Sequence of Play

Levy (3.0)

- **Arts of War** (3.1): Teutons then Russians shuffle Arts of War, draw and implement in order *two* cards—if first Levy, *Capabilities* (bottom half of card, 1.9.1); thereafter, *Events* (top half).

- **Pay** (3.2): Teutons then Russians may pay their Lords to stay in the field—

  Loot: Each Loot spent at *Friendly Locale* (1.3.1) shifts Service of one Lord there by one 40 Days box right.

  Coin: Each Coin spent shifts one Service marker by one 40 Days box right of any Lord at the Paying Lord's Locale (it may be his own). Russians may spend Veche Coin to shift any *Unbesieged* Lord's Service marker.

- **Disband** (3.3): Teutons then Russians remove certain Lords [and, if using advanced Vassal Service (34.2), Vassal Forces]—
  o *Beyond Service Limit*—Lords [and Vassals] with Service markers left of current 40 Days are *permanently removed* from play. Lords discard their cards (1.9.1, 34.4). [Vassals remove Forces shown on their markers from their Lords' mats, as able.]
  o *At Service Limit*—Service in current 40-Days box must Disband. Take Lord off map [Vassal Forces off mats] and place Disbanding Lord's cylinder onto Calendar (even if Besieged) a number of 40-Days boxes to the right equal to his Service ? (just off board if past box 16). [Return Disbanded Vassal markers to their Lord's mat—Coat of Arms down (not yet Ready).]

- **Muster** (3.4): Teuton then Russian Lords already in *Friendly Locales* use Lordship ? ? to—
  [a] roll to Muster Ready *Lord* at Seat (not Aleksandr, Andrey only by Aleksandr) OR
  [b] Muster Ready *Vassal* Forces [Advanced Vassal Service: flip markers up to Ready] OR
  [c] add *Transport* OR
  [d] add *Capability* (discard above *two* "This Lord" per Lord).

- **Call to Arms** (3.5):
  If pawn on WILLIAM OF MODENA card, Teutons may place *Legate* at Bishopric. Once pawn on map and Unbesieged, Teutons may *either* move Legate to any Friendly Locale *or* remove pawn to card to
  [a] auto-Muster Lord (34.1) if Legate at Lord's Seat OR
  [b] slide cylinder of Lord with Seat at Legate 1 Calendar box left OR
  [c] have Lord at Legate's Friendly-Locale use his Lordship (34).
  Russians may pay 1VP from *Veche* (14.2) to
  [a] slide Lord cylinder by 1 Calendar box left OR
  [b] auto-Muster a Lord (34.1) OR
  [c] have Lord at Friendly Locale use Lordship for Muster (34).
  Instead, they may slide Aleksandr and Andrey—whomever Ready (34.1)—to 1 box right of current to add 1VP total to Veche, to max 8.

Campaign (4.0)

Flip Levy to Campaign (2.2.2). Discard Capabilities in excess of Lords (4.0).

- **Plan** (4.1): The sides *stack* Command cards into facedown Campaign Plans—the number of cards (4, 5, or 6) shown at the current Calendar Season. Teutons then Russians may designate *Lieutenants* to lead other Lords.

- **Command** (4.2): Teutons then Russians alternate revealing top Command card and Activating that Lord—
  o *Pass?* If Pass card, Lower Lord, or Lord not on map, pass play back to the other side.
  o *Actions* (4.3-4.7): Lord on card takes Command actions using his Command Rating ? ?
    If with Legate, may remove pawn to WILLIAM OF MODENA card to get +1 Command.
  o *Feed/Pay/Disband* (4.8): After all actions on a Command card, Teutons then Russians Feed Lords who Moved or Fought. Remove one Provender or Loot for Lord with up to *six* units, *two* for *seven* or more. Lords Feed own Forces, then Share (1.5.2). Unfed Lords shift Service [and their Vassals' Service] one 40-Days box left. Teutons then Russians Pay and as required Disband Lords (3.2-3.3). Remove Moved/Fought markers.

- **More Activations:** Alternate Command cards per above, until stacks expended.

- **End Campaign** (4.9): After all Command cards, prepare for next 40 Days.
  o If last 40 Days of scenario, *end game* and award win to highest VP (5.3).
  o If last 40 Days of Summer or Winter, flip *Sleds/Carts* and reduce them to ½ (round up).
  o *Wastage:* Teutons then Russians select and *discard any one Asset or card* from each own Lord who has more than one of any type of Asset or more than one This Lord card.
  o Unstack *Lieutenants* (4.1.3) and remove *Serfs* from mats to the SMERDI card.
  o Teutons then Russians, as desired, may *discard* any Arts of War cards.
  o Advance *Campaign marker* to next 40-Days box and flip to (2.2.2).
  o If new 40 Days is first Late Winter of the year, discard CRUSADE card.

Every 40 Days (2.2)
- Levy
  o Arts of War
  o Pay/Disband
  o Muster/Call to Arms
- Campaign
  o Plan (stack cards)
  o Command (flip cards)
  Each card:
    ◇ Actions
    ◇ Feed/Pay/Discard
    ◇ Wastage/Discard

Friendly Locale (1.3.1)
• That side's territory or Conquered Stronghold *and*
• No enemy Lord, Stronghold, or Conquered marker

Feed (4.8.1)
• 1 Prov or Loot per Lord with 1-6 units
• 2 Prov or Loot per Lord with 7+ units
Prov Loot

Campaign Victory (5.2)
• Side with no Lords on map loses

At End: Most VP (5.1, 5.3)
• Conquered markers (1VP each)
• Castle markers (1VP each)
• Ravaged markers (½VP each)

Nevsky: Teutons and Rus in Collision 1240-1242

Commands (4.2.2, 4.3-4.7)

Player Aid Foldout

Action	Requirements	Procedure
🏰 Besieged: Sally, Stone KREMLIN, or Pass		Sharing: Any Assets among Lords at same Locale (1.5.2)
March — If began Siege or Battled: End card	Two actions if Laden. *If Marched, Avoided, Battled:* mark with	Move Lord(s) to adjacent Locale by a Way. Marshal may take group (4.3.1). Lieutenant takes Lower Lord (4.1.3). Lord may take Legate (14.1). Enemy may Avoid Unladen or Withdraw (4.34); if enemy stands, Battle (44); if at Unbesieged enemy Stronghold, begin Siege (4.3.5).
Siege — End card	Besieging Lord. Uses entire card. Mark all with all, Moved Fought	SURRENDER? (4.5.1) If no Enemy Lords, may roll die; if roll ≤ Siege markers: - Stronghold Conquered, adjust VP; no Spoils. - Remove Veche Coin if Novgorod. SIEGEWORKS? If Besieging Lords ≥ Capacity ❶, ❷, ❸ add 1 Siege (to max 4).
Storm — End card	Besieging Lord. Mark all with Moved Fought	Attack per Storm (4.5.2). If Conquered, SACK: permanently remove Besieged Lords; distribute Spoils; adjust VP.
Sally — End card	Besieging Lord. Mark all	Attack per Battle (4.5.3, 4.4) - Losing Attacker Withdraws back inside: reduce to 1 Siege marker.
Supply	Must have Supply Sources.	See Supply Sources below--select Source(s), Route(s), Transport (4.6.1-.2). - Each of up to 2 Seat Sources adds 1 Provender (to max 8, 4.6.3). - Novgorod/Seaport adds 1 Provender per each of up to 2 Ships (so none in Winter).
Forage	Not in Ravaged. At Friendly Stronghold or anywhere in Summer.	Add 1 Provender to Foraging Lord (4.7.1, to max 8, 1.7.3).
Ravage	Not own territory, Conquered, Friendly, or Ravaged.	Place Ravaged marker in own color (adjust VP total). Ravaging Lord adds 1 Provender plus, at Locale other than Region, 1 Loot (4.7.2, to max 8 each, 1.7.3).
Sail	At Seaport. Not Winter. Entire card. Mark with Moved Fought	Move to Seaport - not to Unbesieged enemy Lord. Teutons require 1 Ship, Russians 2 Ships per Horse unit, plus 1 Ship per Provender, 2 Ships per Loot. Groups move together as per March (4.3.1).
Tax	At own Seat. Uses entire card. all	Add 1 Coin unit to the Taxing Lord (4.74, to max 8, 1.7.3).
Pass	Any Lord, even Besieged.	Do nothing (4.7.5).

Usable Transport (1.7.4):
Seasons per Calendar.
Sleds—Any Ways.   Carts—Trackways.
Boats—Waterways.
Ships—Seaports or Novgorod (for Russian Supply).

Supply Sources and Routes (4.6.1-4.6.2):
Sources are active Lord's Seats, Novgorod for Russians, Seaport for Teutons.
Route to Source may not touch any Unbesieged enemy Stronghold, Lord, or Conquered.
Lord must have/share usable Transport (1.74) for each Way on Route to Source.
— A given Transport can be used for multiple Sources.

Laden (4.3.2): Provender > and up to 2x usable Transport (1.74, including shared, 1.5.2) or if any Loot.

Greed (1.72): Discard Assets only to March Laden, March Unladen, Avoid Battle, Retreat, or Sail (4.3.2, 4.34, 44.3, 4.73).

Forces (1.6, 4.4.2)

	Type	Piece	Strikes	Protection	Notes / optional counter
Horse	Knights	silver	x2 Battle / x1 Storm	1-4	Armor; Druzhina Command +1; others Reserves. Raiders Ravage across Trackway, Warrior Monks reroll Armor
	Sergeants	steel	x1	1-3	Armor / Halbbrüder Armor +1 / Raiders Ravage across Trackway
	Light Horse	brown	x½* / x½	Unarmored / 1	Melee round up; Unarmored / *Archery also if Luchniki (round up) / Converts March to 1st Locale for 0 actions / Raiders Ravage adjacent (Russian: no Loot)
	Asiatic Horse	buff	x½	1-3 / 1	Archery only (round up) / Evade Battle Melee only / Unarmored if Archery or Storm / Raiders Ravage adjacent (Russian: no Loot)
Foot	Men-at-Arms	steel	x½* / x1	1-3	Armor; Halbbrüder Armor +1 / *Archery also with enemy Armor −2 (round up) if Garrison or Crossbowmen
	Militia	brown	x½* / x½	Unarmored / 1	Melee round up; Unarmored / *Archery also if Luchniki (round up)
	Serfs	tan	x½	Serfs (no roll)	Melee round up; no Protection / Remove at end of Campaign

Strongholds (and Trade Routes, 1.3.1, 4.3.6, 4.5)

	Type	Capacity	Icon	Walls	Garrisons (4.5.2)	If Conquered	VP. Spoils*
Russian-Built	Novgorod	3		1-3	−2		Conquered 1VP / Loot Loot Loot / Prov Prov Prov / Coin Coin Coin
	City	3		1-3	−2		Conquered 1VP / Loot Loot / Prov Prov / Coin Coin
	Fort	1		1-3	−2		Conquered 1VP / Loot / Prov / Coin
	Trade Route	none		none	none		Conquered 1VP
Teuton-Built	Bishopric	3		1-4	−2		Conquered 1VP / Loot Loot / Prov Prov / Coin Coin
	Castle	2		1-4	−2		Conquered 1VP / Loot / Prov / Coin

* Loot, Prov, Coin if Sacked (4.5.2; not Surrendered, 4.51)

Battle and Storm

	Steps	Battle Procedure (4.4.1-4.4.5)	Storm Procedure (4.5.2)
Round	Array Lords Play Events	Active Attacking Lord Front center, then any one each left/right, others Reserves. Defenders center then left/right, opposing each Attacker as able. (See also Sally, Relief Sally.) Attackers then Defenders play Events.	Array as for Battle but only Active Attacking Lord and any one Defender in Front; rest in Reserve. Defender: place Garrison (see Strongholds). Attacker: place Siegeworks as Walls.
	Concede? Reposition	Concede Field? Attacker then Defender may declare this Round as last, enemy Pursuit. Reserve Lords advance into any empty Front. Attacker then Defender: Left or right to empty center. Front Lords with no enemy opposite: Flank closest.	Concede? Attacker may end Storm now as the loser. If after Round 1, Attacker then Defender may switch positions between their Front Lord and any Reserve Lord. If starting a new Round and Front Lord Routed, that side advances any one Reserve Lord to Front.
	Strike (Each Strike step)	1. Archery: a. Defenders / b. Attackers / 2. Melee: a. Defending Horse / b. Attacking Horse / c. Defending Foot / d. Attacking Foot — 1. a.b. / 2. a.b. / 2. c.d.	1. Archery: a. Defenders / b. Attackers / 2. Melee: a. All Stronghold Defenders / b. All Attackers — 1. a.b. / 2. a.b.
	Hits	x½ vs (round up) — Each unit causes ½, 1, or 2 Hits—see Forces table. Total all (opposite, Flanks, Garrison) and round up. Roll any Walls. Battle: Lord opposite/Flanking/Flanked takes Hits (owner selects which first). Owner assigns Hits to units. Roll 1 Protection per Hit (failure Routs unit). Storm: Attacking Armored take Hits first. Garrison takes Hits before Defending Lords.	
	Protection	Walls: Targeted side rolls 1 die per Hit; each roll within range cancels 1 Hit. Armor: Unit absorbing Hit rolls; within range absorbs 1 Hit without Rout. Evade: Roll as for Armor (above) but not if Archery or during Storm. Unarmored: If no Armor or Evade (and not Serf), roll of "1" absorbs Hit without Rout.	
	Rout	Routed units immediately slide back on mat; Routed Garrison units are removed. Routed units may not Strike or absorb Hits. When all of a Lord's units Rout, the Lord Routs—immediately remove him from the Array.	
	New Round?	If all Lords of a side Routed or it Conceded the Field, that side loses the Battle. If not, begin new Round at Concede?/Reposition above.	If all Attackers or Defenders Routed, that side loses. If not and Rounds so far = Siege markers, Attacker loses. Otherwise, new Round with Repositioning (above).
Ending Battle/Storm	Retreat Withdraw Conquered	Losers Retreat adjacent where no Unbesieged enemy (Defenders not Way enemy came, Attackers to origin), OR Withdraw into Friendly Stronghold (Sally must), OR are permanently removed.	If Besieged Defenders lose, the Stronghold is Sacked—all Lords inside are permanently removed and award Spoils; Attackers Conquer the Stronghold. Otherwise, Siege continues (no Retreat or Spoils).
	Losses	All Lords' Routed units each roll—failed roll removes unit: —Retreated without Conceding or Attacker in Storm roll as if Protection "1". —Others roll against unmodified Protection (Armor, Evade, or Unarmored). Any Lord with all units Removed is permanently removed.	
	Spoils	Loot — Winners take from Losers who — Retreated without Conceding or were removed: all Assets except Ships. — Conceded and Retreated: Loot plus excess Provender so Retreat not Laden.	As in Battle (at left), plus Conquered Stronghold yields Loot, Provender, Coin equal to VP. VP value
	Service	Roll a die for each Retreating (not Withdrawing) Lord: Shift that Lord's Service [and his Vassals'] left by number of boxes equal to ½ die roll, rounded up. — = 1 / = 2 / = 3	
	Aftermath	Mark all Lords Moved/Fought. Discard any "Hold" Events used at this Battle or Storm. If Battle starts Siege, add 1 marker; if lifts Siege, remove markers. If Sally Raid (4.5.3), reduce Siege to 1 marker. If boxed Locale changed hands, adjust Conquered/VP (if Novgorod, Veche Coin to Spoils).	
		Recovery: No more Actions on this Command card—go to Feed/Pay/Disband (4.8).	