LEX SAXONUM
CHARLEMAGNE SUBDUES THE SAXONS – VIII CENTURY

Lex Saxonum is a two player game that simulates the conquest of Saxony by Charlemagne in the last quarter of the 8th century. One player represents the Carolingians of Austrasia, Hesse, Thuringe and West Friesland. This player is called "the Carolingian". The other player controls various Saxon tribal federations and their Danish and Frisian allies. This player is called "the Saxon"..

1 - DESCRIPTION OF THE GAME
1.1 - MAP
The map approximates medieval Saxony and the surrounding regions. It is divided into territories corresponding to the Saxon, Slav and Frisian tribal zones, and to the Carolingian counties. Each territory is identified by a name, a symbol, a resource point value (RP) symbolised by one of more coins and a fortification. The Saxon fortresses, the Carolingian cities and strongholds as well as the abbeys and bishop's palaces symbolise both a territory's fortifications and the combattants defending this territory.

A friendly territory is any territory controlled by one's camp at the beginning of the game or later conquered and free of enemy units. An enemy territory is one that is controlled by the opposing camp at the beginning of the game or later conquered. The presence or absence of a unit from one's camp has no impact on the territory's status.

The Cologne territory is divided by the Rhine. It counts as two territories for movements and/or combats (in order to simulate the difficulty for an army to cross the river) but the right bank cannot be pillaged and has no fortifications. The Cologne units are always deployed on the left bank (where the town is).

The territory Aix-la-Chapelle (that represents all of Charlemagne's residences in Austrasia: Thionville, Attigny... Aix-la-Chapelle) is linked to Cologne (city side), Koblenz (Coblence) and Büraburg.
Treva and Verden are adjacent.
Certain territories are grouped into larger ensembles. (Austrasia, Hesse, Westphalia, Angria, Eastphalia). These ensembles have no affect on the activation of units.

1.2 - TIME SCALE
Each game turn represents one year.

1.3 - UNITS
Each unit represents between a few hundred and a thousand combattants. The units are identified by the name of their original territory and a possible combat bonus. The colour of the symbol on the back side of the unit indicates its owing nation.

Army
Bonus of combat
Name of unit
Original territory
Back
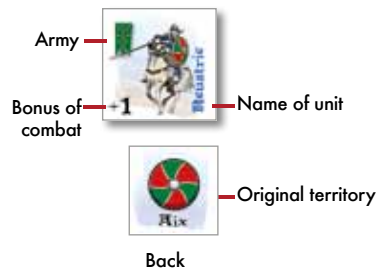
1.4 - COMMANDERS

Each camp has a commander counter. The main purpose of commanders - Charlemagne and Widukind - is to facilite the organisation and management of the military operations. Widukind may be killed in combat, not Charlemagne. If Widukind is killed, he does not return to the game.

1.5 - STRATAGEMS

The stratagems simulate details specific to the campaigns of the Saxon wars. The letter inscribed on the counter specifies during which turn phase the event may be played..

1. 6 - SEQUENCE OF PLAY

A. Calculation of resource points
B. Determination of the initiative.
C. Purchase of stratagems.
D. Purchase and positioning of reinforcements.
E. Operations phase of both players.
F. Reorganisation

1. 7 - SET-UP

The units are positioned in the territory with the same name. All the units are turned over to their inactive (back) side. The Scara units as well as the Charlemagne counter are placed at Aix-la-Chapelle. The Neustria unit is placed in reserve by the Carolingian. The *Irminsul* counter is placed at Eresburg (see 7.3).

The Turn marker is placed on its Carolingian side on the Year track in 772. On the Resources track, the Saxon's Resources marker is placed on 7 and Carolingian's on 10.

The *Stratagem* markers are placed in an opaque container.

The other markers are placed close to the players for their future use.

2 - RESOURCE POINTS

Each player calculates his resource points (RP) and indicates the number on the RP table.

Taken into consideration:

– The unspent **RP** from the previous turn.

– The **RP** of each player's initially controlled and un-pillaged territories.

– The **RP** of the converted Saxon territories (for the Carolingian).

– **1 RP** per intact abbey (Carolingian only, even if the territory is pillaged).

– **1 RP** if the Irminsul was not destroyed (Saxon only, even if the territory is pillaged).

– The **RP** of the territories pillaged on the previous turn

– **1 RP** per fortress or stronghold seized on the previous turn.

– **2 RP** per abbey/bishop's palace seized on the previous turn.

– 3 **RP** per town seized on the preceding turn.

– The **RP** granted to the Carolingian following the stratagems Campaign against the Avars or Campaign in Italy that were played by the Saxon during the previous turn.

Note : The RP granted by the events Bonnes récoltes (Good harvest) or Impôt impérial (Imperial Tax) are tallied at the end of the phase C.

Exception: on the first turn (772), the Saxon receives 7 RP and the Carolingian 10 RP.

The maximum number of available RP per player is limited to 25.

3 - INITIATIVE

The player with the most RP has the initiative for the turn. In the case of a tie, the Saxon has the initiative if Widukind is in play, otherwise the Carolingian has the initiative.

4 - STRATAGEMS

4.1 - PURCHASE OF STRATAGEMS

Each player may draw up to three *stratagems* per turn: the first is free, the second costs **1 RP**, and the third costs **2 RP**. Proceed stratagem after stratagem in turns beginning with the player who has the initiative. The stratagems are drawn at random. The players may only look at their stratagems once they declare they have finished their purchases.

4.2 - USE OF STRATAGEMS

Each stratagem marker has two sides: a *Saxon* side and a *Carolingian* side. The player may only play the stratagem corresponding to the camp he controls. Playing a stratagem is never mandatory (except ¨**Trêve**¨ [¨Truce¨]). All unplayed stratagems are discarded at the end of the turn.

The resources stratagems are used immediately (but do not provoke a new calculation of the initiative) and the allocated sums are added to the player's RP.

The *Trêve* stratagem is used immediately after the resources stratagems.

The *reinforcements* stratagems (Danish, Frisian, Neustrian) are used during phase D.

The *Raids* and *Revolts* stratagems are used during phase E and count as a normal operation.

The stratagem *Campagne d'hiver* (Winter campaign) is used in phase F after the redeployment (see 8.1). It is a special operation.

The tactical stratagems are used during combats in phase E.

4.3 - DESCRIPTION OF STRATAGEMS

4.3.1 - Saxons stratagems

• **Alliance danoise (D)** - *Danish alliance* : the Danish unit arrives in reinforcement. It is placed in Denmark. It can combat for the Saxon if it is activated in its original territory. It becomes neutral again at the end of the turn.

• **Alliance frisonne (D)** - *Frisian alliance* : the Frisian units arrive in reinforcement. They are positioned in Friesland. They may combat for the Saxon if they are activated in their original territory. They become neutral again at the end of the turn.

• **Aux armes ! (Angrie) (E)** - *To arms! (Angria)* : All the units from Angria present on the map in unconquered territories (including Denmark) are activated freely.

• **Aux armes ! (Ostphalie) (E)** - *To arms! (Eastphalia)* : All the Eastphalia (Ostphalie) units present on the map in unconquered territories (including Denmark) are activated freely..

• **Aux armes ! (Westphalie) (E)** - *To arms! (Westphalia)* : All the Westphalia units present on the map in unconquered territories (including Denmark) are activated freely.

• **Bonnes récoltes (C)** - *Good Harvest* : the Saxon rolls **1D6**: **1-2** he wins 1 additional RP. **3-4**, 2 RP. **5-6**, 3 RP..

• **Campagne contre les Avars (D)** - *Campaign against the Avars* : the Scara units (present at Aix-la-Chapelle), Neustria and Charlemagne cannot be activated this turn. A unit from Austrasia and a unit from Thuringe are removed from the game for the turn, they return freely to their original zone during phase D on the following turn. In phase B of the following turn, the Carolingian rolls **1D6**: **1-2** he wins 2 additional RP. **3-4**, 3 RP. **5-6**, 4 RP.

• **Campagne en Italie (D)** - *Campaign in Italy* : the Scara units (present at Aix-la-Chapelle), Neustria and Charlemagne cannot be activated this turn. One unit from Austrasia and one from Hesse are removed from the game for the turn; they will return

freely to their original zone during phase D of the following turn. In phase B of the following turn, the Carolingian rolls **1D6** : **1-2** he wins 2 additional RP. **3-4**, 3 RP. **5-6**, 4 RP.

• **Embuscade (E)** - *Ambush* : before the first round of a combat, the player that plays this stratagem launches a free attack with 1D6 (without bonus). A hit is applied before the normal pursuit of the combat. If both players play this stratagem at the same time, the ambush does not occur..

• **Raid sorabe (E)** - *Sorb raid* : the Sorb units may be activated freely to lead a raid against the Carolingian territories (but the rest of the operation costs the usual RP). If successful, the pillage RP are not attributed to the Saxon.

• **Retraite dans les marais (E)** - *Retreat into the swamps* : during a combat, the Saxon may ignore a hit.

• **Révolte en Thuringe (E)** - *Revolt in Thuringe* : the Thuringe rise up. The units of this duchy must still be present in their territory, but the uprising may take place at the moment of their activation by the Carolingian. These units cannot move during this turn. If they are attacked, they defend themselves normally. The Carolingian cannot touch the RP of the territory concerned by the revolt in phase A of the following turn.

• **Révolte générale (E)** : *General revolt* : the Saxon rolls **1D6**. **1-2** : 3 x conquered territories revolt ; **3-4-5** : 4 x conquered territories revolt; **6** : 5 x conquered territories revolt. Then, the rules of the Revolt stratagem apply (including concerning the converted territories). The revolting territories are chosen by the Saxon.

Note : Between 782 and 785, the Saxon may purchase this stratagem directly instead of drawing it at random. This costs 4 RP in 782, 5 RP in 783 and 6 RP in 784 and 785. In this case, after its application, this stratagem is definitively eliminated.

• **Révolte (E)** - *Revolt* : a Saxon territory that is conquered revolts (as the Saxon chooses). If the territory did not convert, revolt is automatic. Otherwise, the revolt erupts on a **1D6** result of **4, 5 or 6**.

If the territory contains units of the Carolingian, the possible fortification remains under Carolingian control. The Saxon units of the territory are redeployed there and are immediately and freely activated (they may immediately attack the units of the Carolingian as long as the Saxon still has enough RP, retreat to a territory under Saxon control, join other activated Saxon units...).

If the territory contains no Carolingian units, any fortifications of the territory return to Saxon control (a stronghold or a bishop's palace becomes a fortress again) and all the Saxon units of this territory are deployed there but are not activated automatically. The Carolingian control marker is removed.

• **Trêve (C)** - *Truce* : a truce is signed between the Saxons and the Carolingians. Move on to the next turn. If the other player also plays a "Trêve" stratagem, pass another turn. This stratagem must be played. The "Trêve" stratagems are removed from the game starting with turn 782.

4.3.1 - Carolingian stratagems

• **Campagne d'hiver (F)** - *Winter campaign* : the Carolingian may launch an additional operation after the redeployment of phase F. A maximum of 4 units may be activated, even if they were activated previously during the turn (the Neustria unit cannot participate in this operation). The activation has a cost.

• **Conversion (F)** : the conversion of a territory conquered by the Carolingian is automatic and free (see 7.3).

• **Embuscade (E)** - *Ambush* : before the first round of a combat, the player who plays this stratagem launches a free attack with **1D6** (without bonus). The potential hit is applied before the normal pursuit of the combat. If the two players play this stratagem at the same time, the ambush does not take place.

• **Impôt impérial (C)** - *Imperial tax* : the Carolingian rolls **1D6**. **1-2** he wins an additional 1 RP. **3-4**, 2 RP. **5-6**, 3 RP.

• **Interception de pillards (E)** - *Interception of pillagers* : when the active player declares a retreat after pillage, the passive player may declare an interception that takes places before the retreat movement. The intercepting player may move up to 5 units freely (respecting the association limitations) located in the adjacent territories toward the territory where the pillagers are located. The pillager may refuse the combat and retreat by giving up the pillage RP acquired during the operation. On the other hand, he keeps the RP linked to any seizing of fortresses. Otherwise the combat occurs following the rules of combat and normal cost. The friendly fortifications are not used. The interception does not count as an operation and the concerned units can be activated before or after. If the pillager is destroyed or retreats, the Pillé (pillaged) marker(s) are removed from the map and the intercepting player gains the RP of the territories on the following turn. If the pillager must retreat across several territories to rejoin a friendly territory, the interception may be declared in any territory that is crossed. Once the interception is over, the units that led it and were not destroyed return to their original territories.

• **Massacre (F)** : before the redeployment, the Saxon territory in which Charlemagne is located and two adjacent territories not containing Widukind are immediately conquered. The counter is given to the Saxon who then has a Revolt stratagem he is free to use on the following turn. This counter is then permanently removed from the game.

Note : *This counter is added to the pile starting with year 780.*

• **Neustrie (D)** - *Neustria*: the Neustria unit arrives in reinforcement freely at Aix-la-Chapelle.

• **Raid sorabe (E)** - *Sorb raid*: the Sorb units may be activated freely to lead a raid against the Saxon territories (but the rest of the operation costs the usual RP). If successful, the pillage RP are not attributed to the Carolingian player.

• **Raid vélète (E)** - *Veleti raid* : the Veleti unit may be activated freely to lead a raid against the Saxon territories (but the rest of the operation costs the usual RP). If successful, the RP from the pillages are not attributed to the Carolingian.

• **Raid obodrite (E)** : the Obotrite units may be activated freely to lead a raid against the Saxon territories (but the rest of the operation costs the usual RP). If successful, the RP from pillages are not attributed to the Carolingian player.

• **Ralliement des élites (E)** - *Rallying of the elites*: the Saxon nobility rallies around Charlemagne if at least Syburg, Eresburg and Paderborn have been conquered and at least two strongholds as well as a bishop's palace have been constructed in Saxon territory. The three Saxon counters Westphalian, Angrian and Eastphalian **+1** lose their combat bonus for the rest of the game. If the Carolingian draws this stratagem again, it has no effect..

• **Trêve (C)** : a truce is signed between the Saxons and the Carolingians. Move on to

Séquence de jeu

A : calcul des points de ressource
B : détermination de l'initiative.
C : achat des stratagèmes.
D : achat et placement des renforts.
E : phase d'opérations des deux joueurs.
F : réorganisation.

Ville
Place forte
Evéché
Forteresse
Point de ressources

Stratagèmes

COSTS TABLE

STRATAGEMS

1st + 2nd + 3rd	0 RP +1 RP + 2 RP
buying *General Revolt*	4 RP in 782, 5 RP in 783, 6 RP in 784-785

REINFORCEMENTS

Unit	1RP
Unit +1	2RP
Unit +2	3RP

WORKS

Construction of a stronghold (Carolingian)	4RP
Construction of a bishop's palace (Carolingian)	3RP
Reconstruction of a taken fortress	1RP
Reconstruction of a taken abbey	2RP
Reconstruction of a taken city	5RP
Reconstruction of a taken stronghold	2RP
Reconstruction of a taken bishop's palace	2RP

ACTIVATION

By stratagem Raid or Revolt	0RP
By « nation » (Carolingian)	1RP
By territory (Saxon and Scarae in conquered territory)	1RP

MOVEMENT

First movement in friendly territory	0RP

Movement by territory of an army without a leader

1-3 units	1RP
4-5 units	2RP

Mouvement by territory of an army with a leader

1-6 units	1RP
7-9 units	2RP
10-12 units	3RP
13 unités and more	4RP

Mouvement of retreat 0RP

COMBAT

By round for the attacker	1RP

CONVERSION

By territory and by try	1RP

RESSOURCE POINTS	
OPERATIONS	
Pillage	Territory's RP
Ennemy fortress and stronghold taken	1RP
abbey and bishop's palace taken	2RP
City taken	3RP
STRATAGEMS	
Good Harvest	1 to 3 RP
Imperial tax	1 to 3 RP
Campaign against the Avarsor Campaign in Italy	2 to 4 RP
TERRITORY	
Controlled original territory	Territory's RP
Converted territory (Carolingian)	Territory's RP
Intact abbey (Carolingian)	1 RP
Irminsul (Saxon)	1 RP

Carolingians

Frisians

Danish

Saxons

Slavs

The Carolingian has the initiative. He has **10 RP** and decides to activate the units from Austrasia (this activation costs him **1 RP**). The two units from Koblenz move to Cologne (this movement is free because it is toward a friendly zone). The four units from Austrasia form an army that crosses the Rhine (**2 RP** because there are between four and six units without a commander) then enter the territory of Syburg (**2 additional RP**). The territory is defended by a single Saxon unit. The Carolingian decides to attack and therefore spends another 1 RP. The Saxon specifies that the fortress of Syburg does not participate in the combat. The Carolingian rolls **4D6** (one per unit) including one die of a different colour for the unit +1. He gets **2, 3, 6** and **5**. The 6 and 5 are hits, and a single one suffices to destroy the Saxon unit. The Saxon rolled a die and got **5**. The Carolingian loses a unit of his choice (we'll make it a unit from Koblenz).

The Carolingian decides to attack the fortress (cost of **1 RP**). He needs to get a 6 to hit it. He rolls three dice and gets **2, 5** and **5** (for the different coloured die). The bonus of the unit from Cologne **+1** transforms the 5 to a 6. The fortress falls. The Saxon rolls the die for the fortress, but he gets a 4 so there is no hit.

A Fortress destroyed marker is placed on Syburg. The Carolingian adds **+ 1 RP** to his RP reserve at the phase of the following turn.

He decides to pillage the territory. A Pillé (Pillaged) marker is placed on the zone. In phase A of the following turn, the Carolingian will obtain **1 RP** for Syburg and the Saxon nothing.

The three Carolingian units retreat together to Austrasia on the right bank of the Rhine, the first friendly territory they encounter. The operation is over (at a cost of **7 RP**. There are 3 RP left for the Carolingian for another operation later in the turn if he wishes).

The Saxon may now launch an operation of his own.

the next turn. If the other player also plays a "Truce" stratagem, move again to the next turn. This stratagem must be played. The stratagems « Trêve » are removed from the game starting with turn 782.

5 – REINFORCEMENTS & FORTIFICATIONS

5.1 - PURCHASE OF REINFORCEMENTS

One after the other, players may purchase a destroyed unit as a reinforcement or play a reinforcement stratagem and construct or reconstruct fortifications, beginning with the player without the initiative.

5.2 - RESTRICTIONS

One may not purchase more units or fortifications that one has RP. One more not purchase more units or fortifications than there are counters provided in the game.

• The Carolingian may only purchase Scara, Neustria, Austrasia, Hesse, Thuringe, and West Friesland units.

• The Saxon may only purchase Saxon units of territories that are not controlled by the Carolingian.

• The Frisian, Danish, Obotrite, Veleti, and Sorb units only enter the game by the appropriate stratagem. They can never be bought.

• A fortification taken on the previous turn may be reconstructed by the player who controls the territory.

• The Saxon may only reconstruct fortresses even if the Carolingian has transformed them into strongholds or bishop's palaces.

5.3 - COST OF REINFORCEMENTS

See the cost table.

5.4 - PLACEMENT OF REINFORCEMENTS

• Scarae : Aix-la-Chapelle.
• Neustria : Aix-la-Chapelle.

• Any other unit: in the territory with its name.

5.5 - CONSTRUCTION OF STRONGHOLDS

The Carolingian may also decide to transform some of the Saxon fortresses (intact or destroyed) that he controls into strongholds. He spends **4 RP** per fortress and places the corresponding marker on the appropriate fortress.

There can only be one fortification per territory.

5.6 - CONSTRUCTION OF A BISHOP'S PALACE

The Carolingian may also decide to transform some of the Saxon fortresses (intact or destroyed) that he controls into bishop's palace. He spends 3 RP per bishop's palace and places the corresponding marker on the appropriate fortress.

There can only be one fortification per territory.

6 - OPÉRATIONS

6.1 - OVERVIEW

An operation corresponds to a military campaign or a raid launched by a player. It begins by the activation of the units participating in the operation, proceeds to the movements, the combats and possible interceptions and terminates either by the return to friendly territory of the army leading the operation, either by conquering an enemy territory or by the destruction of all the friendly units engaged. The active player plays **as long** as his current operation has not been completed.

The operations alternate between each player beginning with the player who has

the initiative. Playing a stratagem Raid or Revolt counts as an operation.

If one of the players passes his turn, the other may play one operation after another as long as he has RP.

Launching an operation is never required.

The Saxon may only lead raids outside of his original territories but may attempt to reconquer lost territories. The Carolingian may lead raids and/or conquests.

6.2 - ACTIVATIONS

The active player may activate as many units as he wishes by spending RP (see the cost table). The Carolingian activates/spends **1 RP** per "nation": royal army (Scara and Neustria), Austrasia, Hesse, Thuringe and West Friesland. The Saxon activates/spends **1 RP** per territory. The units activated are turned over to their active side.

The units activated during the same activation phase constitute an army. There are restrictions in the composition of armies.

A unit may only be activated once per turn (**exception**: Winter campaign). *The interception of pillagers* is not an activation.

6.2.1 - Carolingian

The Carolingian's units may form an army with the Scarae, Neustria, Austrasia, Hesse, Thuringe and West Friesland. The units Neustria and Scarae +2 must be part of an army commanded by Charlemagne.

6.2.2 - Saxon

The Saxon units and the Frisian allies may be activated within the same army if Widukind commands this army.

Otherwise, without Widukind, the units from Westphalia, Angria, Westphalia and Nordalbingia cannot be amalgamated within the same army, and the Frisian allies may only be activated alone.

The Danish unit and Saxon units may be activated within the same army if at least one Nordalbingian unit is present in this army.

6.2.3- Constraint

An army without a commander (Charlemagne or Widukind) may not include more than 5 x units.

• **Activation by a raid stratagem.** If a player plays a Raid stratagem, the activation is free, but the rest of the operation costs the usual RP. The people leading a raid can never associate itself with the units of another people to form an army.

• **Activation by revolt.** If the player plays a Revolt stratagem, the activation is free or not depending on the presence of Carolingian units.

• **Activation by stratagem *Winter campaign*.** This stratagem allows for one last activation during phase F.

7 - MOVEMENTS
7.1 - OVERVIEW

Land movement occurs from territory to territory. There is no movement limit as long as the player has RP.

Movement toward the Frisian, Obotrite, Veleti and Sorb territories is prohibited except for units from there.

Movement toward Denmark is authorised for the Saxon units accompanied by Widukind (three units maximum) and the Danish unit.

Movement toward Aix-la-Chapelle is prohibited. However, it is possible to go from Aix-la-Chapelle to Cologne (city side), Koblenz or Büraburg.

The Cologne territory is divided in two: players must spend 1 or more RP to cross the Rhine as if there were two distinct territories.

6.2 - COST OF MOVEMENTS

The first movement toward a friendly territory (free of enemy units) after an activation is free.

All other movements cost **1 RP** per territory and for every **3 x units**.

If a commander is present, the movement of the first 6 units costs **1 RP** then another **1 RP** for every **3 x units**. The commander does not count as a unit.

6.3 - FORMATION OF ARMIES AND MOVEMENT

All units activated at the same time must congregate in a single friendly territory before they are able to enter an enemy territory. Once the army is formed in this manner, all the units that compose it must move together until the end of the activation.

It is possible to leave activated units in their starting territory. But these units cannot be reactivated during the same turn and are left on their active side.

Precision : the Scarae left in Saxon territories conquered in phase F (see 8.2, redeployment) are activated separately from the units based at Aix-la-Chapelle. The activation of the Scarae in conquered territories costs 1 RP per territory. The rule on the formation of armies always applies.

6.4 - RESTRICTION TO MOVEMENTS

An army must stop in a territory that contains enemy units. On the other hand, fortifications do not hinder movement. If the enemy units are eliminated from the territory after a combat, the active army may take up its movement as his RP allow.

6.5 - RETREAT

Retreat is a particular movement toward the territory from which the active army came, regardless of the reasons for this movement (by choice of the active player or for lack of RP to continue the operation). The retreat may occur over several territories as long as it follows the exact route taken on the way there. This movement is always free. It stops as soon as the army reaches a friendly territory.

Retreat is free.

7 - COMBATS

7.1 - OVERVIEW

When an army enters a territory occupied by enemy units, combat is mandatory. The active army is the attacker, the passive units are the defender. Certain tactical stratagems may also be played. The combat lasts at least one round.

7.2 - COMBAT PROCEDURE

a. The active player spends 1 RP.

b. The defender specifies if his fortification participates in the combat.

c. The two players simultaneously roll as many **D6** as there are units involved (including the fortification participating in the combat).

If certain units have attack bonuses, the concerned player must specify the correspondance between the rolled die and the targeted unit before rolling the dice.

d. Each modified result of **5 or 6** constitutes a hit. The fortifications and the unit Scarae + 2 are hit only on **6**.

Each hit corresponds to a destroyed unit. The first unit eliminated is chosen by the hit played, the second by the opponent, and so on. The fortifications participating in the combat may only be eliminated after all the units of the concerned camp. A Saxon for-

tress or une abbey/bishop's palace is destroyed if it is hit once, a stronghold is destroyed if it is hit twice and a city if it is hit three times (but possibly over the course of several successful rounds of the same combat).

The *Siège 1* and *Siège 2* markers are used to indicate the number of hits already inflicted on a city or a stronghold.

If a **6 without modifier** is rolled and the enemy army is commanded by a commander, the player re-rolls the die. If the result is a 6 again, Widukind is killed. The die is only rolled to determine the death of the commander once per combat round (regardless of the number of unmodified 6 that are rolled). Charlemagne cannot be killed in combat, but if the result is 6 again, the Charlemagne and Scarae +2 counters are repositioned at Aix-la-Chapelle for the rest of the turn.

If all the units accompanying Widukind or Charlemagne are destroyed, he takes refuge in the closest territory controlled by his camp.

e. If all the units of a camp are destroyed, the survivor is the victor. If there are still units in both camps, the defender may retreat to an adjacent friendly territory free of enemy units. If retreat is impossible, he must remain in place.

If the defender was not able to retreat, the attacker may do so (retreat is mandatory if the attacker has no more RP).

Otherwise, a second round ensues following the same procedure (the attacker must pay another 1RP). As long as the attacker wants to spend RP and there are still defenders, the rounds may continue.

If the last unit of the defender is a fortification, the attacker is not required to continue the combat and destroy it to continuer its operation.

f. If the defender has no more units in the territory, the attacker may:
• **Attack the fortification** if there is one and it hasn't participated in the combat (1 RP per assault round, like a normal combat).
• **Pursue his movement** (after pillage or not).
• **Pillage the territory** (it is not necessary to take the fortress to pillage the territory). If the territory is pillaged, a Pillé marker is placed on it. In phase A of the following turn, the pillaging player will receive the number of RP corresponding to the territory (if the pillaging units return to friendly territory at the end of the operation. If this isn't the case, because they have all been destroyed, the territory does not give RP to either player). (Free action)..
• **Retreat** (after pillage or not). (Free action).
• **Put an end to the operation**. An army may only put an end to its operation if it has entered a friendly territory or if the territory where it is was conquered (for the Carolingian), meaning if it contains no enemy units and the fortress has been seized.

If the Carolingian wishes to keep the units Austrasia, Hesse and Thuringe in a territory conquered at the end of an operation until the redeployment phase of the turn, he must pay **1 RP** and roll **1D6**. **1**: the Austrasians go back home; **2**: the Hessians go back home; **3**: the Thuringians go back home. **4 to 6**: they remain in the conquered territory (but will be redeployed normally in phase F). If they are incorporated in an army commanded by Charlemagne, the units Austrasia, Hesse and Thuringe may remain

in a territory conquered without spending RP or rolling a die.

g. Once the operation is over, the other player may launch an operation. When both players have passed their turn, phase E is finished.

If Widukind is eliminated, the Saxon has no more commander until the end of the game.

8 - REORGANISATION

Reorganisation proceeds as follows.

8.1 - CONQUESTS

The conquered Saxon territories (no more Saxon units, fortress destroyed), that are adjacent to a Carolingian territory or conquered by the Carolingian and where there is at least one Carolingian unit receive a Carolingian control marker.

A Saxon territory controlled at the beginning of the turn by the Carolingian is considered reconquered by the Saxon if the Carolingian player has no more units in this territory, the fortification has been destroyed and at least one Saxon unit is present. The Carolingian control marker is therefore removed.

Once a territory is conquered by the Carolingian, the Saxon may no longer buy back Saxon units from this territory until he has reconquered it.

8.2 - REDEPLOYMENT

The surviving units return to their territories. The Neustrian unit is returned to the stack of units that may be purchased by the Carolingian. All the units present on the map are turned over to their inactive side. The Saxon units that are unable to return to their original territory, if it was conquered by the Ca-

rolingian, remain in the free Saxon territory where they are and can be activated on the following turn, respecting rule 6.2.

Charlemagne and the Scarae +2 return to Aix-la-Chapelle.

The Scarae units +1 may remain in conquered territories or return to Aix-la-Chapelle.

Widukind at Wittekinberg. If Wittekinberg has been conquered, Widukind is placed on any friendly territory free of enemy units as the Saxon player chooses, but with the Westphalia units as priority .

Once the redeployment is over, the stratagem "Winter campaign" may be played (once this special operation is finished, any conquered territories receive a Carolingian control marker and the implicated units will be redeployed again, except perhaps the Scarae +1).

The Frisian, Danish, Obotrites, Veleti and Sorb units that are destroyed return freely at each reorganisation to their original territory.

8.3 - IRMINSUL

If the Carolingian conquers Eresburg, the Irminsul is destroyed since it is a sacred object for the Pagans. The Carolingian immediately gains **1 RP**. The Irminsul counter is removed from the game.

The Saxon turns the counter over, places Widukind at Wittekinsberg and draws freely from the stratagem stack "Aux armes! (Westphalia)" that he can use on the next turn in addition to the other stratagems that he purchased normally. If Wittekinsberg is occupied, Widukind is placed on any friendly territory free of enemy units, as the Saxon chooses, but with priority to the Westphalia units.

As long as the Irminsul has not been destroyed, the Saxon receives **1 additional RP** each turn.

8.4 - CONVERSION

For each Saxon territory conquered but not yet converted, the Carolingian may attempt a conversion once per turn. He spends **1 RP** then rolls **1D6**. If the result is **4, 5 or 6**, the territory's inhabitants convert to Christianity. The control marker is turned over to its "converted" side.

If a bishop's palace was previously constructed in this territory, the conversion is automatic.

If the territory to be converted is adjacent to a bishop's palace, the Carolingian benefits from a **+1** on the conversion die roll.

If the Irminsul has not been destroyed, the Carolingian suffers **-1** on the conversion die roll and any **+1** obtained by a bishop's palace is canceled.

8.5 - STRATAGEMS

All the stratagems, used or not, are returned to the pile.

8.6 - VICTORY CONDITIONS CHECK

• If the Carolingian has conquered all the Saxon territories outside of Nordalbingia, he has won and the game ends.

• If Cologne and Koblenz are taken and their territories pillaged by Saxon units during the same turn, it's an automatic victory for the Saxon and the game ends.

• If these two conditions are met during the same turn, it's a Carolingian victory.

• If, during the last turn 785, the Carolingian has not fulfilled his victory conditions, the Saxon wins.. ◆