>
<td>BB</td>
<td>BB</td>
<td>BB</td>
<td>BB</td>
<td>BB</td>
<td>DD</td>
<td>DR</td>
<td>2</td>
</tr>
<tr>
<td>AR ST</td>
<td>BB</td>
<td>BB</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>3</td>
</tr>
<tr>
<td>ST BB</td>
<td>BB</td>
<td>BB</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DV</td>
<td>4</td>
</tr>
<tr>
<td>BB BB</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DV</td>
<td>DV</td>
<td>DV</td>
<td>5</td>
</tr>
<tr>
<td>BB BB</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DV</td>
<td>DV</td>
<td>DV</td>
<td>6</td>
</tr>
</tbody>
</table>

**COMBAT RESULT EXPLANATIONS**

| AR: Attacker | 1) Eliminate 50% of the attacking steps (round up).<br>2) All surviving attacking units Fall Back.<br>3) The defending force can conduct a one hex advance. |
| AV: Attacker | 1) Eliminate all attacking units (regardless of step strength).<br>2) This counts as a Major Victory (for the defender); See (21.7). |
| AV: Vanquished | 1) Eliminate 50% of the defending steps (round up).<br>2) Eliminate 50% of the attacking steps (round up).<br>3) If the defender is wiped out, then the attacking force can conduct a one hex Advance.<br>4) If the defender is in Constantinople and survives, reduce the Walls value by one. |
| BB: Bloodbath | 1) Eliminate 50% of the defending steps (round up).<br>2) Eliminate 50% of the attacking steps (round up).<br>3) If the defender is wiped out, then the attacking force can conduct a one hex Advance.<br>4) If the defender is in Constantinople and survives, reduce the Walls value by one. |
| DR: Defender | 1) Eliminate 50% of the defending steps (round up).<br>2) All surviving defending units Fall Back.<br>3) The attacking force can conduct a one hex Advance.<br>4) If the defender is in Constantinople and survives, reduce the Walls value by one. |
| DV: Defender | 1) Eliminate all defending units (regardless of step strength).<br>2) The attacking force can conduct a Pursuit. |
| ST: Stalemate | 1) This counts as a Major Victory (for the attacker); See (21.6).<br>2) Nothing happens. |

**BARBARIAN INITIAL ACTIVATION TABLE**

<table>
<thead>
<tr>
<th>Die roll</th>
<th>First die roll</th>
<th>Second die roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Egypt, Syria</td>
<td>Khazar Khanate</td>
</tr>
<tr>
<td>2–3</td>
<td>Egypt, Syria</td>
<td>Bulgar Kingdom</td>
</tr>
<tr>
<td>4</td>
<td>Egypt, Mosul</td>
<td>Sklav</td>
</tr>
<tr>
<td>5</td>
<td>Syria, Mosul</td>
<td>Sklav</td>
</tr>
<tr>
<td>6</td>
<td>Syria, Mosul</td>
<td>Lombard Kingdom</td>
</tr>
</tbody>
</table>

**BARBARIAN CHART**

<table>
<thead>
<tr>
<th>Contingent</th>
<th>Home Base</th>
<th>Objective</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egyptian Emirate</td>
<td>Alexandria</td>
<td>Constantinople</td>
</tr>
<tr>
<td>Syrian Emirate</td>
<td>Damascus</td>
<td>Constantinople</td>
</tr>
<tr>
<td>Mosul Emirate</td>
<td>Mosul</td>
<td>Constantinople</td>
</tr>
<tr>
<td>Khazar Khanate</td>
<td>Steppes (Off-map)</td>
<td>Cherson</td>
</tr>
<tr>
<td>Bulgars</td>
<td>Nicopolis</td>
<td>Constantinople</td>
</tr>
<tr>
<td>Sklav</td>
<td>Sirmium</td>
<td>Constantinople</td>
</tr>
<tr>
<td>Lombard Kingdom</td>
<td>Pavia</td>
<td>Rome</td>
</tr>
</tbody>
</table>

**MOVEMENT CHART**

<table>
<thead>
<tr>
<th>Land Force</th>
<th>Naval Force</th>
</tr>
</thead>
<tbody>
<tr>
<td>One Die</td>
<td>Two Dice</td>
</tr>
<tr>
<td>+1 if the force starts in a functional Fortress</td>
<td>+2 if the force starts in a functional Naval Base</td>
</tr>
<tr>
<td>+Military value of Basileos or one Leader (*) in the force</td>
<td></td>
</tr>
</tbody>
</table>

Note: (*) a Barbarian Leader must have been previously revealed.

**SIEGE EFFECTS SUMMARY CHART**

<table>
<thead>
<tr>
<th>Phase</th>
<th>Effects on Besieged Fortress or Town Hex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Taxation</td>
<td>Treasury Value reduced to zero.</td>
</tr>
</tbody>
</table>
| Byzantine Maintenance & Recruiting | Cannot recruit or rebuild units or markers. (You can maintain units there.)
| Combat | a) Byzantine units are eliminated.<br>b) A barbarian force loses one-half of its units (round down) however if there is only one unit that unit returns to its home base. Units to be eliminated are picked randomly. |
| End of Game Victory Check | Counts as 50% of its VP. |

Note: Barbarian mobile units eliminated by an AV or DV result are permanently eliminated. All other units are replaceable.
13.3 Losses
You may lose Bezants due to events and losing major battles.

13.4 Limits
You can never have more than 99 Bezants.
If the index would go to less than zero, nothing further happens, it remains at zero. You cannot voluntarily expend Bezants to go less than zero.

14.0 CONSTANTINOPLE & BASILEOS CAPABILITIES
The Capabilities Indices represent your Basileos’ abilities.

14.1 Capabilities Step
If your Basileos is in the Constantinople hex during the Constantinople Phase you may initiate attempts to improve capabilities. You may initiate any number of attempts in a turn if you have Stratagems remaining. For each attempt, expend one (and only one) stratagem marker with a related symbol: (see Stratagem Chart).
Great Palace: Statecraft (banner)
Santa Sofia: Religion (cross)
Hippodrome: Popularity (crowd)
Forum of Arcadius: Military (sword)
Walls: Defense Capability (sword)

14.2 Procedure
Roll one die.
Success: If the result is greater than the current value, increase the value by one.
Fail: If the result is less than or equal to the current value then the attempt fails. Nothing happens.

Note: The higher the value, the more difficult it is to raise it. This also brings in a decision for the player; do you use your stratagems for their immediate use to modify the situation on the map, or to attempt to raise your capabilities?

14.3 Basileos Operation
The Basileos operates normally in all later phases that same turn.

14.4 Stratagems
If a stratagem marker has more than one symbol, you can use it for only one of them at any one time.

14.5 Maximum & Minimums
Certain game functions will cause a capability to go higher or lower. A capability can never go higher than five. It can never go lower than one.

14.6 Roll against a Value
Certain events (such as Raiders) call for you to roll against a certain capability. Roll one die. If the result is less than or equal to the capability per the index, you succeed; if greater, then you fail. The Events Table explains the outcomes.

15.0 TAXATION
You use Taxation to raise Bezants. Taxation takes place in the Taxation Phase.

15.1 Procedure
Total up the number of Beant Points for each functional fortress and town you control. Add the points to the Beant index. The Beant points are shown on the map for each fortress and town as the Treasury Value.

15.2 Increasing Taxes
You can declare an increase in taxes. This is done on a hex by hex basis. You do not have to declare ahead of time, but you must do this before collecting normal taxes. An increased tax is in place of normal tax collection for that hex.
• Expend one popularity marker. You then double the taxes collected for that hex that game turn. This can be done for any Byzantine occupied fortress or city except Constantinople.

16.0 BYZANTINE RECRUITING
During the Recruiting Phase, you expend Bezants to conduct the below actions. The actions must be conducted in the order given. See the Byzantine Recruit and Maintenance Table for Bezants cost and placement of units/counters.

16.1 Maintain Units
You pay maintenance to keep units from suffering attrition. Maintenance costs are on the Recruiting & Maintenance Charts.
• Units can be located anywhere (including under siege) and you can still maintain them. They do not have to be in fortresses.
• Reduced units cost just as much as full-strength units to maintain.
• If you do not pay the maintenance cost, each non-maintained unit must make a check against the current military value (14.6). The effect of success or failure is as follows:
  Success: No effect; the unit remains in play.
  Failure: Desertions: the unit is reduced one step.

Note: This is done on a one for one basis for each unit.

16.2 Recruiting
Select the unit to be recruited, pay the Bezants, and place it on the map. (See the Recruiting Chart) All units are recruited at their full-strength side.

Garrisons: Byzantine garrison units must be placed in the towns or fortresses with their name. The hex must be Byzantine occupied.

Replacements: All units which are eliminated are returned to the Recruit Pool and can be built again per these rules.

16.3 Rebuilding Reduced Units
A two-step unit which is reduced is restored to full strength by paying the rebuild cost. The unit must be in a fortress.

16.4 Siege Restrictions
See 24.0 for restrictions on recruiting in besieged locations.

16.5 Purchase Stratagems Step
Pay the designated cost and pick that number of stratagem markers from the bin. The maximum number of stratagems you can pick in a single turn is equal to your current statecraft value. You can possess any number.
17.0 Byzantine Treachery

During this phase, you can initiate treachery attacks per below. You can conduct a maximum of one Statecraft (17.2) and one Religion (17.3) attack each turn, provided you have sufficient statecraft or religion stratagem markers to expend.

17.1 Procedure

Expend one statecraft or religion type marker, then designate the type of action you want to take (17.2 & 17.3). You can expend only one marker at a time, resolving the attempt before going to the next one.

17.2 Statecraft Treachery Attacks

If conducting a statecraft treachery attack, choose one of the below attacks:

Espionage: Select one Barbarian contingent and make a value check against the statecraft value (14.6). The effect of success or failure is:

Success: Reveal all units of that contingent.
Failure: No effect.

Subversion: Select a single force of an active Barbarian contingent that is adjacent to one Basileos or Strategos. The Barbarian force cannot be in a Barbarian home base. Make a Statecraft check (14.6). The effect of success or failure is:

Success: Eliminate any Barbarian garrison unit in the hex. All mobile Barbarian units in that hex fall back per 22.0 regardless if the hex is a fortress or not. If the hex contains a Byzantine fortress, place the named Byzantine fortress garrison at no cost.
Failure: Reduce statecraft by one.

17.3 Religion Treachery Attack

You may initiate a religion treachery attack against an active or inactive Barbarian contingent. If initiated against an inactive contingent, the contingent automatically activates.

Rally the Orthodox in a Barbarian occupied Theme or Armenia:

Designate one Basileos or a Strategos located in a Byzantine Theme or the Kingdom of Armenia. For each fortress and city in that theme which contains any Barbarian units make a religious check (14.6). The effect of success or failure is:

Success: All Barbarian units in that hex fall back per 22.0. Eliminate any Barbarian garrison unit in the hex. This is regardless if the hex is a fortress or not. Then place the named Byzantine garrison for that hex in it (at no cost).
Failure: Reduce Religion by one.

Note: A subversion attack can be made against any one hex, while a religion attack affects every fortress and city in the named Theme or Armenia but no other hexes.

18.0 Land Movement

Movement includes ground march and sea movement. Both types follow the same general procedures. This rule applies to both sides. Terrain in a hex can affect movement. See 18.3 for the effect of terrain. The Terrain Effects Chart (TEC) summarizes all terrain movement effects, terrain effects on combat and special information regarding those hexes.

18.1 Determining Movement Allowance

Prior to moving each individual force, roll one die and add the below modifiers to the result. The modified die roll is that force’s movement allowance (MA). A leader is not required to move a force, but if a leader is used, additional MA will be provided.

Byzantine Leader: Add the value of one leader (Basileos or Strategos) in the force. The leader whose value is used must begin and remain with the force for the entire Movement Phase.

- If using Basileos, use the military (Forum of Arcadius) value.
- If using the strategos, use the leader’s command value.

Barbarian Leader: Add the command value of one revealed leader in the force to the die roll. You may not use leaders that are not revealed. The leader whose value is used must begin and remain with the force for the entire Movement Phase.

Functional Fortress: If a ground force begins a march in a fortress: add one to its movement.

Note: The fortress bonus applies regardless if this was originally a friendly or enemy fortress. The bonus represents the logistical and command enhancements of operating from bases.

18.2 Movement Paths

Move units from hex to adjacent hex. The force can move the number of hexes up to its movement allowance (18.1). It must cease movement in certain hexes.

Byzantine Forces: May move in any direction (19.0).

Byzantine Forces: Must move using the rules outlined in 11.4 through 11.7.

18.3 Special Terrain

See the TEC for a summary of the below effects.

Rough: A force must cease movement when it enters a rough hex. It can continue movement in an ensuing Movement Phase.

Example: A force has a MA of 3. It starts two hexes away from rough hex. It expends one point for the open hex and a second point for the rough hex, however, the force must stop in the rough hex, even though it has one point remaining.

Lake Hexside: A Byzantine force can cross an all lake hexside (hex 1308). The force must start the Movement Phase in a hex adjacent to the lake hexside and must stop moving in the first hex entered after crossing the lake hexside.

All Sea Hexside: Only fleet units (and units transported by them) can cross an all sea hexside.

Note: Land units can move along connected coastal hexes.

Straits (Byzantine Forces): A Byzantine force can move across a strait at no extra movement cost. They do pay the cost for the hex entered.

Straits (Barbarian Forces): A Barbarian force can attack across the straits from Asia into Constantinople if it wins the battle it then takes Constantinople and the game ends in a Barbarian victory.

Old Hands Note: The Barbarian movement routes are not roads; they do not enhance movement. The Byzantine road network is built into the open terrain hexes.

19.0 Byzantine Movement

During your movement phase, you may move none, some or all Byzantine forces up to their movement allowance (18.1).

Note: Unlike Barbarians, Byzantines do not have to stick to routes. You can move cross country, entering any legal hex desired.
19.1 **Forming March Forces**

Prior to determining a force’s MA (18.1) determine the units in each hex that will move as a single force. Byzantine units in a hex may be divided into separate forces. Each force determines its MA separately.

**Example:** A hex contains three units. You could move them as one combined force, as three separate units, or as one force of two units and another of one.

19.2 **Dropping Off & Picking Up Units**

A Byzantine force that moves can pick up Byzantine mobile units it meets along the way.

- The picked-up units move with the force and may move up to the MA of the original moving force (no further).
- Units joining a force in this manner do not determine their MA separately.
- Units may be dropped off at any time, but their movement ceases in the hex they were dropped off.
- Within the above, a unit can move only once per Movement Phase.
- Once a unit moves as part of one force, it cannot move with another force.

19.3 **Ceasing Movement & Engagement**

A Byzantine force cannot enter a hex containing an enemy force.

20.0 **BYZANTINE COMBAT**

Byzantine forces attack during their Combat Phase. Attacking with Byzantine forces is not mandatory. Barbarians initiate combat in their own Campaign Phase (11.10).

20.1 **Prerequisites**

A Byzantine force must be adjacent to a Barbarian force. Each force (or stack) can attack only one enemy force (one hex of enemy units). You can attack with some, none or all Byzantine units in a hex (designate which ones). You can attack in any order you want. You do not have to declare which forces are attacking until the moment of combat.

21.0 **COMBAT PROCEDURE**

The following rules apply to both Byzantine and Barbarian forces, unless stated otherwise.

21.1 **Attacking & Defending**

The side conducting the combat is the attacker. The other side is the defender.

**Attacking:** All Barbarian units in a hex must attack together (except static units). You may attack with some, none or all Byzantine units in a hex.

**Defense Only Units:** Static units cannot attack.

**No Combined Attacks:** Units in different hexes cannot combine to attack.

**Multiple Attacks:** Generally, each unit can attack only once per Combat Phase.

**Exception:** Pursuit result (23.3).

**Defending:** All units in the hex being attacked defend as a single combined defense factor.

**Multiple Defense:** A defending force may be attacked more than once per phase. This may be due to units in different hexes attacking it, or due to a pursuit result.

21.2 **The Combat Results Table**

Combat is resolved on the Combat Results Table (CRT).

21.3 **Combat Procedure**

For each individual combat, follow the below sequence:

1. **Combat Strength Determination** (if the attacker has equal or more strength to the defender). Total the combat strength of all involved attacking units. Total the defense strength of all involved defending units. Divide the attacker strength by the defender’s strength to get a ratio. Drop any fractions. This gives the combat odds.

2. **Combat Strength Determination** (if the defender has more strength to the attacker). If the attacker has between 55 and 99% of the strength of the defender, odds are 1:2. If the attacker has less than 50% of the defender’s strength, the odds are <1:2.

3. **Combat Shift Determination.** Determine CRT column shifts for terrain, leaders, and stratagem markers.

4. **Final Odds Determination.** After applying all shifts, consult the CRT under the appropriate odds column heading.

5. **Combat Resolution.** Roll one die and cross index the result beneath the final column heading. Implement the combat result immediately. Execute any retreats, advances, and pursuits.

**Note:** The 5.1(+) column is used if the attacker has 500% or more strength than the defender. The 1.5:1 column is used when the attacker has less than 200% but more than 150% of the defender’s strength.

21.4 **CRT Column Shifts**

Certain game functions will shift the combat odds. They include: terrain; leaders (28.0); and stratagems (Taktikos) with a military symbol (27.0). A CRT column shift to the right means the column is increased by the number of columns indicated (in favor of the attacker). A shift to the left means the column is decreased by the number of columns indicated (that is, in favor of the defender). If both the attacker and defender have shifts, use the cumulative difference. Even if the starting percentage is less than the minimum column or greater than maximum, use the minimum and maximum columns as the base line for shifts.

**Terrain:** Defending units can benefit from the terrain in the hex they occupy. If the attacking force is attacking across a straits hexside, the defender also receives the benefit for the strait plus for the terrain on the other side.

**Leaders (28.0):** The presence of an attacking leader will provide shifts to the right. The presence of a defending leader will provide shifts to the left. No more than one leader per side, can be used to provide shifts. If there is more than one, then use the single best leader. Basileios awards one shift in Byzantine favor for each point of the military value. All other leaders award one shift in their favor for each point of their command value.

**Stratagem markers (27.0):** Military stratagem markers provide an additional one column shift (attacking or defending). Declare the marker after any concealed enemy units are revealed. The marker is then expended. A maximum of one military marker can be used per combat.

**Note:** See the Greek Fire Stratagem for a special case.

**Example:** An attacking Byzantine force has 7 combat factors and contains Basileios (military value of 2); the defending Barbarian force has 15 combat factors, which would normally give a <1:2 ratio. The Byzantines expend a military stratagem. The Byzantine force has a total of three shifts to the right. The defender is in a rough hex, and thus has one shift to the left (for terrain). This gives a total result of two shifts to the right. The final percentage column is 1.5:1.

**Designer’s Note:** This effect is to allow small forces the chance to win improbable victories and large forces the chance to go down in pitiful disasters.
**21.5 Combat Results Explanations**
The results for the CRT are listed below the chart. Apply the results in the order given. Eliminated Byzantine units are placed in the Byzantine Recruits Box. Barbarian mobile units eliminated for any reason except due to an AV or DV combat result and all eliminated Barbarian static units are placed in the appropriate contingent boxes.

**Elimination:** All units of the designated side are eliminated, regardless of the number of steps.

**50% Reduction:** Count the total number of steps on the designated side. Reduce units such that the remaining total steps is 50% of the total steps. If an odd number of steps, round up the reduced steps.

**Example:** A force has seven steps. Reduce four steps so that three steps remain.

**Order of Reduction:** You may select which Byzantine units are reduced. When reducing Barbarian units, start with the units that possess the strongest combat strength and successively reduce the next weakest as required. When more than one unit has the same combat value, you may choose which to reduce.

**Fall Back and Advance/Pursuit:** Refer to 22.0 and 23.0 for specific details. Unless a result specifically calls for a retreat or pursuit, they do not occur.

**Designer’s Note:** Combat losses represent wide swings in fortune during the campaigns of this era. This included not only losses in battle but also the many facets of warfare in this era, including lack of supply, subversion and desertions. The CRT can cause large losses to an otherwise superior force. An optimal strategy is to use a small force with large numbers of combat shifts.

**21.6 Unit Steps**
A two-step full strength unit which is reduced is flipped to its reverse side (and remains on the map). A two-step reduced unit which is reduced again is eliminated (remove from the map). A one-step unit which is reduced is eliminated (remove from the map).

**21.7 Winning Major Victories**
Attacker and Defender Vanquished results are Major Victories for the side not taking losses (see CRT). If one of these results are called for, implement the following:

**Byzantine Victory:**
- You gain one Bezant per Barbarian step eliminated.
- If the Basileios participated in the battle, select and raise one Capability by one point.

**Byzantine Defeat:**
- You lose one Bezant per Byzantine unit eliminated. Count Strategos as one unit.
- If the Basileios participated in the battle, he is eliminated. See 28.0 for the effect of his loss.

**22.0 Fall Back**
Certain combat results will call for a Fall Back. When conducting a fall back result, pick up the units and place them as below. There is no movement involved.

**Barbarian Units:** Place the units in the contingent’s home base. If the home base is occupied by Byzantine forces, then eliminate all Barbarian units that were required to fall back.

**Byzantine Units:** Place the units in Constantinople.

**Static Units:** Are eliminated by a Fall Back if in a city.

**Exception:** If a force is defending in or attacking out of a fortress, ignore fall back results for that force (including static units). The force stays in place.

**23.0 Advance After Combat**
If the attacking force removes all defending units from the hex, then an advance can occur.

**23.1 Advance Procedure**

**Byzantine Force:** You may move some or all attacking units into the hex formerly occupied by the defender. In the case of a town or fortress that was cleared of Barbarian forces and if the Byzantine forces do not advance into the city, the Barbarian garrison is placed in the hex during the next Barbarian Campaign Phase.

**Barbarian:** You must move all attacking units into the hex formerly occupied by the defender. If this results in the occupation of a fortress or town hex, then place a garrison (11.11).

**Exception:** There are two cases where Barbarian forces could attack a town not on a route (hex 0907 and 1812). In these cases, Barbarian forces cannot move or advance into the hex, however if the hex is clear of Byzantine forces, place a Barbarian garrison in the town.

**23.2 Advance Restrictions**
- Advance may be made only into hexes into which pursuing units could normally move.
- If any defending units remain in a hex, then no advance can be conducted.
- Barbarians can never advance off their invasion route.
- Static units cannot advance.

**23.3 Pursuit**
Pursuit is a special form of advance which occurs if the combat result is a DV. The attacking force can move and fight again. Only the attacker can pursue, and only if allowed by the combat result.

**23.4 Pursuit Procedure**
Calculate the Pursuit movement allowance using the procedure in 18.1.

**Barbarian Force:** You must move the attacking force along its invasion route the number of hexes determined in 18.1. If the pursuing force moves adjacent to another Byzantine force, it must cease moment and then immediately attack the adjacent Byzantine force.

**Byzantine Force:** You may move the force up to its MA (18.1). The first hex must be the hex the Barbarian force formerly occupied. The second and subsequent hexes may be in any direction. If the force ends up adjacent to a Barbarian force, you may initiate an attack. If there is an enemy force adjacent to the start hex, you do not have to move to attack it.

**Note:** You can drop off units but not pick them up as part of a pursuit. Dropped off units cannot attack.

**23.5 Rolling Attacks**
If a pursuit and combat leads to another result generating a pursuit, execute the subsequent pursuit per 23.4. A force can attack and pursue as many times as a pursuer result is obtained.

**Important:** This means a force can potentially sweep across the map with pursuits (so be warned)!
23.6 Restrictions
Each pursuit move is subject to the rules of movement. You must finish all a force’s pursuit moves and combat before proceeding to the next force’s combat.

24.0 SIEGE
A siege is in effect immediately when a force enters a hex adjacent to an enemy occupied fortress or town. Place a siege marker on the besieging units.

24.1 Siege Effects
Once a siege has been determined to exist, implement the below effects. These effects remain in place until the siege has been broken.
- Reduce the hex’s treasury value to zero.
- You cannot deploy or rebuild recruited Byzantine units in the hex (16.0). You can still maintain units in the besieged fortress or town.
- If Constantinople or a Barbarian home base is besieged, units in other hexes that are required to fall back into Constantinople or home base are handled as follows:
  a) Byzantine units are eliminated.
  b) A barbarian force loses one-half of its units (round down) however if there is only one unit that unit returns to its home base. Units to be eliminated are picked randomly.
- A Byzantine occupied fortress that is besieged at the end of the game counts as 50% of its VP. Add up all such besieged fortresses before counting VP, then round up any fractions.

Note: All types of units (land and sea) can initiate sieges.

Important: Siege effects make it critical that the player follows the order of Barbarian attacks (11.10).

24.2 Siege Markers
Siege markers are mnemonics, place it on the besieging units. A siege marker remains in place if there is at least one friendly unit in the space (may be one of the originally besieging units or others that marched in).

25.0 NAVAL OPERATIONS
The following units are naval units:
- Egyptian fleet and fleet leader units
- Byzantine fleets and units being transported by fleets.

Note: All Egyptian mobile units are fleets, including the leaders. Marines and such are built into the combat strength of the fleet units.

25.1 Fleet Units
Fleets are treated like land units, except:
- They can only be deployed in naval bases, coastal and all-sea hexes.
- Byzantine fleets can transport Byzantine land units.

25.2 Fleet Movement
This is conducted in the same manner as land movement, except:
- Roll two dice (instead of one) and total the two results.
- If a naval force begins a Movement Phase in a functional naval base, add two to its MA.
- Fleet units always pay one point to enter a hex. They do not cease movement if entering a rough coastal hex.
- Fleets cannot move into or through all land hexes.

Example: A Byzantine naval force is in Constantinople with the Basileos (Military value +3). The dice roll total 4; add 3 for the Basileos and 2 for the naval base. The final movement is 9.

25.3 Coastal Hexes
All coastal hexes count as both land and sea hexes. Land units and fleet units of the same side may occupy them.

25.4 Naval Bases
Naval bases are fortress hexes used to deploy fleet reinforcements. They provide movement bonuses for naval units that start a friendly Movement Phase in them.

25.5 Enemy Occupied Hexes
Fleets must cease movement before entering an enemy occupied naval base or town. They may move through enemy units in coastal hexes that do not contain a naval base or town. Fleet units cannot remain in a coastal hex containing enemy units. If they do not have sufficient MA to continue their move, they must stop in the adjacent hex.

Note: The above restriction is imposed due to small fleet units not otherwise shown in the game.

25.6 Naval Combat
Naval combat is conducted in the same manner as land combat with the following exceptions:
- Fleet units can attack enemy land units on adjacent coastal hexes or naval units, including those transporting land units, on adjacent coastal or all sea hexes.
- Land units can attack enemy fleet and/or land units defending in adjacent connected coastal hexes.
- Land units cannot attack enemy fleets in all sea hexes.
- Fleet units can attack across all-sea hexes, land units cannot.

25.7 Transporting Units
Only Byzantine fleets can transport land units. Each fleet can transport one land unit (leaders count as a unit). Transported units may start in the same hex (any coastal hex) as the fleet or may be picked up in any coastal hex (19.2). Transported units that move with a fleet are not subject to ground unit movement restrictions, except where they apply to a fleet unit. Land units may be landed in any coastal hex.

25.8 Transported Units & Combat
Add the combat strength of the transported units to the strength of the fleet when engaged in combat. They count as total steps for determining losses.
- A leader adds his military value for movement and combat to any fleet force (same as land).
- If a fleet is eliminated in an all sea hex then any units it is transporting are also eliminated. If eliminated in a coastal hex, then place surviving land units in the coastal hex.

25.9 Fleet Defense
Fleets gain defensive terrain advantages when in fortresses and town coastal hexes. Otherwise, they receive no terrain defense. If defending in conjunction with land units in a rough hex, the bonus is received.

25.10 Egyptian Naval Leaders
These act as both leaders and fleets.
26.0 FOG OF WAR
Barbarian units with their front side up are revealed. Barbarian units with the back of the counter showing are concealed and cannot be examined by the player.

26.1 Barbarian Units
Barbarian mobile units are always picked randomly. When placed on the map they are placed face down with their concealed side up. Barbarian garrison units are selected, they are never concealed. Once a unit is revealed, it remains revealed until eliminated. Barbarian mobile units are revealed when:
• A game action states they are revealed. Treachery (17.0) is the most common method of revealing Barbarian mobile units.
• Byzantine and Barbarian units engage in combat.

Important: You can always examine Byzantine units, they are never concealed.

27.0 STRATAGEMS
Stratagem markers represent special abilities and skullduggery. Playing a Stratagem marker may supersede other game rules. See the Stratagem Explanations Chart for details.

27.1 Purchasing
You purchase stratagem markers per (16.5). Certain events will give you stratagem markers at no cost in Bezants.

27.2 Types
There are several types of stratagem markers, each with a title printed on one side of the marker. Some stratagems can be used to affect or conduct actions in more than one manner. A stratagem can only be used in one action when played. See the Stratagem Chart for explanations.

27.3 Disposition
You can keep stratagems until played or some event causes their loss. When you play or lose them, return them to the Stratagem Bin. You can play any number of stratagems, but never more than one per action. Certain events call for already picked stratagems to be lost and returned to the Stratagem Bin.

27.4 Special Stratagems
Event Stratagem: When you pick this marker, you must roll on the Events Table and apply the result. Roll for the event after all stratagems are picked that phase.

Optional Stratagems: Do not use these in the standard game. See the optional rules.

28.0 LEADERS
Basileos, Strategos and Barbarian leaders are treated as combat units, with special abilities listed throughout the rules. A leader who is eliminated can be replaced by paying normal costs (Exception: Basileos).

28.1 Basileos
Basileos capabilities are outlined in 14.0. If the Basileos counter is eliminated all capabilities are reduced to zero. To replace the Basileos, you must move a Strategos to Constantinople. During the End of Turn Phase, you may declare any Strategos located in Constantinople, the new Basileos. Place the selected Strategos in the Reinforcement Pool and place the Basileos counter in Constantinople. Reset your capabilities by following the procedure in 7.1 step 3.

29.0 SPECIAL GEOGRAPHY
29.1 Constantinople
Constantinople is part of the Thrace Theme. If at any time in the game a Barbarian unit occupies Constantinople, the game comes to an immediate end in a Barbarian sudden death victory. Constantinople is treated as a fortress, however;
• The number of defensive shifts received when defending Constantinople is equal to the Theodosian Walls Value.
• DR and BB combat results inflicted by Barbarian forces against the hex will reduce the walls value by one each time they occur. The value can never go to lower than one.

Important: A DV against Constantinople is a Barbarian Sudden Death Victory (6.1).

29.2 Duchy of Benevento
Benevento was a Lombard kingdom in south Italy. The Benevento fortress has a Lombard Garrison but no other units. Byzantine forces can attack and occupy Benevento (if the Lombards are not activated, this activates them).
• Benevento does not stage mobile Barbarian units and is not part of an invasion path.
• If the Lombards are activated, then the Benevento garrison counts as a besieging force (24.0) against Neapolis.

29.3 Jerusalem
Jerusalem can only be attacked or occupied if Byzantine forces control the Syrian Emirate home base of Damascus.

29.4 Khazar Steppes
The Khazar home base is off the map. Khazar units placed there may move onto the map along the route connecting the Khazar Steppes to the map. Byzantine units cannot enter or attack the Khazar home base. They can move adjacent to the base, but this does not cause a siege. Khazar units in the Khazar home base can attack onto the map.

30.0 EDIFICES: FORTS & MONASTERIES
Forts and monasteries are built during the Recruiting Phase. See the Byzantine Recruiting & Maintenance Table for details. Forts and monasteries cannot move, and do not have combat values.

30.1 Fort Effects
Fort markers act as fortresses for all game purposes. On the phase, a fort marker is deployed on the map, it cannot be used as a location to deploy other reinforcements. It can be on following turns. Unlike printed fortresses, a fort marker can be eliminated. Fort markers cannot be used by Barbarians.

Exception: Strategos may not be built in forts.

30.2 Monasteries
Monasteries increases tax value of a functional fortress or town hex by two Bezants.

30.3 Elimination
A fort or monastery is eliminated if a Barbarian force attacks the space and advances into it. Otherwise, they are not affected by combat.
31.0 SCENARIO II: 8TH CENTURY
Set up the same as the Standard scenario, with the following changes:
African Theme: Africa is out of play. It has been conquered by the Arabs. Neither side can place units in it nor are any points gained for it. The Africa Garrison and Thematic Army are out of play.
Overrun Territory: Do not place Byzantine garrisons in Naissus and Constantia. Those units start the game eliminated. They can be replaced.
Emirate of Egypt: Place the starting Egyptian mobile units at Constantia (Cyprus). Place a Barbarian “2” garrison in Constantia.
Bulgarian Khanate: Place the starting mobile units on the invasion route hex adjacent to (north of) Adrianople.
Sklavs: Place the starting mobile units on the invasion route hex adjacent to (southwest) of Corinth. Place a Barbarian “2” garrison in Naissus.
Byzantines: Set up other units normally. Place the Thrace Thematic Army in Adrianopilis and the Hellas Thematic Army in Thesalonika.
Constantinople: Add one Tagmata unit and Fleet C.
Stratagems: Pick two stratagems instead of one. If the event marker is picked pick a substitute and then after picking two stratagems return the event marker.

Note: The Egyptians, Bulgars and Sklavos begin the game activated only if the Activation Table calls for it.

32.0 PILLAGE
Pillage markers can be placed in fortress and town hexes to destroy their taxation value and to gain loot.

32.1 Barbarian Pillaging
Place a pillage marker in a fortress or town hex, when a Barbarian force occupies the fortress or town after inflicting a BB or DR result.

32.2 Byzantine Pillaging
Whenever a Byzantine force attacks a Barbarian occupied fortress or town and inflicts a BB or DR result, and then occupies the hex, you may at your option place a pillage marker in the hex. Upon placing the marker, you receive the number of Bezants equal to the taxation value of the hex.

32.3 Pillage Effects
A pillage marker has the following effects:
• A Pillaged marker reduces the hex’s taxation value to zero.
• A pillaged town or city counts as 50% of its VP at the end of the game if occupied (total all such hexes, then round up any fractions). A hex which is both pillaged and besieged counts as zero VP.
• Pillage does not affect stacking, combat, etc.
• A hex with a pillaged marker cannot be pillaged again.
32.4 Duration
During the End of Turn Phase roll one die for each pillage marker. Apply the following result:
1–3: Remove the marker.
4–6: The marker remains in place.

33.0 BARBARIAN RESURGENCE
If a Barbarian contingent is activated and receives another activation event and if there are Byzantine units in that contingent’s home base. The Byzantine units fall back per (22.0). Place the Barbarian garrison unit in the home base. This supersedes any other rules for fall back and deployment. If there are no Byzantine units in the home base, there is no effect.

Note: This represents off-map Barbarian forces marching in.

34.0 PERSONAL COMBAT
When a combat occurs, that has leaders on both sides, you may declare a personal combat. Select one Byzantine leader in the force to be your champion. Then pick one Barbarian leader in the force to be their champion. Personal combat occurs prior to the combat odds being determined. In the event of a tie, both leaders survive and there is no effect.

34.1 Resolution
Roll one die for each side. Add it to the leader’s value (Military value for the Basileos). The higher total wins. The lower loses.

Winner: Leader survives the ensuing combat, that side gains an additional one column shift in its favor. If the Basileos was the winner, add one to his military value.

Loser: Leader is reduced. If the Basileos was the loser, subtract one from his military value.

After applying the result of the personal combat, resolve combat normally. There can be only one personal combat per battle.

35.0 CHURCH SYNOD
Place one option stratagem in the Bin. When the option stratagem is picked, a Church Synod occurs. Roll one die to determine where it occurs:
1: Constantinople
2–3: Nicaea
4–5: Ephesus
6: Rome

Place the marker in the resultant hex. If the hex is not Byzantine controlled, return the marker to the Bin.

35.1 Basileos Involvement
During the End of Turn Phase, if you have your Basileos in the Synod hex, make a religious capability check.

Success: Raise your religion value by two; roll one die and gain that number of stratagems.

Fail: Lower your religion value by one; randomly pick 50% of your stratagems and return them to the Bin (round up any fractions). After the check, remove the synod marker from play. Otherwise, it remains on the map.

35.2 VP
If the synod marker is still on the map at the end of the game, you lose 5 VP.

35.3 Synod & Barbarians
The synod marker does not affect stacking, combat, etc. If at any time in the turn a Barbarian force occupies the hex, then remove the synod from the map, and return it to the Bin.

35.4 Option Marker
You can also use this marker to make up your own variants.

36.0 CAMPAIGN GAME
You can play more than one game of Constantinople as part of a campaign.

36.1 Next Campaign
After completing the first game, set up the next game per the procedure in (7.0) and then conduct the following:

Barbarian Starting Forces: Maintain all Barbarian garrisons. Place mobile forces which survived the prior game in their home base. Return all mobile units that were permanently eliminated to the Recruit Pool. Check for activations per (11.0).

Byzantine Occupied Home Bases: If Byzantine forces ended the last game in a Barbarian home base, they remain there. That contingent cannot activate during Initial deployment. Do not roll for additional activations if a contingent cannot activate for the above reason.

Basileos: Maintain your Basileos capabilities

Forces: Maintain all garrisons. Redeploy all existing mobile forces from the previous game to any Byzantine occupied fortresses and/or towns. Thematic armies must be placed in their Themes.

Stratagems: Return 50% of the stratagems from the prior game (round up fractions) to the Bin.

Treasury: Roll one die. On an odd roll add it to the prior game’s final total; on an even, deduct it. Do not otherwise check for starting Treasury.

Markers: remove all pillage markers. Keep all fortresses and monasteries on the map.

36.2 Fall of Empire
You cannot continue a campaign if you lost the prior game due to a Sudden Death Defeat.

37.0 MULTI-PLAYER OPTIONS
Constantinople can be played with two or more people as teams. This can be done with whatever player arrangements are agreeable. For example, one player can control Byzantine units in Asia and the other in Europe. Players can negotiate who will move first, etc. Players can trade stratagem markers.

37.1 Basileos
Only one player can be Basileos. The Basileos controls the treasury and thus assign Bezants to players for recruiting and all other game actions. If the Basileos is killed, the first player to get a strategos to Constantinople gets to be Basileos. Players can work towards a mutual victory or determine individual player victory in terms of who contributed the most to the final outcome. In the event of disputes, settle it via a personal combat.