DARK ✕ AGE II

DIPLOMACY AND CONFLICT — IN DARK AGE BRITAIN

TERRAIN KEY

- Mountains
- Hills and rough
- Wetlands
- Forest
- Cities
- Sea routes
- Ferry routes

1 INTRODUCTION

1.1 GAME START There are up to sixteen players in each game. Players are allocated to kingdoms by preference in the order of joining (when you sign up for a game you get a free choice of the kingdoms that are still available). If there are fewer than sixteen players the remainder will be operated as "dummy players" under computer control.

1.2 START POSITIONS The kingdom codes, kingdom names, start locations, codes, and nationality for the various kingdoms are given in the table below.

At the start of the game each kingdom controls the area indicated (usually a city), one area adjacent to the start area (if the start area is a city, then this must be the area in which the city is located), two areas adjacent to this area, and two further areas adjacent to any of the previous ones. Start positions may include sea areas. Each land area and city contains one army and each sea area contains one ship.

Exception: The Scots start location is `DAL` (Dalriada), and their next area (which should normally be adjacent) is `ANT` (Antrim).

TABLE OF START POSITIONS

Kingdom	Code	Nationality	Start City & Code
East Anglia	EAS	English	Norwich, NOR
Middles Angles	MDA	English	Northampton, NTH
Mercia	MER	English	Tamworth, TAM
Northumbria	NMB	English	York, YOR
Wessex	WSX	English	Winchester, WIN
Essex	ESX	English	Colchester, COL
Kent	KNT	English	Canterbury, CAN
Cumbria	CMB	British	Carlisle, CRL
West Wales	WWL	British	Exeter, EXE
Dyfed	DFD	British	Carmarthen, CRM
Gwynedd	GWD	British	Carnarvon, CRN
Strathclyde	STR	British	Dumbarton, DUM
Irish	IRI	Gaelic	Galway, GAL
Scots	SCO	Gaelic	Dalriada, DAL
Picts	PIC	Gaelic	Moray, MRY
Vikings	VIK	Viking	Hebrides, HEB
Danes	DAN	Viking	not included at start
Norse	NRS	Viking	not included at start

1.3 SETUP At the start of the game there are no trade levels, and no armies other than those belonging to the sixteen kingdoms. Each city has a fortification level of one. Each of the major Roman cities (Colchester, London, Gloucester, Chester, Lincoln, York and Carlisle) has a population of four. Each of the other start cities has a population of three, and each other city has a population of two. The population in other areas is two in lowlands and one in mountains, forest, wetlands, islands and hills.

Each kingdom starts with a few extra build points for the first turn and a few extra build points in the treasury. Standby players (players who join later, usually as replacements for players who dropped out) normally get some extra treasury BPs.

Balance: The start positions are not balanced in terms of initial population or geographical advantage (or the additional rules available to some kingdoms). If you think an opponent has a better starting position, then it's up to you and the other players to do something about it. "Dark Age" is first and foremost a game of player interaction, and you should be able to convert a geographical or military handicap to a political or diplomatic advantage.

1.4 NATIONALITIES The various kingdoms are divided between four different nationalities (English, British, Gaelic and Vikings).

The English comprise the East and Middle Angles, the Angles of Mercia and Northumbria, the East and West Saxons, and the "Jutes" of Kent. All are invaders from lower Germany. The three groups appear to have mixed together as well as they mixed amongst themselves (this isn't saying much: early Anglo-Saxon life often appears to have been short and brutal).

The five surviving British kingdoms are the remnants of Roman Britain and are largely "Brythonic" Celts in origin and Roman in culture (the Roman administration mostly retained earlier Celtic tribal groupings and mostly remained in place until the English or Danes arrived). "British" and "Welsh" largely mean the same thing, at least to the English ("Welsh" being an Anglo-Saxon word for "foreigner").

The Gaels are the northern and western "Goedelic" Celts from beyond the borders of Roman Britain (the inclusion of the Picts may be dubious, but they seem to have merged happily enough with the Scots later in history, and that's the point of the nationality rules). These Scots are, of course, from Ireland (the name originally meaning "sea raiders").

The Vikings include the original raiders of the same name (here formed into a kingdom, but actually an accumulation of war bands and raiders from all over Scandinavia) and the later arrivals of the kingdoms of Denmark and Norway (these may enter the game later when players are available to run them).

There are several rules which apply differently according to the nationality of your kingdom. The early Viking raiders were energetic slavers, so Viking kingdoms gain extra victory points and reinforcements whenever they eliminate population of other nations by raiding or conquest (see 5.11). The Gaelic kingdoms retain their ancient tribal organisation and may use the rules for barbarian invasions (see 5.15).

1.5 THE GM The "GM" (jargon for Games Master, by obscure tradition) is the person responsible for the operation of the game. In more normal terminology the GM would be called a moderator, or an umpire. The game is actually processed by computer, but is supervised by the GM. The name of your GM is given in the game report.

1.6 ADDRESSES The correct address to which you should send your instructions for the game is given in the game report. A list of addresses for the other players is given out at the start, but it's up to you to keep track of any subsequent changes of address and make sure that other players are able to contact you (if you wish). See paragraph 1.9 (player messages) for the simplest way of keeping players informed of your movements. Phone numbers are not given in the game start. If you wish to give out your phone number then use the player message system.

Note: it is your responsibility to keep the GM informed of your current address. If you move around frequently, then it is recommended that you provide a self-addressed envelope with each turn (we provide the stamp, but make sure the envelope is an adequate size). This ensures the GM sends your turn to the address you prefer.

1.7 DEADLINE The GM will set a deadline for each turn. You orders must arrive on or before this deadline (always before the deadline for faxed or emailed orders). Games are normally run during the afternoon of deadline day and go back in the post the same day.

LATE ORDERS If your orders arrive late then they are set aside. If no orders arrive from you for the next deadline then your late orders are used instead. If new orders do arrive then your late orders are discarded. Under no circumstances will two sets of orders be processed together. If you miss a turn there is no way to make it up.

MISSED ORDERS If you miss a deadline, then the computer will write a set of orders for you. This "missed orders" routine concentrates on building up your cities, growing your population and defending your borders. It won't attack anyone, but it may levy troops and move them around if it thinks it can improve your defences. If the computer decides a player has dropped out of the game then the "missed orders" routine is expanded to become much more aggressive. Dropout kingdoms are likely to make serious nuisances of themselves.

1.8 TURNSHEETS The turnsheets in Dark Age (attached to the back of your game report) expand as the game progresses (we provide them in this format so that we can print them with your game number and player code). Your orders for each turn are submitted in the form of actions, one action per line on your turnsheet.

The actions available are listed in sections five to nine of this rulebook. You have sixteen actions per turn. If you do not use all sixteen actions you may leave gaps (although it would probably be more sensible to use the extra actions for scouting).

Think BEFORE you start filling in the turnsheet. The recommended method is to write out your plans on another sheet of paper and transfer the final version to your turnsheet only when you're finished (or use a soft pencil that you can erase without making a mess).

Please try to write your orders as neatly as possible, as we will not correct errors that result from poorly written turns.

1.9 MESSAGES The turnsheet also includes a section for player messages, which are published in the game report (for everyone to see). All messages are identified by the computer according to who sent them, and our normal restrictions apply (ie. keep it clean and fair). You can also use the player messages section to insert your phone number and/or email address into the roundup section of the game report (permanently). Simply address the message to PHONE or EMAIL respectively and keep it short (28 characters for a phone number, or 34 for an email address, including spaces).

1.10 PLAYER REPORTS Each turn you receive an individual report which reports all the actions you made that turn, along with information on income, victory points, details of all the areas owned by your kingdom, plus other areas scouted, spied on, moved through, attacked, and so forth. Information on areas scouted, spied upon and so forth is correct at the end of the turn rather than at the time of your action. Also included in your report of actions (in bold text) are any actions made by other players that are relevant to your position (attacks and sieges against your territory, gifts, passages, having your spies murdered etc).

1.11 GAME REPORTS In addition to your individual player report there are several parts to the game report which are the same for all players.

ROUNDUP The Roundup shows which kingdoms own which areas, current treasuries, army and fleet reserves, kingdom status (high kings and sub kings) and the order of play for the following turn.

ACTIONS REPORT The Actions report lists the key events during the turn, in the order they happened. The actions report shows area captures and battles, levies, raids, sieges and pillaging (an "attack" is a failed attack: a successful one is reported as a "capture"). Area captures are shown in bold text. Major battles (involving double figure strengths on both sides) are underlined.

MESSAGES The messages report shows player messages and messages from the GM (rules changes and clarifications, player movements and so forth).

MAP The map in the game report shows each area by name and location, along with the current owner. Terrain, connections and other data are not shown. Don't try to use is for planning movement. If you try to guess what's connected to what, you'll make expensive mistakes. Use the proper map, or the "adjacent areas" section in the front page of your game report.

2 GENERAL RULES

2.1 THE MAP A large copy of the map is provided with this rulebook (if you notice any differences between the information in your game report and the map supplied then please alert the GM immediately). The map is divided up into individual areas, which may contain one of several different types of terrain. Some areas contain cities.

2.2 AREA & PLAYER CODES Each area on the map has a three letter code, and although the game reports often give the full names of areas you should always identify areas by these codes. Individual players/ kingdoms are also identified by three letter codes (those given in paragraph 1.2).

Note that there are many cases where areas with similar codes are located close together, especially where an area contains a city with a similar name (eg. `LES` is Leicestershire and `LEI` is Leicester). Where possible the codes are such that the code for the city is the first three letters of the full name, and the code for the area in which the city is located ends in an `S` (eg. Gloucester is `GLO`, and Gloucs is `GLS`).

There remains a lot of scope for confusion, so check your map, game reports and turnsheets carefully. The most common error in writing orders is mixing up the codes for areas and the cities inside them.

2.3 CITIES In most respects cities are treated as any other distinct areas, but cities connect only to the single area in which they are located (sometimes referred to as the hinterland). It is necessary to move through the hinterland of the city in order to reach the city. The terrain in the surrounding area does not affect the city itself.

An exception is that the five cities in Ireland are all adjacent to sea areas as well as the surrounding land areas (while the land areas are not connected to the sea). This is intended as an encouragement to the Vikings since all five were originally Viking cities.

2.4 TERRAIN The terrain types in Dark Age are mountains, forests, wetlands, uplands (also described as hills or rough), lowlands, islands and seas. The terrain type determines the maximum number of population that may survive in an area, and may affect movement (any army moving into a city, mountain, forest or wetland area becomes stuck for the remainder of the turn) and battles in that area (the defence strength may be increased and the losses of the defender in battle may be reduced according to the terrain).

Sea areas are shown on the map by their names with "sea routes" linking them to each other and adjacent land areas. Sea areas are not connected to land areas that look adjacent but which are not connected by sea routes (eg. Severn is adjacent to Sedgemoor, but not to either Exmoor or Cornwall).

Some islands are also shown with "ferry routes" indicating land connections to the mainland. These islands are treated as adjacent to these land areas in the normal way.

2.5 DEFENCE STRENGTHS The defence strength for each area in a battle depends on the terrain, the number of armies, plus the fortification and population levels. Areas that do not contain armies or ships (even areas that contain nothing at all) may still defend against attacks (but not very well!).

The defence level of an area is the total number of armies and population in the area, plus whichever is less of the number of armies and population or fortification level and trade level (ie. armies in fortifications count double: population count as armies and trade levels count as forts). See also 2.14. and 3.6. The defence level is increased by one in hills, uplands, islands or rough terrain, two in mountains, forests and wetlands, and three in cities.

2.6 POPULATION Each land area has a population level, representing the common subjects of your kingdom going about their daily business. Population do contribute to the defence in a battle, but may not normally be used to attack. Population may be moved around the map, but migrations have a high level of attrition. Expanding your population is the main objective of the game.

2.7 POPULATION LIMITS The population limit for each area depends on the terrain type in that area. The limit is enforced only at the end of the turn. You may crowd extra population into an area during the turn (so it is legal to GROW the population in an area and then MIGRATE some away to an adjacent area). The maximum population in each terrain type is as listed in the table below:

Gaelic kingdoms convert any excess population (above the population limit at the end of the turn) to armies with no penalty (see 6.9 for why this makes sense). This happens before "dispersal".

TABLE OF POPULATION LIMITS

```
None    Sea
One     Mountains, Wetlands, Forest
Two     Uplands/Hills, Islands, Rough
Three   Lowlands, Clear
Five    City
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2.8 BUILD POINTS & TREASURY There are no rules for money or resources in Dark Age. The "currency" for actions in the game is build points, usually abbreviated to BPs. The number of BPs available for the coming turn is stated in your game report (don't mix it up with your total income, which is also shown - some of your income will have already been spent on maintenance). Build points are normally spent immediately, although you may also store them in your treasury (separate from your current balance) to be retrieved later (using the CASH and STASH actions – see 9.5 and 9.4).

LEFTOVER BPS If you have any unused BPs left over at the end of the turn they're spent as follows:-

1. If any of the leftover BPs were CASHed from your treasury then they're put back
2. You LEVY one army into your household (at normal cost).
3. You LEVY one army into your reserve (at normal cost).
4. Any still left over are STASHed in your treasury if possible (ie. any multiple of three).
5. Any left over after this (the last one or two BPs) are spent on an ORDER action.

2.9 TRADE The "trade level" of a city represents industry such as commerce, trades, crafts and markets. This produces extra income, both in the city and its "hinterland" (the land area in which the city is located).

2.10 ARMIES These represent the trained and armed fighting men of your kingdom. Armies may be moved around the map, and used in attack and defence. Armies cost 3 BPs each to recruit (see LEVY action) but large armies also cost BPs each turn to maintain. Armies may also be allocated "off map" to your army reserve (see 6.2) or household (see 3.14 and 10.7).

2.11 SHIPS The may be moved around the sea areas on the map. Ships cost 3 BPs each to build (see LAUNCH action) and cost BPs each turn to maintain. Ships in your fleet reserve require no maintenance.

2.12 MAINTENANCE The cost of maintenance and supply is calculated area by area, and not according to your total armies, forts, ships and population. The maintenance cost in each area is a number of BPs equal to half (rounded down) of the total of armies, forts and ships less the number of population, or nothing if this total is less than zero. The cost for each area in shown in the "areas owned" section of your game report.

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Maintenance = Half of ( Armies + Forts + Ships - Population )
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Households and reserves are included in maintenance costs (each separately as if they're located in an area with a population of five). If you can't pay your maintenance costs then you disband reserves and household troops instead (each army disbanded repays a 1 BP cost). Troops are removed from the biggest first. Armies on the map are not affected: once in play they stay in play unless eliminated or dispersed normally.

2.13 DISPERSAL At the end of each turn if the number of armies in an area is greater than the number of population and fortification levels by more than one then one army is dispersed (it returns to your army reserve and may be called up again later). Sea areas containing more than one ships always suffer the dispersal of one ship, which returns to your fleet reserve. Army dispersals are highlighted in game reports, but ship dispersals are not. Dispersal is applied before maintenance is calculated.

Note: Armies in Dark Age times were not professional in nature, and mostly fought for obligations due or plunder expected. Large concentrations of forces would disperse quite rapidly as the men drifted home.

2.14 FORTIFICATIONS Each fortification level in an area doubles the defensive value of one defending army or population. Fortifications cost 1 BP per level to build, may not be moved once built, cost extra to maintain, but may be dismantled. Each time an area is captured after a battle the fortification level of that area is reduced by one.

2.15 INCOME The normal income (in BPs) from each area you control is equal to the population in that area. Income is actually added to your balance at the end of the previous turn, and maintenance deducted, so that the balance shown in your player report is the number of BPs available for the coming turn. Your game report shows separate totals for "income" (which is what you earned), "BPs" (which is what you've got available to spend, after maintaining your armies etc) and "treasury" (see 2.8).

<u>VIKINGS</u>: Viking kingdoms receive extra BPs in income each turn (representing the income from their homelands) equal to the turn number. The extra does not apply to a new Viking kingdom the turn it is formed.

<u>TRADE</u>: Income from trade levels is paid into your treasury (rather than current balance) each turn, and for each city is equal to whichever is less of the population and trade level (but see blockades, paragraph 2.16). The same is paid into the treasury of the owner of the hinterland of the city (even if it's owned by a different player).

2.16 BLOCKADE A city is considered to be blockaded if the surrounding area (the hinterland) is owned by a different player to the owner of the city and contains a number of armies greater than half the total population and armies inside the city. A blockaded city produces no income and may not make BUILD, FORTIFY, GROW, LEVY, MIGRATE, PILLAGE, RAZE or RESERVE actions. DISBAND actions are allowed. Blockades are automatic, and occur whenever you control an area with a city in it that you don't own (provided you have enough troops).

Note: A blockade is a reasonable alternative to conducting a siege against a well defended city. The owner of the city must either negotiate for the blockade to be lifted, or defeat the army. But if the city is rich you may want to avoid blockading it so as to earn your share of income from trade.

Note: The cities in Ireland may be blockaded in the normal way although if you do not control the adjacent sea area then the blockade is unlikely to last very long (the owner will simply ship troops in from outside).

2.17 ORDER OF PLAY The order of play in "Dark Age" is an extremely important feature of the game, which has many implications for the way the game is played. The game is adjudicated in sequence, one action at a time in strict order. One action is processed for each player in turn, in the order given on the turnsheet (ie. the first action is processed for each player, then the second action for each player, and so on).

The order in which each round of actions is processed is fixed for the turn, but players may spend build points to change the order for the following turn (see 9.1). The order of play for a given turn may be extremely important. The initial order of play (for the first turn) is random.

2.18 UNOWNED AREAS At the start of each turn, before any player actions are processed, one random action is processed for each area which is unowned (except cities under blockade). These actions are not subject to the normal rules, and may increase the fortification or population level, or levy an army. Army levies are possible (but less likely) in areas with insufficient income to pay for them. Population can appear in unpopulated areas (for this reason you may wish to abandon such areas until the population returns).

3 MOVEMENT & BATTLES

3.1 MOVEMENT The movement of armies in Dark Age is from one area to any adjacent area in a single action. There are four different actions that move armies from one area to another (`MOVE`, `ASSAULT`, `PROBE` and `OVERRUN`: see 5.2, 5.3, 5.4 and 5.5) and two that involve attacking another area without attempting to move (`RAID` and `SIEGE` see 5.10 and 5.13). There are two actions for sea movement (`SHIPS` and `CONVOY`: see paragraphs 8.3 and 8.4 for sea movement of ships and armies respectively). For population movements see migrations (paragraph 5.14). Movement is normally continuous: having moved from one area to another it is possible to move subsequently from that area into another later in the same turn (or even back into the one you started in, if you really wish).

3.2 MOVE COSTS All move or attack actions require BPs, and if you do not have sufficient BPs to spend then the action will fail. An assault action costs 2 BPs, and move, probe and overrun actions cost 1 BP. Ship movements and convoy actions cost 1 BP.

3.3 ATTACKS There is no distinction between a move and an attack: an attack is simply any attempt to move armies into an area that you don't own (the raid and siege actions are exceptions: they're treated like move actions, but the actual move is always abandoned). In these rules the actual transfers of armies between areas are often referred to as "moves", while raids, sieges and opposed moves are referred to as "attacks". If you order a siege, raid or assault against an area that you already own then the action will fail. If you order a move, probe or overrun against an area that you already own then the armies involved will be unopposed and no battle will take place. If a move fails then any attackers which survive return to the area they attacked from.

3.4 BATTLES A battle occurs whenever armies belonging to one kingdom attempt to move to an area not owned by that kingdom (exception: see passage rules, paragraph 5.12). How the battle is resolved will depend on the action used by the attacker (one of `MOVE`, `OVERRUN`, `PROBE`, `ASSAULT`, `SHIPS`, `RAID` or `SIEGE`) and whether or not there is a retreat ordered or an ambush prepared by the defender against that particular attack. All attacks result in a battle, even if the area being attacked is unowned or contains no defenders (armies or population).

3.5 RESULTS OF BATTLES A battle may involve several phases, during which each loses a number of armies according to the strength of the opposition and the terrain. Losses are normally calculated and applied simultaneously. Fractional losses are ignored. A battle ends when either the attacking armies are wiped out, the defending armies are wiped out, or the attacker gives up the attack. The attacker is considered to have won the battle if the defending armies are wiped out and the attacking armies are not.

A proportion of the armies lost in each land battle are dispersed rather than being destroyed. They're added back to the army reserves of their respective kingdoms at the end of the turn (at the same time as other dispersals).

More details of the methods used for deciding battles are given separately in section five according to the actions used by the attacker.

Note: _Only armies suffer losses during a battle (although the population and fortification levels may be reduced as a result of the battle) and it is the number of surviving armies that decides the result of a battle._

3.6 TERRAIN The losses of the defender in a battle are reduced by one in wetlands, forest and mountains. See also 2.15.

3.7 GETTING STUCK Any armies in an area may become "stuck" in that area for the duration of the turn. This happens when an army is ambushed, enters a city, mountain, forest or wetlands area, makes an `ASSAULT`, `PROBE` or `SIEGE` action, or there's a `RESERVE` action in the area.

It is important to note that it is the area that becomes "sticky" rather than the army that becomes "stuck" (another army belonging to the same kingdom moving into the same area also becomes stuck). Note that it is normally the attacker which gets stuck, not the defender, so it is not normally possible to stop the movement of an enemy by attacking him (the exception is if you trigger an ambush).

3.8 SEA MOVEMENT Armies may only move around at sea with the help of ships. Ships may not move to land areas.

3.9 DEFENCE MODE For each land area there is a defence mode, a retreat location and ambush location. The defence mode will be one of AMBUSH, RETREAT or DEFEND. These may be changed by using the actions of the same name (see paragraphs 5.6 to 5.8). At the start of the game the defence mode for all areas is RETREAT. There are no defence modes for sea areas.

3.10 DEFEND If the defence mode in an area is DEFEND then your armies in that area stand and fight if attacked. And area also defends if the defence mode is RETREAT but no retreat location is set (or it's set to be somewhere not owned by the same kingdom).

3.11 RETREATS If the defence mode is RETREAT, the retreat location is adjacent and owned by the defender, and the attacking armies outnumber the defending armies and the defence level, then the defending armies retreat before the battle takes place (there will still be a battle if there are any defenders other than armies). If the retreat location is not adjacent or not owned by the defender then the defender acts as if the defence mode is DEFEND.

When a Gaelic-owned area is attacked by a non-Gaelic kingdom and a retreat is triggered then the population converts to armies and retreats as well (see 6.9 for why this makes sense).

3.12 RETREAT LOCATIONS Retreats and retreat locations may be set by using the RETREAT action (see 5.7) but every time that an army moves from one area to another it always resets the retreat location in the area to which it moves to be the area from which it came (ie. armies always try to retreat to wherever they came from, unless you order them differently).

NOTE: At the start of the game all areas should have retreat mode set, but no retreat location. It's a good idea to get these set as soon as possible (or replaced with ambushes, if you don't want to retreat).

3.13 AMBUSHES If the defender has an ambush set against the area from which a MOVE, ASSAULT or OVERRUN action is made then any losses inflicted on the attacker are made before any losses inflicted on the defender are calculated (ie. a successful ambush gives the defending side first shot), the attacker suffers an extra loss in each round of battle and the area becomes sticky (see 3.7). Ambushes have no effect on PROBE or SIEGE actions. Ambushes do not work if the defender has no armies in the area and cannot be set in cities.

3.14 HOUSEHOLDS If your household is located in a land area (other than a city) that is attacked then your household troops appear in that area (immediately, in time for the battle and before any retreat is decided). Once your troops have deployed from your household they become normal armies the same as any others (if you want to a build a new household you must do it the same way as before).

If your household is in a city and the hinterland of that city is captured by another kingdom then your household troops appear in the city (they don't defend the hinterland if they're placed in the city). Households never deploy at sea or in response to a city being attacked.

3.15 LOAN TROOPS Kingdoms may loan troops to each other, from the reserve of one kingdom to the reserve of the other. A kingdom may loan troops to ONE other kingdom and may borrow troops from ONE other kingdom (but you are allowed to borrow from one kingdom and loan to a different one). Armies which are loaned out, or come back after a loan, cannot be used until the following turn.

See 6.11 to 6.14 for the BORROW, LOAN, RETURN and RECALL actions.

4 WINNING & LOSING

4.1 ELIMINATION A kingdom that has no territories and no fleet reserve, or no build points, no treasury and no income, is eliminated from the game.

Note: If you've been forced off the map then you can't get back on, except with a `FLEET` action (and you can't build new ships unless you're on the map). It is possible to recover from having no income and no BPs if you've got stuff on the map (using tax actions) but just taking care not to empty your treasury is enough to ensure you're not eliminated that way.

4.2 VICTORY POINTS Every three to five turns there is a census turn, at the end of which each kingdom scores victory points (VPs) equal to the total population of all the areas it controls. Census turns are not indicated in advance, and are selected at random (the first will be turn three, four or five, and each subsequent census turn will be three, four or five turns after the last). Each census turn extra VPs may be gained by claiming the position of high king if other kingdoms recognise your claim.

Each time a kingdom loses an area that area contains population, then one VP is deducted for each population (minimum of 1 VP). The same penalty is paid when population is lost due to exceeding population limits (see 2.7) and for each population and trade level eliminated when pillaging (see 9.3). A Viking kingdom also gains one victory point each time it eliminates population belonging to another kingdom (by capturing an area or making a successful raid). These apply any turn, not just census turns.

4.3 VICTORY CONDITIONS To win a game of Dark Age you must achieve one of the three victory conditions listed below. The game ends on the NEXT census turn AFTER one of the victory conditions is achieved if ANY of the victory conditions is met on THAT turn (it doesn't have to be the same victory condition, or the same player). If no win condition applies then the game continues. A warning is given in the game report when a possible win has been achieved (so you get warning that the game end is approaching, and a few turns to do something about it).

RUNAWAY WIN: You have the highest total of victory points, and your total is at least double the next highest.

KNOCKOUT WIN: You have the highest total of victory points, and your total is at least 40% of the total victory points of all the surviving players.

POINTS WIN: You have the highest total of victory points, and your total is greater than a target set at the start of the game, normally the maximum total population that will fit on the map (currently 393).

4.4 PRIZE DISCOUNTS All players who complete a normal part in the game (ie. provided you don't drop out) receive a discount for future games of Dark Age, in the form of bonus turns which may be claimed each and every time a player buys ten or more turn credits in the same game in a single payment (any discount that applies will be shown in your game report along with your credits).

A player that achieves a runaway win or knockout win receives a discount of three turns (ie. each time that player pays for ten turns, he/she is actually credited with thirteen turns). A player that achieves a points win receives a discount of two turns. A player that is knocked out while still playing, or survives to the end of the game in a points win receives a discount of one turn. Discounts may be accumulated up to a total of ten (ie. turns become half price).

Dropouts forfeit all accumulated discounts, including those in other games already in progress (resignations may or may not forfeit discounts, at the discretion of the GM).

Discounts available to be carried forward (along with any left over credits) are listed in the end game report. It is your responsibility to ensure that your discount is kept up to date, and to inform the GM of your current discount when you join a new game (it is simple for a GM to check on a discount when you claim it, but would be very time consuming check on possible discounts by routine).

4.5 GAME END The end game report includes a slip for your to return to us to say whether you want to join a new game, and what to do with any turns credits you have left over. If you don't return this reasonably promptly and still have any leftover turn credits then we'll normally put you straight into the next game to start (usually with the same kingdom again). The same applies to players that buy starts and don't send in kingdom preferences (after a while they get chucked into a game anyway).

5 MOVE & ATTACK ACTIONS

5.1 ORDER FORMATS
With all move or attack actions you may give either an actual number of armies in the "number" box (eg. `MOVE HRS BDS 3`), or "all but" a number of armies (eg. `MOVE HRS BDS AB-2`). If you enter no number at all in the "number" box then this is treated as "all but none" (ie. move all the armies, however many there are).

If there are fewer armies available than you ordered (and you ordered an actual number) then the action fails (having ordered an attack with a specific number of armies, you probably don't want to go ahead if half you armies have failed to turn up, or have been lost in another attack).

Note: The "all" and "all but" order formats are not normally available for actions other than moves and attacks (they're not available unless these rules say they are).

5.2 MOVE
The MOVE action is used to move armies from one area to an adjacent area. In an opposed MOVE action the battle consists of a single round. Each side takes losses of half the strength on the other side, and the weaker side also takes losses equal to half of the difference in strengths. The attacker gives up the attack if the defending armies are not wiped out. The cost is 1 BP.

Format ["MOVE"] [WHERE FROM] [WHERE TO] [NUMBER OF ARMIES]

5.3 ASSAULT
An assault is a carefully planned all-out attack. In an ASSAULT battle the battle continues until one side or the other is wiped out. Each side takes losses of one third of the strength on the other side, and the weaker side also takes losses of one third of the difference in strengths. An army that makes an assault may not continue moving during the rest of the turn. The cost is 2 BPs.

Format ["ASSAULT"] [WHERE FROM] [WHERE TO] [NUMBER OF ARMIES]

5.4 PROBE
A probe is a cautious attack, used to avoid the effects of ambushes or where you're uncertain of the strength of the defenders. In a PROBE battle each side takes losses of one third of the strength of the other side. The attacker gives up if the defending armies are not wiped out. An army that makes a probe action may not continue moving during the rest of the turn. Probe actions cannot be ambushed and are not allowed against cities. The cost is 1 BP.

Format ["PROBE"] [WHERE FROM] [WHERE TO] [NUMBER OF ARMIES]

5.5 OVERRUN
An overrun attack is an attempt to sweep the opposition aside with a rapid advance, assuming overwhelming odds in favour of the attacker. If successful the attacker will suffer a minimum of losses, and the defender will be routed. If unsuccessful the attacker will be thrown into confusion and forced to fight to the finish. An overrun attack may be effective in dislodging a small army from a strong defensive position (fortifications, defensive terrain or high population) as well as in overwhelming weak forces. Overrun attacks against cities are not allowed. The cost is 1 BP.

In an OVERRUN battle the weaker side loses one third of the difference in strengths. If the defending armies are not wiped out in this first phase then the attack continues as an ASSAULT, except that the attacker loses one extra army in each round of the battle.

Format ["OVERRUN"] [WHERE FROM] [WHERE TO] [NUMBER OF ARMIES]

5.6 AMBUSH
The AMBUSH action sets an ambush (ie. change the defence mode to AMBUSH) in a land area against an attack from an adjacent area. To be effective the AMBUSH action must be made before the MOVE, OVERRUN or ASSAULT action (earlier in the same turn or in a previous turn). Ambushes are remembered from turn to turn, and shown on your game report. Each area may have only one ambush set at a time: if you set a new one then the old one is cancelled. You can't set an ambush in a city. There is no cost in BPs. See also paragraph 3.13.

Format ["AMBUSH"] [WHERE] [WHERE AGAINST] [NOT USED]

5.7 RETREAT The RETREAT action sets a retreat (ie. changes the defence mode to RETREAT) in a land area, and selects a retreat location to an adjacent land area. If the area is not adjacent then the action fails. If you do not specify an area, then the retreat location is unchanged. Retreats are remembered from turn to turn, and shown on your game report. There is no cost in BPs.

Format ["RETREAT"] [FROM WHERE] [TO WHERE] [NOT USED]

5.8 DEFEND The DEFEND action changes the defence mode in a land area to DEFEND, to cancel previous AMBUSH or RETREAT orders. There is no cost in BPs.

Format ["DEFEND"] [FROM WHERE] [NOT USED] [NOT USED]

5.9 AREA CAPTURES When an area is captured by an attacker of a different nationality to the defender then the defender loses one victory point and the population, fortification and trade levels of the area are reduced by one. Unowned areas count as belonging to a different nationality.

Note that population and forts are not destroyed in a battle, even though they contribute to the strength of the defender, but are reduced after the battle if the area is captured.

5.10 RAIDS A RAID action is similar to a move action, except that in a raid the attacker always gives up the attack, whatever the result of the battle. Raids are not allowed against cities. The cost is 1 BP. If the defence mode is RETREAT then the defending armies may retreat before battle (in the usual way: see 3.11).

The attacker loses an army if the defence level is greater than zero (after retreats, if any). The defender loses an army unless there is a successful ambush or the area is mountains, wetlands or forest. If the defender has no surviving armies in the area, and the attacker is not wiped out, then the area is pillaged (see paragraph 9.3) even though the area is not captured (and there's no VP cost for the attacker when pillaging in a raid).

Format ["RAID"] [WHERE FROM] [WHERE TO] [NOT USED]

Note: Raiding has no effect on armies standing in difficult terrain (like Sherwood Forest, for instance).

5.11 VIKING RAIDS & CONQUESTS Each time a Viking kingdom makes a successful attack (on land or at sea, or a raid) against another kingdom (including other Vikings) by making a successful attack or raid, then it gains extra victory points, additional ships (added to the fleet reserve) and plunder (added to the treasury). The bonus is one for winning a battle, one extra if population was captured or eliminated, and another if a trade level was captured or eliminated.

The Gaelic kingdoms (Picts, Scots, and Irish) are now included in the plunder rule the same as the vikings (except they get army reserves, no ships).

5.12 PASSAGE The PASSAGE action may be used to allow an army belonging to another kingdom to pass through a land area that you own. The ownership of the area does change when the army moves in, but is restored at the end of the turn (after all actions have been processed, but before income is calculated) IF the kingdom which was allowed passage is still the owner of the area AND the area contains no armies. If you have any armies in the area when another kingdom attempts to move into that area then a battle will occur, even if passage has been allowed. If no battle occurs when the area changes hands, then the fortifications and population of the area are not reduced.

Format ["PASSAGE"] [WHICH AREA] [WHICH KINGDOM] [NOT USED]

Note: If you let someone else's army into your territory there is no guarantee that they will leave again. Sometimes people use PASSAGE actions to transfer areas from one kingdom to another without conflict.

Passage actions don't work at sea because they're not needed. You have to remove your forces for a passage action to work, and there isn't anything else in a sea area that can actually belong to anyone.

5.13 SIEGE The purpose of a siege is to wear down the defences of a city so that it may be captured by a normal move or assault. `SIEGE` actions are allowed only against cities, and may only be made from the area surrounding that city. They can't be ambushed. You may not make a siege action in an area where you do not have any armies. Each siege action costs one BP. The defender loses an army if he has any armies in the city, or a fortification if he has fortifications and no armies, or one population otherwise. If the defender loses an army then the attacker loses one army also. Sieges make an area sticky, but stuck armies may conduct sieges (so multiple siege actions are permitted in the same turn).

Format ["SIEGE"] [WHERE FROM] [WHERE TO] [NOT USED]

5.14 MIGRATE The `MIGRATE` action is used to move population from one area to an adjacent area. There is no cost in BPs, but one additional population is lost in the area from which the migration is made (ie. if you migrate one population from A to B, then the population in B will increase by one, and the population of A will decrease by two). The action will fail if you do not have enough population in the area for the number migrated AND the additional loss. You may not make `GROW` actions in areas into which there has been a migration that turn. Migrations into areas that you do not own are nor normally permitted (even if the area is otherwise unowned). Migrations are not allowed from cities under blockade.

Note that you CAN grow in the area you migrated from, provided you left some population behind, or you can grow BEFORE migrating (it's usual to do the two together, either by grow-and-migrate or migrate-and-grow).

In order to make a migration from an area you must have at least two population (one to move, and one to be lost). It is normally better to have at least three, so that there is still some population left in the area after you've migrated away.

Format ["MIGRATE"] [WHERE FROM] [WHERE TO] [HOW MANY]

5.15 BARBARIAN INVASIONS In Dark Age the only kingdoms that may make barbarian invasions are the Irish, Scots and Picts (the Gaelic kingdoms). In Barbarians at the Gate all kingdoms except the Romans and Persians can use barbarian invasions. A barbarian invasion is an additional form of attack against an area you do not own. Nothing is actually moved but one population is lost by the attacker. The defender loses one army, fort or population (in that order of preference). Barbarian invasions are not allowed against cities. There is no cost in BPs.

Format ["INVADE"] [WHERE FROM] [WHERE TO] [NOT USED]

6 BUILD ACTIONS

6.1 LEVY
The `LEVY` action is used to raise new armies in areas owned by your own kingdom. The cost is 3 BPs per army raised. `LEVY` actions may not be made in cities under blockade. Armies may move, attack and defend in subsequent actions the same turn as they are levied. Levy actions do not make an area sticky.

NUMBER You may not levy more armies in an area in a single action than there is population in that area (if you order more, then the number will be reduced). If you don't give a number, then only one army is levied. The `ALL` and "`ALL BUT`" formats (see 5.1) may be used.

UNOWNED AREAS Levy actions may raise armies in areas that are unowned, at the normal cost. In this case the area (and the army raised) remain unowned (but this may be useful is providing a buffer against another kingdom, or to cause inconvenience for a rival).

LOST AREAS Levy actions may be used in areas you don't own, but did own at the start of the turn, provided there are no armies in the area at the time of the action (if successful the newly levied army recaptures the area).

Formats ["LEVY"] [WHERE] [NOT USED] [NUMBER OF ARMIES] levying on the map

Many players use action sixteen to "levy all" into their biggest city, so that unused BPs are spent on raising armies rather than being stashed in the treasury. It's often wise to do this even if you think you're going to spend all your BPs during the turn (it only takes a misorder, or interference from an opponent, and your whole turn can be thrown unto chaos). A "levy all" is still restricted by population.

6.2 RESERVE
The `RESERVE` action is used to place armies from your reserve on the map. The cost is one BP per army placed. You may not make `RESERVE` actions in the same turn after attempting a `DISBAND` action (see 6.6). The rules for placing reserves are the same as for new levies, with the exceptions that `RESERVE` actions are not restricted by the population, and areas in which reserves are called up become sticky (this applies to sea areas the same as land areas). The `ALL` and "`ALL BUT`" formats (see 5.1) may be used.

Format ["RESERVE"] [WHERE] [NOT USED] [NUMBER OF ARMIES]

6.3 FORTIFY
The `FORTIFY` action is used to construct fortifications in areas owned by your own kingdom. The number of forts you can build in one action cannot be more than the number of population in the area (if you order more, the number will be reduced). The cost is one BP per fort level. `FORTIFY` actions may not be made in cities under blockade.

Format ["FORTIFY"] [WHERE] [NOT USED] [NUMBER OF LEVELS]

6.4 BUILD
The `BUILD` action is used to increase the trade level of a city owned by your kingdom. The cost is ten BPs per level. The trade level may not exceed the population limit for the area (see 2.15 for the rules on income). The `ALL` and "`ALL BUT`" formats (see 5.1) may be used. `BUILD` actions may not be made in cities under blockade, and are not allowed for Gaelic kingdoms.

Format ["BUILD"] [WHERE] [NOT USED] [NUMBER OF LEVELS]

6.5 GROW
The `GROW` action increases the population level of an area owned by your kingdom. The cost in BPS is equal to the current population of the area. The population level increases by one. The population level may not exceed the population limit for the area (but this is enforced only at the end of the turn - see 2.7). `GROW` actions are not allowed in areas that contain armies, in cities under blockade, or in areas that do not already contain population, or in an area into which there has been a migration that turn. Only one grow action is allowed in each area each turn.

Format ["GROW"] [WHERE] [NOT USED] [NOT USED]

6.6 DISBAND
The `DISBAND` action disbands all the armies in an area owned by your kingdom, and adds them to your army reserve. All armies in an area must be disbanded at once. There is no cost in BPs. Armies can be disbanded in blockaded cities.

Format ["DISBAND"] [WHERE] [NOT USED] [NOT USED]

6.7 DISOWN The DISOWN action is used to disown an area and all the armies in it. Both the area and everything in it become neutral (sometimes done in order to cut army maintenance costs, or to build neutral buffer states). There is no cost in BPs.

Format ["DISOWN"] [WHERE] [NOT USED] [NOT USED]

6.8 RAZE The RAZE action is used to remove forts in an area owned by your own kingdom. The number of forts you can build in one action cannot be more than the number of population in the area (if you order more, the number will be reduced). The cost is one BP per fortification level. RAZE actions may not be made in cities under blockade (not that you'd want to!).

Format ["RAZE"] [WHERE] [NOT USED] [NUMBER OF LEVELS]

6.9 POP & ARM The POP and ARM actions are allowed for Gaelic kingdoms only. They convert one army to one population, or one population to one army (respectively) in any area you own. There is no cost in BPs. You may not grow in areas you have "popped" the same turn but you may "pop" more than once.

Format ["POP"] [WHERE] [NOT USED] [NOT USED]
Format ["ARM"] [WHERE] [NOT USED] [NOT USED]

6.10 HOUSE The HOUSE action is used to transfer troops from your army reserve to your household. There is no cost in BPs. The "all" and "all but" formats both work. You are not allowed to move troops from your reserve to your household the same turn after a disband action, and may not move troops into your household when your household is in a blockaded city. See 10.7 for the KING action, which you can use to move your household around the map.

Format ["HOUSE"] [NOT USED] [NOT USED] [NUMBER]

Note: There is no action to move troops out of your household (either back to the reserve or to the map). Household troops get placed on the map when the household is attacked (see 3.14).

6.11 BORROW The BORROW action allows you to say which other kingdom you're willing to borrow troops from (see 3.15). The armies are only transferred if they subsequently do a LOAN action (you can't use them until the turn after). There is no cost in BPs. You can borrow troops from only one kingdom at a time.

Format ["BORROW"] [NOT USED] [WHICH KINGDOM] [NOT USED]

6.12 LOAN The LOAN action sends troops from your reserve to the reserve of another kingdom (provided they previously made a BORROW action to say you're allowed to). You can't send loan troops to someone who hasn't made an action to say they want them. Loaned troops can't be used until the following turn. You can only loan troops to one kingdom at a time (see 3.15).

Format ["LOAN"] [NOT USED] [WHICH KINGDOM] [NUMBER OF ARMIES]

6.13 RETURN The RETURN action sends borrowed troops (from your reserve) back to the kingdom they came from. You can do this at any time, but you can't return loan troops to a non-player kingdom. Troops that are returned can't be used until the following turn.

Format ["RETURN"] [NOT USED] [NOT USED] [NUMBER OF ARMIES]

Note: The computer already knows who you borrowed the troops from, so you don't need to say WHO on RETURN actions. The same applies for RECALL actions: the computer remembers who you loaned them to.

6.14 RECALL The RECALL action takes loaned troops back from the reserve of the kingdom they were loaned to (you can do this at any time). Troops that are recalled can't be used until the following turn.

Format ["RECALL"] [NOT USED] [NOT USED] [NUMBER OF ARMIES]

Note: The "proper" process is the kingdom that wants to borrow troops makes a BORROW action. The other kingdom can then make a LOAN action (later in the same turn, or in another turn). Either side can end the loan, even at an inconvenient moment. Normally you'd expect them to be sent back with a RETURN action, back if they aren't returned when you want them, you can always make a grab for them with a RECALL action any time the other guy has troops hanging around in reserve.

7 SPYING & SCOUTING

7.1 SCOUTING You get a scouting report from every area you don't own that is adjacent to an area containing one or more of your armies. Areas that you scout will be included in your player report at the end of the turn. Whenever you scout an area the owner of that area (at the end of the turn) is told you scouted it.

Note: There is no SCOUT *action in Dark Age (there used to be, but it's been replaced by this rule). If you want a scouting report from an area that isn't adjacent to one of your armies then you must use a spy (or put an army in place, of course).*

7.2 SPY Information about any area that your spy visits during the turn (including the areas where he starts and finishes) is included in your player report at the end of the turn. What you see is the position at the end of the turn (rather than the position when your spy was there).

The SPY action is used to move your spy from one area to an adjacent area. Spies don't get stuck, and may move to or from areas regardless of ownership. Spies may move to and from sea areas normally. There is no cost in BPs for moving a spy.

If you already have a spy the computer always knows where he is (you can only have one) so there's no need to give a "where from" on a SPY action.

If you don't have a spy when you order a SPY action then a new one can be recruited at a cost of 2 BPs and placed in the area given in the "from" box and moved normally (so you can move him to "where to" in the same action). New spies may start in any area you own, or one where you've got a watcher (see 7.7) or in any sea area (if you're a viking).

The presence of a spy is not normally reported to the owner of the area (but see the next two paragraphs).

Format ["SPY"] [NOT USED] [WHERE TO] [NOT USED]

7.3 KILL The KILL action is used to eliminate spies from other kingdoms from in areas owned by your kingdom. There is no cost in BPs. You must say whose spy you are hunting. If the spy belonging to that kingdom is located in the area specified, and the area belongs to your kingdom, then he is immediately strung from the nearest tree. If there's no spy but there is a watcher, then your action strings up the watcher instead (if there's a spy AND a watcher then you get the spy and not the watcher).

Format ["KILL"] [WHERE] [WHOSE SPY] [NOT USED]

Note: You must be the owner of the area, but your own spy does not need to be present.

7.4 FIND The FIND action is used to search for spies from other kingdoms. There are three formats for this action, allowing you to search for the spy of a chosen kingdom wherever he may be (fill in "whose spy" and leave "where" blank), or any spy in a chosen area (fill in the "where" box and leave "whose spy" blank), or a chosen spy in a chosen area (fill in both). This action reports the location of that kingdom's spy at the time the action was processed (rather than at the end of the turn). There is no cost in BPs.

Format ["FIND"] [NOT USED] [WHOSE SPY] [NOT USED] find "whose" spy, anywhere

Format ["FIND"] [WHERE] [NOT USED] [NOT USED] find any spy in "where"

Format ["FIND"] [WHERE] [WHOSE SPY] [NOT USED] find "whose" spy in "where"

7.5 WAIT The WAIT action orders your spy to set a trap for a spy belonging to another kingdom. Your spy must be in an area owned by your kingdom. If the target enters that area while your spy is waiting then he is knifed in the dark and dumped in a ditch. If your spy makes any other action (spy, sabotage, treachery or wait) or the area is captured by another kingdom then the "wait" is cancelled. There is no cost in BPs.

Format ["WAIT"] [NOT USED] [WHOSE SPY] [NOT USED]

7.6 SABOTAGE The SABOTAGE action disperses an army (if on land) or a ship (if at sea) in the area currently occupied by your spy (the army or ship goes back into reserve). Your spy, however, is caught and executed. The cost is 1 BP.

Format ["SABOTAGE"] [NOT USED] [NOT USED] [NOT USED]

Note: Sabotage actions are often used for eliminating the last enemy ship in a sea area, in order to allow a new fleet to be launched.

7.7 WATCH The WATCH action sets your spy to become a "watcher" in the area in which he's located. The area is added to your scouting list every turn (in addition to whatever your active spy may be doing) unless your watcher is eliminated. There is no cost in BPs (but you'll need to recruit a new spy, at the usual cost, before you can doing any more spy actions). Watchers are eliminated if another kingdom sets a watch on the same area. An area may not have more than one watching spy at any time, although other spies, scouts (etc) work normally. Your kingdom may recruit as many watchers as you care to place.

Format ["WATCH"] [NOT USED] [NOT USED] [NOT USED]

8 SHIPS & SEA ACTIONS

8.1 SHIP BUILDING The LAUNCH action is used to build new ships in areas owned by your own kingdom and launch them into adjacent sea areas. The cost is three build points per ship built. The maximum number of ships you may launch in a single action is the number of population in the area from which the ships are launched (if you order more, then the number will be reduced). The ALL and "ALL BUT" formats (see 5.1) may be used. Ships may move, attack and defend in subsequent actions the same turn as they are launched.

Ships may not be launched into areas occupied by ships other than your own, but can be launched into unoccupied areas (whether someone else owns it or not, and this captures the sea area). LAUNCH actions may not be made in cities under blockade. The ALL and "ALL BUT" formats (see 5.1) may be used.

Format ["LAUNCH"] [WHERE FROM] [WHERE TO] [NUMBER OF SHIPS]

8.2 FLEET RESERVES The FLEET action is used to place ships from your fleet reserve on the map. The cost is one BP per ship. Ships may be placed from your fleet reserve in any sea area that you already own or that is unoccupied (this captures the area). Fleet reserves don't make an area sticky. The ALL and "ALL BUT" formats (see 5.1) may be used.

Format ["FLEET"] [WHERE] [NOT USED] [NUMBER OF SHIPS]

8.3 SHIP MOVEMENT There are two actions available for moving ships. The SHIPS action moves ships on their own, and the KONVOY action (see 8.4) moves ships and armies together. The SHIPS action is used to move ships from one sea area to an adjacent sea area. The "all" and "all but" formats may be used. The cost is one BP.

Format ["SHIPS"] [WHERE FROM] [WHERE TO] [NUMBER OF SHIPS]

Note: Be sure to use the right action when moving ships. If you use SHIPS when you've got armies aboard then the action will fail (it's better we fail the action than actually move the ships you ordered, since the alternative would be to pitch the armies over the side and leave them to drown).

8.4 ARMIES AT SEA Two actions are available for moving armies into sea areas (either from land or from another sea area). The MOVE action moves armies on their own, and the CONVOY action moves armies and ships together. For moving ships on their own (without any armies) there is the SHIPS action (see 8.3).

The MOVE action is used to move armies from any area (land or sea) to an adjacent sea area. The "all" and "all but" formats may be used. The cost is 1 BP. The sea area to which the move is made must contain at least as many ships as there are armies to be moved (of not, the actions fails). Moves are not allowed from areas under blockade, or into areas that you do not own.

Format ["MOVE"] [WHERE FROM] [WHERE TO] [NUMBER OF ARMIES]

The CONVOY action is used to move armies and ships together from one sea area to another adjacent sea area. The "all" and "all but" formats may be used (for the number of ships). The cost is 1 BP. If the number of armies and ships in the area you're moving from are not the same then the action move as many armies as possible (ie. up to the number of ships ordered).

Format ["CONVOY"] [WHERE FROM] [WHERE TO] [NUMBER OF SHIPS]

Note: You may see this action spelt as "KONVOY". The eccentric spelling was used for a while to make it easy to distinguish this KONVOY action from a previous version, but the old version of the rule has now been forgotten and we are in the process of changing back to the proper spelling.

8.4a SEA BATTLES If a ship move (either SHIPS or CONVOY) is opposed then a sea battle takes place. The battle consists of a single round. Each side takes losses of half the strength on the other side, and the weaker side also takes losses of half the difference in strengths. Armies count in sea battles on both sides, and all losses are taken from armies first (and ships only when there are no armies remaining). The attacker gives up the attack if the defending ships are not wiped out. Ambushes and retreats do not count in sea battles.

8.5 SEABORNE LANDINGS Armies at sea may be moved to adjacent land areas by using the normal land movement actions. All ships in the sea area count as part of the attacking force in any battle if you have to fight your way ashore (losses are taken by the attacking armies first, and then the ships). If you capture an area with an attack from the sea but all the attacking armies are lost in the battle, then one attacking ship will be "landed" as an army at not extra cost (unlike the LAND action - see 8.9 - this is not restricted to/Vikings and is not optional). Otherwise the ships don't actually land: even though they fought in a land battle they remain at sea.

8.6 SETTLE The SETTLE action is allowed only for Gaelic and Viking kingdoms, and is used to exchange one ship at sea for one population in an adjacent land area. The cost is 1 BP. One ship is removed from the sea area and one population is added to the land area. You may not settle in areas that you do not already own, or in areas that already contain population. You may not GROW in areas in which you have settled that turn.

Format ["SETTLE"] [WHERE FROM] [WHERE TO] [NOT USED]

8.7 MAINTENANCE & DISPERSAL Ships are maintained and dispersed under the same rules as armies. Note that since no population is allowed in sea areas, maintenance must always be paid on ships at sea, and one ship in each area is dispersed every turn. Note: Whenever a ship disperses the same rule applies to any armies carried aboard (which means that if a ship disperses then there will be an army dispersing as well, and there's no risk of anyone getting drowned).

8.8 DROWNINGS If at any time in a turn the number of armies in a sea area is greater than the number of ships in that area then the excess armies are drowned.

8.9 LAND The LAND action is allowed only for Viking kingdoms, and is used to exchange a number of ships at sea for armies in an adjacent land area (which must be one that you already own). The cost is 1 BP. The ships are removed from the sea area and replaced with armies in the land area. The "all" and "all but" formats both work).

Format ["LAND"] [WHERE FROM] [WHERE TO] [NUMBER OF SHIPS]

9 GENERAL ACTIONS

9.1 ORDER The ORDER action is used to alter the order of play. By spending BPs you may move your kingdom to the front of the order of adjudication for the following turn. You may spend any number of build points on ORDER actions, and may make more than one such action in a turn. If you have fewer BPs remaining than you attempt to spend, then the number spent is reduced to the number you have available (in particular, you may choose to dump any remaining BPs you have with the last action of the turn). If you don't indicate a number of BPs with an ORDER action then it is ignored UNLESS it is your sixteenth action of the turn (in which case all your remaining BPs are used).

The order of play for the next turn is the order of which kingdoms spent the most BPs on ORDER actions, with kingdoms spending the same amount remaining in the same order (ie. you move up the order of play, ahead of anyone that spent less, but not going ahead of anyone that spent the same).

Format ["ORDER"] [NOT USED] [NOT USED] [BPS TO SPEND]

Note: Because leftover BPs are spent on order actions (see 2.8) there are usually lots of other players spending 1 or 2 BPs. So if you want to bounce to somewhere near the top of the order, spend at least 3 BPs. More than 3 is only worthwhile if you think you are bidding against someone else that's spending extra BPs as well.

9.2 GIFT The GIFT action is used to donate build points to another kingdom (they're taken from your current balance and added to the current balance of the other kingdom: you need to co-ordinate it carefully if they're to spend them effectively). You may wish to do this as part of a deal, as a bribe, as protection money, as ransom for a blockaded city, or as a result of your natural generosity. If you have fewer BPs remaining than you attempt to spend, then the number spent is reduced to the number you have available.

Format ["GIFT"] [NOT USED] [WHICH KINGDOM] [NUMBER OF BPS]

Note: In some of our other similar games there's a gift action which works between treasuries rather than current balances. So be sure you know which game you're in!

9.3 PILLAGE The PILLAGE action is used to raise extra build points in an area, at the cost of reducing the population and trade levels. Pillaging consists of sending your troops out to seize any and all moveable, consumable or saleable assets (including the population themselves: this is the dark ages, after all). You must be the current owner of the area, and have at least one army present. You may not pillage in a blockaded city.

If the area has any population then this is reduced by one and three BPs are added to your treasury and there is a penalty of one VP. If the area has a trade level then this is reduced by one, and seven BPs are added your treasury with a penalty of one VP. If the area has any fortifications then one level is lost (nothing is added to your treasury: dark age fortifications are of value only to dark age soldiers and modern archaeologists).

Format ["PILLAGE"] [WHERE] [NOT USED] [NOT USED]

9.4 STASH The STASH action is used to transfer build points to your treasury, from where they can be reclaimed later by using a CASH action. The cost is three BPs per BP placed in the treasury.

Format ["STASH"] [NOT USED] [NOT USED] [NUMBER STASHED]

9.5 CASH The CASH action is used to transfer build points from your treasury to your current balance (where they can be spent). If you give a number that's more than you have in your treasury then you get the number available. There is no cost in BPs. The ALL and "ALL BUT" formats (see 5.1) may be used.

Format ["CASH"] [NOT USED] [NOT USED] [NUMBER]

9.6 TAX The TAX action adds two extra build points to your current balance. There's no cost (except that it uses up an action).

Format ["TAX"] [NOT USED] [NOT USED] [NOT USED]

Note: If you've got nothing better to do, fill up the gaps in your turnsheet with TAX actions, and then something at the end to spend the BPs you've made (maybe a LEVY in your biggest city or most populated area).

10 KINGS & KINGDOMS

10.1 INTRODUCTION In times when Britain was divided into many independent kingdoms it was usual for one or more of the kings to be recognised as high king (under various names: Bretwalda to the English). It was not uncommon for there to be more than one high king at the same time (usually, but not always, belonging to different nationalities). In Dark Age the OVERLORD action is used to nominate or recognise a high king, and someone that recognises someone else as high king is referred to as an "under king".

10.2 HIGH KINGS The OVERLORD action is used to nominate yourself as high king. You can't be recognised as high king by other players unless you have first nominated yourself. Enter your own kingdom code in the "who" box.

Format [**"OVERLORD"**] [NOT USED] [YOUR KINGDOM] [NOT USED]

<u>VICTORY POINT BONUS</u> Each turn, for each under king recognising you as high king you gain a number of additional VPs equal to one fifth of EITHER the treasury total and household strength (added together) of his own kingdom OR the treasury total and household strength of the kingdom of the under king (added together), whichever is less.

10.3 UNDER KINGS The OVERLORD action is also used to recognise someone else as high king, provided they have first nominated themselves. Your high king must be the same nationality as your own kingdom.

Format [**"OVERLORD"**] [NOT USED] [WHICH KINGDOM] [NOT USED]

<u>BUILD POINT BONUS</u> Each turn an under king gains a number of treasury BPs equal to one fifth of EITHER the treasury total and household strength (added together) of his own kingdom OR the treasury total and household strength of the kingdom of the under king (added together), whichever is less.

10.4 EXCHANGE The EXCHANGE action allows you to swap kingdoms with a dummy or dropout kingdom. The action fails if the kingdom selected is run by a live player, or if someone else exchanged into it earlier in the same turn. You can make only one successful exchange action in a turn (you can attempt more, but if one of them works then any subsequent ones will fail).

If the action is successful the change of control happens immediately. All of your orders up to that action are processed for your old kingdom as usual, and all those after the exchange action are processed for your new kingdom. Your old kingdom gets some bonus armies and income. Your current victory point total is carried with you in the exchange, along with half your treasury (after any remaining BPs have been stashed) and half your household, army reserve and fleet reserve (rounded down in all cases).

If you exchange to a kingdom of a different nationality then any previous overlord action by either kingdom is cancelled (because it will no longer be valid).

Format [**"EXCHANGE"**] [NOT USED] [WHICH KINGDOM] [NOT USED]

10.5 VIKING The VIKING action allows you to abandon your current kingdom and begin again as a Viking. If the Danes or Norse have not yet entered play then you will take control of one of these. If both have already entered play, but any of the Danes, Norse and Viking kingdoms have been eliminated then they return to play. If all three are in play, but include a dummy or dropout kingdom, then this kingdom is abandoned, started again and exchanged with your old kingdom.

If your action is successful your new kingdom starts with an army reserve of five, a fleet reserve of five, ten BPs and ten treasury. The procedure for changing to the new kingdom is the same as for EXCHANGE actions.

Format [**"VIKING"**] [NOT USED] [NOT USED] [NOT USED]

Note: A new Viking kingdom starts with no territories on the map. To get onto the map you will need to place ships from your fleet reserve on the map with a FLEET *action (and move them about if you wish). The sea area chosen must be empty of ships. Use your spy to clear a space if necessary. Follow this later in the turn with a* RESERVE *action to get some armies aboard your ships (but remember that* RESERVE *is sticky). Don't forget that some armies will promptly disperse at the end of the turn. There's plenty of scope for more spying and scouting in the first turn as well, and you might want to start assembling your household if you plan to use one.*

10.6 LOST KINGDOMS When a kingdom is abandoned to bring a new kingdom into play, or when a kingdom is eliminated while still holding territory, all areas owned by that kingdom become neutral (unowned) at the start of the next turn (gains an extra army at the same time).

10.7 HOUSEHOLDS You may place your household on the map (if it isn't already placed) or move it to any adjacent area by using the KING action. Households may only be placed in or moved to areas that you already own, and may not be placed in a blockaded city. They're not subject to being stuck. Sea movement is allowed (without ships: note that households don't deploy at sea). There is no costs in BPs. See also 3.14 and 6.10.

If a land area containing your household is captured then it is removed from the map (you can put it back again somewhere else as soon as you like) there is a penalty of 20 VPs and the kingdom making the capture gets half your treasury (rounded down) - this only applies when and if some household troops actually deployed in that battle - there's no penalty losing an empty household or for losing the troops that used to be your household.

Format ["KING"] [WHERE] [NOT USED] [NOT USED]
Format ["KING"] [WHERE FROM] [WHERE TO] [NOT USED]

11 QUICK REFERENCE

11.1 TERRAIN TABLE

TERRAIN	POP LIM	DEF STRENGTH	DEF LOSSES	MOVEMENT
CITY	five	plus two	normal	sticky
MOUNTAIN	one	plus one	minus one	sticky
FOREST	one	plus one	minus one	sticky
WETLANDS	one	plus one	minus one	sticky
UPLANDS	two	plus one	normal	normal
ISLANDS	two	plus one	normal	normal
LOWLANDS	three	normal	normal	normal
SEA	none	normal	normal	ships & sea rules

11.2 INCOME TABLE

Table deleted, since no longer needed (income now equals population, and trade levels now pay into treasury).

11.3 BATTLE SUMMARIES

In a MOVE losses are ONE for TWO, and half the difference, one round only.

In a PROBE losses are ONE for THREE, ignore the difference. One round only.

In an ASSAULT losses are ONE for THREE, and a third the difference, until someone wins.

In an OVERRUN losses are ONE THIRD the difference, then switch to assault if you haven't won.

The attacker wins if the defending armies (on land) or ships (at sea) are wiped out and some attackers survive.

Defenders may retreat before a battle if the attacking army is stronger.

Losses in battles are rounded down. Half an army lost is no loss at all.

Defending armies may ambush attackers using MOVE, OVERRUN, ASSAULT or RAID.

SIEGE and PROBE actions may not be ambushed.

11.4 REMINDERS

These are the most common mistakes. Read this section often!

Cites are inside other areas and are connected only to that and NOT the ones adjacent to that area.

Sea areas are only adjacent to the areas to which they are connected by sea routes.

You cannot migrate into an area and then GROW.

You may not GROW in an area that contains armies.

MOVE is for armies. SHIPS is for ships and MIGRATE is for moving population.

You must say "where from" as well as "where to" on SCOUT actions.

Blockaded cities produce no income.

Some cities have similar names to their hinterlands. In this case code for the hinterland ends in "S" (for shire).

Irish cities are connected to the sea. Other cities are not.

If it looks like a non-Irish city might be connected to the sea it's the hinterland that's connected, not the city.

The actions that cause areas to become sticky are RESERVE, SIEGE, ASSAULT and PROBE.

11.5 TABLE OF ACTIONS

ACTION NAME	RULES	BP COST	WHERE FROM	WHERE TO	NUMBER/AMOUNT
AMBUSH	5.6	-	WHERE	WHERE AGAINST	-
ARM	6.9	-	WHERE	-	-
ASSAULT	5.3	two	WHERE FROM	WHERE TO	NUM ARMIES
BORROW	6.11	-	-	WHICH KINGDOM	-
BUILD	6.4	num x 10	WHERE	-	NUM LEVELS
CASH	9.5	-	-	-	NUM BPS
CONVOY	8.4	one	WHERE FROM	WHERE TO	NUM SHIPS
DEFEND	5.8	-	WHERE	-	-
DISBAND	6.6	-	WHERE	-	-
DISOWN	6.7	-	WHERE	-	-
EXCHANGE	10.4	-	-	WHICH KINGDOM	-
FIND	7.4	-	-	WHOSE SPY	-
FLEET	8.2	num x 1	WHERE	-	NUM SHIPS
FORTIFY	6.3	num x 1	WHERE	-	NUM LEVELS
GIFT	9.2	num x 1	-	WHO TO	NUM BPS
GROW	6.5	varies	WHERE	-	-
HOUSE	6.10	-	-	-	NUM ARMIES
INVADE	5.15	-	WHERE FROM	WHERE TO	-
KILL	7.3	-	WHERE	WHOSE SPY	-
KING	10.7	-	WHERE FROM	WHERE TO	-
LAND	8.9	one	WHERE FROM	WHERE TO	NUM SHIPS
LAUNCH	8.1	num x 3	WHERE FROM	WHERE TO	NUM SHIPS
LEVY	6.1	num x 3	WHERE	-	NUM ARMIES
LOAN	6.12	-	-	WHICH KINGDOM	NUM ARMIES
MIGRATE	5.14	-	WHERE FROM	WHERE TO	NUM POP
MOVE	5.2	one	WHERE FROM	WHERE TO	NUM ARMIES
MOVE	8.4	one	WHERE FROM	WHERE TO	NUM ARMIES
ORDER	9.1	num x 1	-	-	NUM BPS
OVERLORD	10.2	-	-	WHICH KINGDOM	-
OVERRUN	5.5	one	WHERE FROM	WHERE TO	NUM ARMIES
PASSAGE	5.12	-	WHERE	WHO	-
PILLAGE	9.3	-	WHERE	-	-
POP	6.9	-	WHERE	-	-
PROBE	5.4	one	WHERE FROM	WHERE TO	NUM ARMIES
RAID	5.10	one	WHERE FROM	WHERE TO	-
RAZE	6.8	num x 1	WHERE	-	NUM LEVELS
RECALL	6.14	-	-	-	NUM ARMIES
RETURN	6.13	-	-	-	NUM ARMIES
RESERVE	6.2	num x 1	WHERE	-	NUM ARMIES
RETREAT	5.7	-	WHERE FROM	WHERE TO	-
SABOTAGE	7.6	one	-	-	-
SETTLE	8.6	one	WHERE FROM	WHERE TO	-
SHIPS	8.3	one	WHERE FROM	WHERE TO	NUM SHIPS
SIEGE	5.13	one	WHERE FROM	WHERE TO	-
SPY	7.2	varies	-	WHERE TO	-
STASH	9.4	num x 3	-	-	NUM BPS
TAX	9.6	-	-	-	-
VIKING	10.5	-	-	-	-
WAIT	7.5	-	-	WHOSE SPY	-
WATCH	7.7	-	-	-	-