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OPTIONAL RULES

(ONLINE ONLY)

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Carolingian Twilight

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at strategyandtacticsmagazine.com/site/e-rules/

Important: To assist finding needed units during play, it is recommended that players make a double-sided photocopy of the counter sheet before punching out the counters as players may decide they want additional counters when playing the five player scenarios.

1.0 INTRODUCTION

Carolingian Twilight (CT) is a two- to six-player game covering the decline of the Carolingian Empire following the death of Charlemagne (Charles the Great) in AD 814. The Salic Law of the Franks required that at a man's death all his property was divided among all his sons which led to civil wars among Charlemagne's descendants when the inheritance in question was the Empire itself. From the various wills, wars, and treaties dividing and redistributing the Empire during the 800s emerged the nuclei of the modern states of France, Germany, and Italy. Each scenario depicts the period following a particular division of the empire with each player taking on the role of one of the heirs. The object of the game is to reunite the Empire under a single ruler while fending off not only fraternal Frankish rivals but also the hostile surrounding foreign powers.

1.1 Game Scale

Each game turn (GT) represents one year. The map scale is one inch to 75 miles. Each area is an historical region. Each unit represents 100–5,000 soldiers (plus camp followers, etc.).

2.0 COMPONENTS

A complete game of **CT** includes a 22 × 34-inch game map, rule set, and a sheet of 280 1/2-inch counters. Players must provide one six-sided die to resolve combat and other random game events. Players will also need an opaque wide-mouthed cup or bowl to provide a means to randomly pick markers from when required. This cup will be referred to in the rules as a Pool.

Counter Errata: An extra pair of Magyar DV/Slav control markers were printed by mistake. The second pair should be Slav DV/Magyar control markers.

2.1 Game Map

The map shows the Frankish Empire and adjoining regions as they were in the 9th century AD. The map is divided into land and sea areas to regulate movement and other game functions.

- Borders between land areas may represent mountain ranges or rivers, which affect movement. Where rivers do not form the border between areas, they are included for aesthetic purposes only and have no effect on play.
- Each land area has a red number printed within the area. The number is the Levy Value (LV) of that area and represents the population base that could be drawn on for feudal military service.

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- Colored land areas (Scandinavia, Slavs, Bulgars, Byzantines, and Muslims) are peripheral areas representing the off-map core areas of major powers surrounding the Frankish Empire. **Important:** Per scenario special rules, the Bulgar peripheral area is sometimes also treated as a Magyar peripheral area. Iberia and N. Africa are a single peripheral area (Muslim).
- Land areas may contain burgs (cities), representing important and often fortified settlements. Burgs on the coast or on rivers may be marked with a ship to indicate they are ports. **Important:** Flanders does not adjoin the Channel Sea area.
- All burgs have a Diplomatic Value (DV). A Burg with a DV of two or greater has its DV value printed in the center of the burg icon. If a number is not printed on the burg icon, the burg has a DV value of one.

Designer's Note: Diplomatic values represent the diplomatic, administrative, political, and economic factors of the emerging urban economy.

- Burgs are separate areas within the surrounding land area in which they are located.
- Charts and tracks are included on the map to aid play. These charts, tables, and tracks are explained in the body of the rules.

Map Errata:

- 1) Scandinavia should be a dark-colored area. It is prohibited to all but Viking units (10.1).
- 2) Barcelona is a port.
- 3) Unit Cost Table. Change footnote to read: +1 if area or burg is pillaged.
- 4) OP Expenditure Table: Land units, naval transport sections, line 3 delete 'or unoccupied.'

2.2 Counters

The counters provided with the game include combat units and markers.

- Combat unit counters represent the military forces of the various powers existing within the timeframe of the game.
- Markers are used to note control of combat units, and record changes in game conditions.

2.2.1 Combat Units

There are multiple types of combat units representing the forces and leaders of the historical time frame:



Leaders: A Frankish Carolingian noble who has inherited, or claims, part of the Frankish Empire. Each player represents one such leader.



Militia: Armed peasantry and citizenry forming local self-defense forces.



Warriors: Men from whom military service is due, on either a feudal or a personal basis, who are usually required to provide their own arms, armor, and mount.



Nomads: Self-sufficient mobile cavalry.



Field Army: A combined-arms force of professional troops.



Fleets: A concentration of naval power representing various types and numbers of ships.

- Combat units do not have a printed combat or movement factor.
 - a) Each unit is generally worth one strength point for combat, regardless of type. Some warrior and militia units are marked $\times 2$ or $\times 3$. They can be substituted at any time for 2 or 3 regular units of the same type.
 - b) Movement is variable, determined by the number of Operations Points (OP) available to each force each GT.
- Units are of no specific nationality. Control of units on the map is indicated by placing control markers on them. The number of units (and control markers) provided is not a design limit. Players are free to make additional units and markers as needed.

Important: To provide flexibility, all units and markers are printed on both sides. Unlike most games, combat units are all one-step units. The unit on the back of the counter represents a different unit. To help locate specific markers and units an abbreviation on one side indicates the type of marker or unit on the other side of the counter.

2.2.2 Markers

The following markers are provided:

Game Turn Marker: Used to record the progress of the game on the Game Turn Track (GTT).

OP Markers: Used by the phasing power to record the Operations Points (OP) of each of its forces in turn during the Operations Segment of the Operations Phase.

LP Markers: Used by the phasing power to record Levy Points (LP) during the Levy Segment of the Operations Phase.



Control Markers: Used by each power to indicate which units it controls on the map and its position in the order of play on the Initiative Track. The letters in the lower left corner are used by the players to determine what color the opposite side of the counter is (helps locate needed colors).

Player Powers: Are color-coded and do not have power names on them.

Major Non-Player Powers: Are color-coded and have names on them.

Minor Non-Player Powers: Are light gray and have names on them.

DP Markers: Used by a Player Power to record its total Diplomatic Points (DP) on the Points Track. **Important:** Only Player Powers (PP) use DP markers. The DP markers provided for Major Non-Player Powers (NPPs) are only used when the NPP becomes a PP (23.1). Until then, treat these DP markers as extra control markers.

Pillage Markers: Used to indicate areas and burgs that have been pillaged.

Plague Markers: Used to indicate burgs subject to plague.

Stratagem Markers: Represent historical Events that will randomly occur during the game.

3.0 EXPLANATION OF GAME TERMS

Terms related to hierarchy

Power: One of the independent political factions in the game. Each player controls his own Player Power (PP) throughout the game and may temporarily control one or more Non-player Powers (NPP). **Important:** Powers may also be classified as Frankish or Non-Frankish.

Player Power (PP): Initially, any of the Frankish factions that are controlled by the individual players.

- a) A player may only have one Player Power at any one time.

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b) If a Frankish PP's leader is eliminated, the controlling player takes over one of the Major NPP as a new non-Frankish PP, and the old Frankish PP becomes a Major NPP.

Non-Player Power (NPP): Initially, any of the non-Frankish powers controlled either by the game system (Vikings) or temporarily by individual players (e.g., Muslims, Papal States, etc.). Non-Player Powers are divided into two types: Major and Minor.

Major NPPs: Are larger non-Frankish Powers that usually have a peripheral area as their home base. Each GT the players will bid to control each of the Major NPPs, so that every GT one player will control the forces of any given Major NPP.

Minor NPP: Are smaller non-Frankish Powers. Their forces normally sit in place and do not move. Control of Minor NPP may be given temporarily to a player if that Minor NPP is attacked, or permanently aligned due to the play of a stratagem marker.

Frankish: Any of the initial Player Powers, being a claimant to the Carolingian throne and his feudal dependents. Only a Frankish Player Power can win the game. Scenarios may have Frankish NPPs.

Non-Frankish: Any of the initial NPP. They cannot win the game, but function as spoilers to the Frankish PP.

Other Terms:

Levy Points (LP): Represent the feudal population base that can be drawn on for military service each year. In terms of 'purchasing power', 1LP = 1DP.

Diplomatic Points (DP): Represent the diplomatic, administrative, political, and economic factors of an urban economy. In terms of 'purchasing power', 1DP = 1LP.

Enemy: All units of other powers. Units of different powers (even if controlled by the same player) are always considered 'enemies' to each other.

Force: One or more friendly units stacked together in an area. An area may contain more than one force belonging to a single power. Movement and combat are conducted on a force-by-force basis.

Friendly: All units of a given power. Units of different powers (even if controlled by the same player) are never considered 'friendly' to each other.

3.1 Control of an Area

Control refers to units and areas:

a) Each force on the map should have a control marker on top of it to indicate the power to which it belongs.

b) A power controls an area by having units in that area.

c) Control is a function of occupation: if all a power's units in an area move out or are eliminated, that power immediately loses control of that area. The power regains control by reoccupation of the area.

d) An area may be in one of three states of control:

Full Control: An area is in the full control of a power if the area (ignoring any burg within it) is occupied only by units of that one power, or if the area itself is unoccupied, but the burg within it is occupied by that power.

Shared Control: The area (ignoring any burg within it) is occupied by units of more than one power.

Uncontrolled: The area (and any burg within it) is unoccupied by units of any power.

- A burg may only be occupied by units of one power at any time so can never itself be in shared control.

- A burg is under the full control of a power if the burg is occupied by units of that power; or if the burg itself is unoccupied but the surrounding land area is in full control of the power.
- A burg is uncontrolled if it is unoccupied, and the surrounding land area is either uncontrolled or in shared control.
- A peripheral-colored area is always fully controlled by the owning power, regardless of its occupation (or lack thereof) by friendly units.
- A player who controls a power may raise then move and initiate combat with its units. Each player always controls his own Player Power, with which he tries to win the game (or stop the other players from winning). He may also gain temporary control of non-player powers during the game.

4.0 SET UP

Players first choose a scenario (28.0) and then to the following:

1) Place all Stratagem markers in the Pool.

2) Each player chooses a set of colored control markers.

3) Each of the players chooses one of the listed Player Powers to control. This may be done in any manner agreed upon.

Important: Due to counter space, not all sets of control markers have an equal number of markers (red, blue, and yellow have the most control markers). Players may need to determine which player uses what color based on the number available.

4) All players place their correspondingly colored DP markers in the zero box of the Points Track.

5) Players then follow the set-up instructions for the scenario selected.

6) Place the two LP/OP markers near the Points Track. Place one control marker for each Frankish PP, and for each Major NPP, next to the Initiative Track.

7) Place the GT marker in the first box of the GTT.

8) Begin play.

5.0 SEQUENCE OF PLAY

Each GT is divided into phases, which may be further divided into segments. All phases and segments must be conducted in the order given.

Diplomatic Points Phase (7.0): Each PP receives DP for control of burgs (except those with plague markers). Plague markers are removed.

Initiative Phase (8.0): Players bid DP to choose the order of play of the PPs during the Operations Phase.

Major Non-player Power (NPP) Bidding Phase (9.0): Players bid DP for control of, and determine the play order for, the Major NPPs.

Viking Raid Phase (10.0): A Viking raiding force is generated, and its raid resolved.

Operations Phase (11.0): In the order determined in the Initiative and Major NPP Phases, each PP and Major NPP takes its turn. Each power's turn consists of a Levy Segment (12.0), used to raise troops, followed by an Operations Segment (14.0), in which the power's units move and engage in combat. **Important:** Each controlled Minor NPP plays its turn immediately after that of the PP of its controlling player. If the player controls more than one Minor NPP he chooses the order in which they are played.

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1st Power's Turn:

1st Power's Levy Segment (12.0)

1st Power's Operations Segment (14.0)

2nd Power's Turn (and any subsequent power's turn, as applicable):

2nd Power's Levy Segment

2nd Power's Operations Segment

Important: Player Power Turns continue until all players have completed their Power's Turn.

After all Powers' Turns are complete, the Operations Phase is complete. Move the GT marker to the next box on the GTT and begin a new GT. If it is the last GT of the scenario, players determine victory.

6.0 NEGOTIATIONS

Players may freely negotiate with each other at any time. To ensure negotiations do not unduly slow the game, time limits may be imposed as needed. Players may not trade units with each other, but may trade, gift, or loan stratagem markers, DP, and LP, within certain restrictions (7.0, 12.0, 20.0, & 24.0). Players may also negotiate alliances between each other.

7.0 DIPLOMATIC POINTS PHASE

Each Player Power receives the number of Diplomatic Points (DP) equal to the sum of the Diplomatic Values (DV) of each burg which his PP controls.

- All burgs have a DV of one except as indicated on the map.
- DPs are not received for burgs containing Pillage or Plague markers.
- Each player records his DP total on the Points Track using his power's DP markers.
- DP are used to:
 - 1)** Bid for initiative (Initiative Phase 8.0); **or,**
 - 2)** Bid for control of Major NPPs (Major NPP Bidding Phase 9.0); **or,**
 - 3)** Maintain and buy military units and buy stratagem chits (Levy Segment of Operations Phase 12.0); **or,**
 - 4)** Score Victory Points (VP) at the end of the game (26.0).
- DP may be accumulated from GT to GT.
- DP may be transferred between PPs.
- DP may be transferred from any PP to any controlled NPP (the NPP receives the value as LP).
- DP may not be transferred from NPP to any other power (PP or NPP).
- At the end of the Phase, remove any existing Plague markers (29.0).

8.0 INITIATIVE PHASE

Players bid DP to determine the position of their PP in that turn's play order.

- The player with the most DP begins the bidding. Break ties as follows:

GT 1: The player who controls Aachen begins the bidding.
All following GTs: The player whose PP moved first during the previous GT's Operations Phase begins the bidding.
- Proceeding clockwise round the table, players verbally bid DP, or pass. On a player's turn to bid, the player may either increase his bid (starting from an initial base of zero) or stand on his current bid (pass). No player may bid more DP than he currently possesses. Once all players pass in succession, initiative is determined.
- Starting with the player who bid the most DP, and proceeding to the player who bid least, each player:
 - 1)** Reduces his recorded DP on the Points Track by the amount bid; **and,**

2) Chooses which position he wishes to take in the Operations Phase play order by placing one of his PP's control markers on that space on the Initiative Track. Only one power's marker may occupy each space. Break ties for the amount bid as follows:

GT 1: Clockwise starting with player who began the bidding.

All following GTs: The player whose PP moved earlier during the previous Operations Phase.

Important: In each scenario, use only the first "X" spaces, where "X" equals the number of players (2 to 6) plus the number of Major NPPs (normally 4). **Example:** There are three players and four Major NPPs playing the scenario. The only boxes on the Initiative Track in which control markers may be placed are boxes one through seven (3 players plus 4 Major NPPs).

9.0 MAJOR NON-PLAYER POWER BIDDING PHASE

Players bid DP for control of the Major NPPs.

- The player who now has the most DP chooses one of the Major NPPs and begins the bidding for that power. If there is a tie, the player whose PP will move earlier during the following Operations Phase goes first.
- Bidding is conducted identically to the Initiative Phase.
- Once all players pass in succession, the player who bid the most:
 - 1)** Reduces his DP recorded on the Points Track by the amount he bid; **and,**
 - 2)** Places one of the control markers for the chosen Major NPP on any vacant box of his choice on the Initiative Track (to track which player controls the NPP, the players may want to place a corresponding Player Power marker on the NPP marker). See 8.0 for allowable boxes. The other players retain their DP.
 - a)** Ties for highest bid are broken randomly.
 - b)** If no players bid on the Major NPP, the player who most recently controlled that Major NPP automatically controls the Major NPP at no cost in DP.
- The player who now has the most DP chooses the next Major NPP to be bid on, and so on, until control of all Major NPPs have been assigned, and their order of play for the GT determined.
- No player may ever control more than half (rounded up) of the existing Major NPP. Once a player reaches his limit, he may no longer bid for control of further Major NPP.
- In a two-player game, this may mean the second player can gain control of the remaining Major NPP without any DP cost.

10.0 VIKING RAID PHASE

The Vikings are controlled by the game system, not by any player. At the beginning of each Viking Raid Phase, a Viking warrior raiding force is generated and its raid resolved as follows:

- A series of die rolls (DRs) are made to determine:
 - 1)** The number of Viking warrior units that will constitute this GT's raiding force (10.1); **and,**
 - 2)** The farthest sea area that the force will reach (10.2); **and,**
 - 3)** The land space adjoining that sea space that the force will raid (10.3).
- Viking units are assumed to include longboats, so require no separate fleet units to move by sea.
- The Viking raid is then resolved as regular combat (17.0).

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10.1 Number of Units

One player rolls one die (1d6) on the Viking Strength Table (on the map) to determine the number of Viking Warrior units to be placed in Scandinavia (joining any Viking warrior units already there) to form a single force.

10.2 Seafaring

One player moves the combined force of Viking Warriors from Scandinavia into the first sea area (North Sea) and then rolls 1d6 on the Viking Seafaring Table (on the map) to determine if the force will attack a land area adjacent to that sea area or will sail on into the next sea area.

- Continue to roll 1d6 on the table and move the Viking force to the next adjacent sea area (following the arrows on the borders of each sea area), until a result is rolled to attack an adjacent land area.
- If the force reaches the Ionian Sea and rolls to move to the next sea area, then place the force in Scandinavia. There is no Viking raid this GT, but the Warrior units will be added to the Viking raiding force generated the next GT.

10.3 Target Area

Once the seafaring roll gives an 'Attack adjacent land area' result, one player rolls 1d6 on the column of the Viking Raid Table (on the map) corresponding to the sea area in which the Viking force currently sits. The Viking force is then placed in the resulting land area and the raid resolved.

- If the resulting area and any burg within it are both unoccupied and both contain pillage markers, roll again on the same column of the Viking Raid Table for an alternative land area to be raided.

10.4 Raid Resolution

Viking raiding forces do not roll for Operations Points (OP); they automatically keep attacking any forces (including other Vikings) in the area until:

- 1) The Viking raiding force is eliminated; **or**,
 - 2) The Vikings gain control of the area and any burg within it; **or**,
 - 3) An NE result is rolled during one of the combats.
- The Viking force will attack in turn each force already in the area, using regular combat rules and the Shock column of the CRT, starting with the largest force (break ties randomly).

Important: Viking raiding forces never use the Raid or Engage CRTs.

- For maximum fun, the player rolling for the Vikings during combat should not be the player whose force the Vikings are currently attacking.
- If the Viking force eliminates all other forces in the land area (or if the area was unoccupied), place a Pillage marker in the area. Each PP and controlled NPP which had forces in the area then draws one stratagem marker from the Pool (due to outrage at the raid).
- The Viking force will then attack any burg in that area. If the Viking force eliminates any force in the burg (or if the burg was unoccupied), place a Pillage marker in the burg. Any PP or controlled NPP which had a force in the burg then draws one stratagem marker from the pool (due to further outrage).
- Once all enemy forces (including other Vikings) in the area and the burg within it (if any) are eliminated, and the area (and burg, if any) pillaged, the Viking raiding force is removed from the map.
- Viking raiding forces (including those in Scandinavia) never pay maintenance, nor collect or use DP, LP or OP.

Important: Scenarios may have Viking units begin the scenario on the map as a Minor NPP (24.2). Such forces are completely independent of, and enemy to, any Viking raiding force generated in the Viking Raid Phase.

11.0 OPERATIONS PHASE

In the order shown on the Initiative Track, each PP and Major NPP takes its Player Turn.

- In the case of Major NPPs, the player controlling that power this GT conducts that power's turn. Each power completes its own turn before the next power listed on the Initiative Track begins. Each power's turn consists of a Levy Segment followed by an Operations Segment.
- The power whose turn is currently being played is termed the phasing power, and the player controlling that power, the phasing player.

Important: Each player conducts the turns of any Minor NPPs he controls in any order he chooses, but all immediately after the turn of his own PP and before that of the next power listed on the Initiative Track.

12.0 LEVY SEGMENT

The phasing player calculates the total Levy Points (LP) due to that power for the areas in which it has full or shared control, then 'spends' these LP to maintain and raise troops, purchase stratagem markers, or remove pillage markers.

- The LV of a pillaged area is reduced to zero.
- The phasing player receives LP equal to the printed Levy Values (LV) of the areas where it currently has full control, and a pro rata portion of the printed LV of areas in which it currently has shared control as follows:
 - a) If powers (including the phasing power) share control of an area, the phasing power receives $1/n$ of the printed LV (e.g., if two powers share control, they would each receive $1/2$ the printed LV on their respective power turns. If three powers share control, they would each receive $1/3$, etc.).
 - b) Total all fractional values due to the phasing power before dropping any fractions. **Example:** A phasing power has $1/3$ control in a 2 LV area, and $1/2$ control in a 3 LV area. It receives $2/3 + 1 1/2 = 2 1/6$ LP, then discards the fraction to give it 2 LP in total.
- Unlike PPs, NPPs do not collect DP during the DP Phase, nor do they bid for initiative or for control of other NPPs. Instead, during its Levy Segment, a NPP collects LP for controlled land areas in the same way as a PP and collects LP equal to the DV of all burgs it controls (i.e., instead of DP, it collects the same value as LP).
- The phasing player records the total LP for the power on the Points Track using the LP Markers.
- The phasing player then spends the power's recorded LP (and DP) to maintain its units already on the map, paying the maintenance cost for each (as listed on the Unit Cost Table on the map) from out of the recorded LP. Additionally, LP can be expended to raise troops, purchase stratagem markers, or remove pillage markers.

Important:

- 1) Each Frankish power can maintain one militia unit for free in any area which, together with its burg (if any) is under solely Frankish control (i.e., full, or shared control, but no non-Frankish units).
- 2) Each non-Frankish power can maintain one militia unit for free in any area (together with a burg, if any) in which it has full control. In either case, the area (and any burg within it) must be un-pillaged.

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- Unlike DP, LP are not accumulated from GT to GT and cannot be transferred to any other power. Any LP that remains unspent at the end of the power's Levy Segment is lost.
- If the power does not have sufficient LP to maintain all its existing units, the phasing player must either disband the excess units or spend DP to maintain them. The choice of which units (if any) to disband or maintain is at the sole discretion of the controlling player.
- Once existing units are maintained or disbanded, the phasing player may spend any remaining LP and/or DP to raise new units, remove Pillage markers, or buy stratagem markers for the phasing power, using the costs listed on the Unit Cost Table.
- Newly raised land units are placed in any areas or burgs for which the power has full or shared control. They are stacked with a friendly force already existing in that area.
- Only one land unit may be placed in each on-map area controlled (fully or shared) by the power. This limit includes any burg in the area (i.e., a power may place its one unit either in the land area, or in the burg, but not both). **Exception: Player Powers may place any number of Major NPP (under their control) units in their own Peripheral Area.**
- A power occupying a burg may place a unit in the surrounding unoccupied area. Likewise, a power occupying an area in which it has full control may place a unit in an unoccupied burg within that area.
- New units may not be raised in an unoccupied burg within an area under shared control.
- Newly raised fleet units are placed, one per sea area, in any sea areas adjacent to friendly-controlled ports (the ports need not be friendly-occupied). The fleets are stacked with any friendly fleets already existing in that area. **Exception: Muslims may raise any number of fleets in the Mediterranean; Byzantines may raise any number of fleets in the Ionian.**
- When the player has completed disbanding, maintaining, or raising units, and buying markers and chits, he removes the LP markers from the Points Track, losing any unspent LP. **Important: The phasing player keeps unspent DP but loses unspent LP each turn.**

13.0 FORCES

A force is a group of one or more friendly units (i.e., units of the same power) stacked together.

- Place control markers on top of each force to indicate which power controls that force.
- The units in a force may conduct operations (movement, combat, etc.) together, and are also attacked together.
- Units of different powers may never stack together, and never move, attack, or defend together.
- A power may have more than one force (stack) in the same area. **Exception: A burg may only ever contain a single force.**
- There is no limit to the number or type of units that may be in a single force. **Important: Land units and fleets never stack together, so can never be in the same force.**
- A player may change the composition of a force only when conducting operations with it. That is, he may only pick up and drop off units from a force when that force is moving.

Important: At the beginning of its own operations, an existing force, including one in a burg, may split into two (or more) forces, the first force rolling for OP, then moving, dropping off or picking up units and conducting combat, then the second doing so, etc.

- A force may pick up additional friendly units in the same location as the force. This can be the area or burg in which the force begins its operations, any area or burg it passes through, and the area or burg in which it ends its operations. The picked-up forces must not have conducted any other operations during that power's current Operations Segment.
- A force may drop off units in any area or burg in which it begins its operations, any area or burg it passes through, and the area in which it ends its operations. Unless they were dropped off in the space in which the force began its operations and before the force rolled for OP, the dropped-off units may not conduct any further operations during the current Operations Segment.
- All units in a force conduct combat together, whether attacking or defending (although nothing prevents a force from dropping off units in an area before making an attack there). After combat is declared, neither the attacker nor the defender may withhold units in a force involved in that combat.

14.0 OPERATIONS SEGMENT

The phasing player conducts operations with the phasing power's forces, one force at a time.

- The player designates one friendly force of the phasing power (constituting it from any existing units in the same area) and conducts operations with it. He then designates the next friendly force likewise and conducts operations with it, etc., until he has completed operations for each force of the phasing power, or with as many as he wishes to do so.
- Once a force has completed all its operations and another force has begun performing operations, no units from that first force may conduct any more operations during that Operations Segment.
- To conduct operations with a force, the controlling player specifies the units (all in the same area or burg) that comprise the force and stacks them together (if not already). He rolls 1d6 and adds any die roll modifiers (DRMs). The result is the number of Operations Points (OP) the player may expend for that force in that Operations Segment. Record the number of OP remaining to a force on the Points Track using the OP marker. DRMs are as follows (all are cumulative):
Leader: A force with a leader automatically adds one to the OP die roll.
Leadership Stratagem Marker: Before rolling the die, a power may play any one Leadership marker it possesses, adding the marker's value to the force's OP roll. **Example: A force with a leader plays a "2" Leadership chit, then rolls a 3. It receives a total of 6 OP (3 for the roll +2 for the chit +1 for the leader).**
- Each operation costs a certain number of OP (see the OP Expenditure Table). A force must have the necessary OP to spend to conduct each operation. If it does not have sufficient OP, it cannot conduct that operation.

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- During an Ops Segment, a force can conduct ops as many times as it wishes, and in any order, it wishes if it has the required OPs to spend for these ops. Thus, for example, it could move, attack, attack, move, and attack, if it had the OPs.
- A force does not have to spend all the OP with which it began its operations, but any unspent OPs are lost when the force concludes its operations for the segment.
- Unspent OP cannot be accumulated or transferred to any other force or power. A force cannot spend more OP than it possesses.

15.0 LAND MOVEMENT

A force spends 1 OP to enter an adjacent area (but 3 OP to enter its own Peripheral Area).

- A force pays an additional 1 OP to cross certain borders (mountains or rivers).
- A force may enter or leave an area occupied by other forces (friendly or enemy). However, it costs an additional 1 OP to exit an area containing enemy units. Remember, all powers are enemies of each other, even if controlled by the same player. **Important:** If the only enemy units are in the burg within the area, there is no additional cost to leave the area for an adjacent area. **Example:** A force begins in a shared control area and wants to move into an adjacent area across a mountain range. It must expend 3 OP to do so (1 to move to the adjacent area, +1 to leave the shared-control area, +1 to cross the mountain range).
- There is no OP cost to pick up or drop off friendly units from the force.
- A force may enter a friendly-occupied or unoccupied burg in a land or peripheral area by expending 1 OP. A force may never enter an enemy-occupied burg.
- A force in a burg may exit the burg into the surrounding land or peripheral area for 1 OP.
- Land units may move through sea areas using naval transport (19.1)

16.0 PERIPHERAL AREAS

Peripheral areas represent the off-map core areas of the Vikings and other Major NPPs.

- Only units of the power that 'owns' the peripheral area may enter that peripheral area.
- The peripheral area, and any burg within it, are always fully controlled by the owning power, even if unoccupied.
- A Major NPP force pays the standard OP costs to exit its peripheral area but pays 3 OP to enter its peripheral area (whether by land or by naval transport).
- A Major NPP only ever 'owns' one peripheral area, so it is not possible to move between peripherals areas.
- Major NPP units in peripheral areas pay the normal costs for maintenance or to be raised.
- A Major NPP may raise any number of units in its peripheral area.
- Peripheral areas with a ship symbol (i.e., Byzantine and Muslim) are considered ports.

Important: The Muslim peripheral area has two parts (Iberia and North Africa) but they are treated for all purposes as a single combined area.

17.0 COMBAT

Combat is an operation that occurs between a phasing force and any one enemy force that occupies either the same area, or the burg within that area.

- It costs 1 OP to initiate each combat.
- The phasing player and force is the 'attacker', the enemy player and force is the 'defender'.
- Combat is voluntary for the attacker. A phasing force is never forced to engage in combat with enemy forces in any area it occupies or into which it moves.
- Combat is mandatory for the defender. If a phasing force attacks it, the defending force cannot avoid combat.
- The attacker selects one of three different Combat Results Tables (CRTs) to resolve combat.

17.1 Combat Procedure

The phasing force declares an attack, expends 1 OP, and specifies the defending force (any enemy stack in the same area, or in a burg within the same area).

- The attacker chooses an applicable CRT.
- Total the number of units in the attacking force (friendly units that have not already been dropped off cannot be withheld; friendly units in the same area that have not already conducted their own operations must have been picked up before combat was declared to be included in the attacking force). The number of attacking units determines the column to be used on the chosen CRT.
- Roll 1d6 and cross-index the number rolled with the appropriate column on the CRT. Apply the result immediately.

17.2 Attacking

The attacking force must be in the same area as the enemy defending force, or in the area surrounding a defending force in a burg.

- Attacking is voluntary, however, if a force attacks, all units in that force must attack.
- A force may conduct any number of attacks in its Operations Segment, if each is paid for and resolved separately.
- Each attack is made against one and only one enemy force (the advantage to having multiple friendly forces in an area is that an enemy must pay 1 OP each to attack them).
- A force may attack the same enemy force any number of times in an Operation Segment, but each attack is paid for and resolved separately.
- When a force in a land area attacks an enemy force in a burg, the combat is resolved as Siege combat (17.9).
- A force in a burg may not attack an enemy force in the surrounding land area. It must move out of the burg into the surrounding area to do so. **Exception:** Counterattacking (17.8).

17.3 Defending

All units in a defending force defend together. No units can be withheld.

- A force may be required to defend itself in combat any number of times in a single enemy Operations Segment.

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17.4 Combat Results Tables (CRTs)

There are three separate CRTs: Shock, Raid, and Engagement. The attacking player chooses which will be used, subject to the following restrictions:

- 1) The Shock CRT may only be used if at least 50% of the attacking force consists of Leader and/or Field Army units and no nomads or militia participate in the attack.
- 2) The Raid CRT must be used if at least 50% of the attacking force consists of Nomad units.
- 3) The Engagement CRT may always be used (except when use of the Raid CRT is required).

17.5 Combat Strength

Each unit counts as “1” for combat purposes, regardless of type.

- A power may play a Leadership Stratagem marker it possesses to increase the combat strength of its force. The strength of the force is increased by the value of the marker (1, 2 or 3). Only one such marker may be played by each side in each combat (the attacker plays at the start of combat, the defender when he first counterattacks).
- The Greek Fire Stratagem marker is played in the same manner, except it applies only to naval combat, and may be used in addition to a Leadership marker.
- The strength increases from Leadership and Greek Fire markers do not count towards or against the requirements for use of the Shock or Raid CRTs, nor as strength points when determining combat losses.

17.6 Combat Results

When the defending force is in a burg, the combat is termed siege combat, otherwise it is called a field battle. Whether it is a siege or field battle sometimes affects the combat results (see CRT). Combat results are explained below each CRT. They are applied immediately as they occur.

Important: When a CRT result lists two results, always apply the result to the left first, then the result to the right.

17.7 Advance After Combat

There are two types of advance after combat:

- 1) If an attacking force in an area eliminates all enemy units in a burg, the entire attacking force may immediately move into the burg at no additional cost in OP.
 - 2) If an attacking force receives an “F” (Free move) combat result, it may immediately move into any adjacent area, or any unoccupied or friendly-occupied burg in the same area, at no additional cost in OP. A Free Move may not be made over a mountain or river border.
- If an attacking force has OP remaining after an attack, including after having made an advance after combat, it can continue to spend its OP to move or attack again.

17.8 Counterattack

Certain combat results call for a counterattack. This temporarily reverses the role of attacker and defender and has no additional OP cost for either involved power. The counterattacking force selects any CRT that it is qualified to use. Counterattacking is mandatory.

- A force occupying a burg may counterattack from within the burg, if required to do so when the attacker rolls a CA result on the CRT.
- A counterattacking force may utilize an “F” result on the CRT (17.7), but only to move into the land area surrounding the burg.

17.9 Siege Combat

Siege combat is resolved identically to regular combat, except that the defending force in the burg receives special advantages from certain combat results (see CRT).

18.0 PILLAGE



Land areas and burgs may each be pillaged to provide a short-term benefit to the pillaging power and to deny the LV and DV of the area or burg to other powers.

- Pillage may also occur automatically (at no OP cost) during the resolution of a Viking Raid (10.4).
- Phasing PPs and NPPs may also choose to pillage areas and burgs as an operation during the Operations Segment of their own power's turn at a cost of 2 OP. The phasing force must be in the area (or burg) it wishes to pillage.
- If pillaging an area, there cannot be any enemy forces in that area (but an enemy force may be present in any burg within the area). Pillaging an area has no effect on any burg within it.
- If pillaging a burg, enemy forces may be present in the surrounding area. Pillaging a burg has no effect on the surrounding area.
- Peripheral areas (and the burgs within them) may never be pillaged.

18.1 Effects of Pillage

The pillaging power places a Pillage marker in the pillaged area (or burg), and immediately receives DP equal to the LV of the area (or, for burgs, the DV of the burg).

- If the pillaged area or burg began the game under Frankish control, all Frankish PPs (except the pillaging power, if Frankish) immediately draw one chit from the Pool (representing outrage at despoliation of their claimed territories).
- The LV of a pillaged area is reduced to 0. The DV of a pillaged burg is reduced to 0. The maintenance costs of every non-leader unit in a pillaged area or burg are increased by 1. Militia units are never maintained for free in a pillaged area or burg.

18.2 Duration of Pillage

During its Levy Segment, after having paid maintenance for all its units, a phasing power may remove a pillage marker from an area (or burg) if it has a force in that area (or burg) and pays any combination of LP &/or DP equal to twice the LV of the area (or twice the DV of the burg).

19.0 FLEET OPERATIONS



Powers conduct operations with their fleets in sea areas, in the same way as with land units in land areas. Land units may move through sea areas via naval transport, but otherwise the two types of units are independent. A force may never contain both fleets and land units.

- Newly raised fleets are placed in sea areas adjacent to a friendly-controlled port.
- Fleets may only ever move to other sea areas. They may not move into land areas, peripheral areas, or burgs (whether ports or not).
- During its Operations Segment, a phasing force of fleets may attack enemy forces of fleets occupying the same sea area. Such combat is conducted exactly as for land combat. The attacking player may choose any CRT.

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- Naval combat never involves or affects land units. Likewise, land combat never involves or affects naval units. Fleets may not attack ports.

19.1 Naval Transport

A phasing land force may, during its Operations Segment, move across sea areas containing friendly fleets, using the fleets as ‘stepping-stones’ and paying the required OP costs.

- Naval transport is independent of operations by friendly fleet units. A fleet may conduct its own operations before or after it is used for fleet transport by friendly land units.
- Land units may only move into sea areas containing friendly fleets.
- The presence of enemy fleets in a sea area has no effect if the number of friendly fleets in that area is greater than or equal to the number of each individual enemy power’s fleets there.
- However, for each enemy power which has more fleets in the sea area than the number of friendly fleets, the permission of that enemy power’s controlling player is required before the friendly land units may move into that sea area (Uncontrolled NPP automatically grant permission).
- The permission is given on a sea-area by sea-area basis and must be asked for, and given, before the land force rolls its OP. If a player controls two or more powers during a turn, those powers automatically grant each other permission for that turn: no request need be stated aloud. **Example:** The phasing power (A) wants to move land units from Barcelona to Benevento. It has one fleet in each of Mediterranean, Ligurian and Tyrrhenian. Another player controls power B with 1 fleet in Mediterranean and 2 fleets in Tyrrhenian. Power A can freely use the Ligurian and Mediterranean for naval transport, but unless the player controlling power B gives permission, power A cannot use naval transport in the Tyrrhenian. If power A has not yet conducted operations with its Ligurian fleet, it could move that fleet to Tyrrhenian, overriding B’s fleet majority there, and thus avoiding the need for permission.
- Land units may not use naval transport into sea areas that are unoccupied, or only occupied by enemy fleets.
- A land force may move to or from a sea area occupied by friendly fleets and any adjacent:
 - 1) Land Area (regardless of the presence of enemy units); **or,**
 - 2) Friendly-occupied port; **or,**
 - 3) Sea area occupied by friendly fleets.
- A land force may not embark from, nor disembark to, an empty or enemy-occupied port, or any burg that is not a port. Enemy land units in a port/burg or land area adjacent to a sea area have no effect on friendly units traveling through that sea area.
- A land force pays the following OP cost for each sea area entered:
 - 1: Per sea area entered if it embarked from a port.
 - 2: Per sea area entered if it embarked from a land area.
- A land force disembarking from a sea area into an adjoining land area or port pays the following OP cost in lieu of the regular cost to enter that land area or port:
 - 1: Into an adjoining friendly-occupied port.
 - 2: Into an adjoining land area.
 - 3: Into a friendly Peripheral Area (whether a port or not).

Example: A land unit that embarks from a land area into a sea area must expend 2 OP. If it moves to an adjoining sea area it would expend an additional 2 OP. If it landed in an adjoining land area with a friendly port, it would expend another 1 OP.

- Unlike land and naval movement, there is no extra OP cost during naval transport to exit a sea area containing enemy fleets.
- A land force cannot end its operations at sea. It may not enter a sea area if it does not possess enough OP to regain land in the same Operations Segment.
- Subject to OP limits, a land force may combine land movement, naval movement, and combat in any order during its Operations Segment.

20.0 STRATAGEMS



The 40 stratagem markers depict the factors that affected international relations in the ninth century. All markers are placed in a cup (the ‘pool’) during setup.

- Markers are gained, and spent, by individual powers. Therefore, players controlling multiple powers should keep separate the markers belonging to each. **Important:** Markers may affect the PP, even if played by an NPP under his control.
- Markers may be obtained by a power as follows:
 - a) During the Viking Raid Phase: by any controlled power which had units in an area or burg pillaged by the Viking raiders (10.4).
 - b) Purchased (for a cost of 2 DP and/or LP) during a power’s Levy Phase. Purchased markers are picked randomly from the Pool (7.0).
 - c) During (non-siege) combat: when a power rolls a DV result on the CRT, the victor randomly picks one marker from the pool.
 - d) Traded between PPs (but not between PPs and NPPs, nor between NPPs).
 - e) If an originally Frankish-controlled area or burg is pillaged (18.1).

20.1 Playing Stratagem Markers

Players may only look at the markers belonging to a power with the permission of the player controlling that power. **Exception:** Espionage Marker.

- Regardless of how a stratagem marker is acquired, if the Stratagem Table (29.0) states “Play immediately” for that marker, then it must be played at that instant (and before the next marker is drawn). A player losing control of an NPP places any markers it holds aside (the power retains those markers, and any future controlling player will take charge of them).
- A PP whose leader is eliminated immediately returns all its markers to the pool.
- A power may hold a maximum of 10 markers at any time.
- PPs may discard markers at any time. Return discarded markers to the Pool un-played, without revealing them to other players.
- NPPs can only discard markers if they already have 10 and are able to acquire more because of a Viking raid, combat, or the effects of another marker. The discarded markers are chosen randomly and returned to the Pool before the new ones are picked. **Exception:** ‘Play immediately’ markers must always be played, never discarded.
- The effects of markers, including any restrictions on when they may be played, are given in the Stratagem Table (29.0).
- To play a marker, reveal it to the other players, return it to the Pool (unless the Stratagem Table indicates otherwise) and implement its effect.

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- There is no limit to the number of markers that may be played at a time, by any power, or during any given phase or GT, including during another player's Operations Segment.
- Playing a marker is not an operation and has no OP cost.
- If a power acquires a marker that does not apply to it, it may keep the marker (to prevent another power getting it) or (if otherwise allowed) discard it without drawing a replacement.
- If a power is required to lose markers, these are picked randomly from those it currently holds.

21.0 INTELLIGENCE/FOG OF WAR

A player may always examine the forces and markers of any powers he currently controls.

- A player may only examine the forces and/or markers of a power he does not control if he plays an Espionage marker.
- A player may at any time voluntarily reveal the composition of any forces and/or markers under his control.

22.0 SUBVERSION & CONVERSION

A power may launch subversion and conversion attacks to cause the rebellion, elimination, or defection of enemy units in an area occupied by friendly units. Subversion and conversion require the play of Subversion and Religious Conversion stratagem markers, respectively.

- Subversion/conversion takes place at any time during a phasing power's Operations Segment, at no cost in OP.
- The power must have at least one friendly force (the subverting force or converting force) in the area and play a Subversion or Religious Conversion marker.
- The power designates one enemy force in the same area and consults the Subversion/Conversion Table (on the map).
- The player then rolls 1d6 on the appropriate column of the Subversion/Conversion Table, and then immediately applies the result to the affected force.
- A force inside a burg may attempt to subvert/convert an enemy force in the surrounding area, and vice versa.
- Fleets may attempt to subvert/convert enemy fleets in the same sea areas.
- Any power may attempt to subvert/convert any other power.

Optional: Frankish powers (and the Papal States) may not attempt to convert each other.

- Results are as follows:

Betrayal: Eliminate one unit in the subverting force (chosen by the player controlling the subverted power).

Desertion: Subverting player rolls 1d6, then eliminates that number of units in the subverted force (chosen by the player controlling the subverted power).

Rebellion: Subverting player rolls 1d6. The result is the number of units of the subverted power's choice that immediately join the largest force in the area that belongs to an NPP (excluding the subverting force, if that happens to be an NPP). Break ties for largest force randomly. If there are no NPP forces in the area (other than the subverting force), then the rebelling units become a force belonging to a new Minor NPP.

Heresy: One unit in the converting force joins the converted force (chosen by the player controlling the converted force).

Assimilation: One unit in the converted force joins the converting force (chosen by the player controlling the converted force).

Holy War: The converting player rolls 1d6. The result is the number of units in the converted force that join the converting force (chosen by the player controlling the converted force).

- Leaders are never affected by any subversion or conversion results.
- All field armies, Frankish and Papal warriors, and Muslim nomad units are never affected by desertion, assimilation, or holy war.

23.0 LEADERS



Frankish leader units represent the individual heirs to a portion of the Carolingian Empire and their bodyguard troops.

- Each PP begins the game with one leader. Some scenarios may begin with a Frankish NPP leader.
- Leader units are treated exactly like field army units, with the following additions:
 - 1) Leaders cannot be levied and pay no maintenance costs (even in pillaged areas/burgs).
 - 2) A power may only ever have one leader at a time.
 - 3) A force with a leader adds one to its OP DR.
 - 4) Leaders are never affected by subversion or conversion results.

23.1 Eliminated Leaders

If a power's leader is eliminated for any reason:

- 1) That power immediately loses all its stratagem markers (return them to the pool without revealing them) and DP.
- 2) That power's Operations Segment (if currently in progress) ends immediately. If that power has not yet had its turn in the Operations Phase of the current GT, then skip its turn when it is due to occur. However, the player may continue to play the turns of any other powers he controls that GT as normal.
- 3) The now-leaderless Frankish power becomes (if not already) a Major NPP (but will be uncontrolled until the next Major NPP Bidding Phase).
- 4) If the leader belonged to a PP, the affected player can no longer win the game, but is not himself out of the game. At the beginning of the next GT, he chooses any one of the non-Frankish Major NPPs to become his new PP for the rest of the game (other players can no longer bid to control it).

Important: If more than one player loses a leader in a GT, the affected players should randomly determine the order in which the NPPs are chosen.

He cannot lose control of this new non-Frankish power. While he can no longer win the game, the player can still try to prevent any of the remaining Frankish PPs from winning. He plays this new non-Frankish PP in the same way as the Frankish PPs are played (including gaining DP and bidding for control of the remaining Major NPPs).

Important: If all the leaders in a scenario are eliminated, the game immediately ends, with all players losing.

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24.0 NON-PLAYER POWERS (NPPS)

At least initially, NPP represent all the (mostly) non-Frankish powers contending for dominance (or sheer existence) in and around Carolingian Europe. NPP cannot themselves win the game but may impede or attempt to prevent the Frankish PPs from doing so.

- During play, players may gain temporary control of NPPs in a variety of ways.
- During the Operations Phase, an NPP controlled by a player will play out its own power turn in the same way as the PPs, i.e., maintaining, raising, or disbanding units, buying, and playing stratagems, and conducting operations with its own units.
- During its Levy Segment, NPP may also receive DP from PPs (the PP spends the number of DP, and the NPP receives the same number of LP).

Designer's Note: Restricting NPPs to LP only (rather than DP and LP) reduces recordkeeping. Remember that unspent LP are lost at the end of a NPP's Levy Phase.

- A player controlling a NPP should try to play that NPP's turn in the best interests of that NPP. In game terms, he is free to play that NPP as he wishes, but with the following guidelines and restrictions, an NPP:
 - 1) Must maintain all its existing units if possible (i.e., no voluntary demobilization).
 - 2) May always buy at least one stratagem marker but must not otherwise spend more LP on markers each GT than it spends on maintaining/raising units.
 - 3) Should play its stratagems to its own best benefit when possible.
 - 4) May receive markers from other powers but may not give away or trade markers to any other power.
 - 5) May be given DP from other powers (receiving them as LP) but may never give away or trade LP with any other power.
 - 6) During its turn, must (if possible) move its forces to occupy at least one unoccupied or enemy-occupied area or burg, or make at least one attack on one enemy power's forces. **Important:** Where there is a choice of power to attack, preference should be given to attacking a Frankish power, then a Major NPP and finally a Minor NPP.
 - 7) When moving, must not completely vacate any land areas/burghs in which it began its turn (**Exception:** peripheral and sea areas). This applies during each force's operations, not just at the end of the power's Operations Segment.

24.1 Major NPPs

Each scenario will state which powers are Major NPP. In general, Major NPP each possess a peripheral area.

- Each GT, during the Major NPP Bidding Phase, players bid to control each of the Major NPPs for that GT and choose when during the Operations Phase that Major NPP will conduct its power turn (9.0).
- During the Operations Phase (11.0) the controlling player of each Major NPP plays out the power turn for that Major NPP in the same way as he would for his own PP: maintaining, raising, or disbanding units, buying, and playing stratagems, and conducting operations with its units, force by force.
- Major NPP owning a peripheral area can never lose control of that area, so can never be eliminated from the game. Major NPP not

owning a peripheral area are eliminated the instant they have no forces on the map.

- A Major NPP may cease to be a Major NPP and become instead a PP after the leader of a player's Frankish PP is eliminated (23.1).
- Likewise, a Frankish PP whose leader is eliminated is reduced to being a Major NPP for the rest of the game (23.1).

24.2 Minor NPPs

Each scenario will state which powers are Minor NPP. Minor NPP never have peripheral areas.

- Minor NPPs begin the game uncontrolled and may remain so indefinitely. A Minor NPP is not necessarily controlled by a player each GT. Units and forces of Minor NPPs sit in place until either:
 - 1) They are attacked by another power; **or,**
 - 2) A player plays an Alliance stratagem allowing him to take control of that Minor NPP.
- Forces of other powers may enter, remain in, and exit areas containing Minor NPP forces without triggering player control of the Minor NPP.
- If any force of a Minor NPP is attacked (except by a Viking raid), control of that Minor NPP is immediately given to a randomly chosen player (other than the player controlling the force that made the attack) for the remainder of the game.
- Control is lost when:
 - 1) The Minor NPP's units are all eliminated; **or,**
 - 2) A stratagem is played that changes or ends the control.
- During the Operations Phase, Minor NPPs controlled by a player conduct their own power turns immediately after that of their controlling player's PP. Within this restriction, the player chooses the order in which all Minor NPP he controls conduct their turns.
- A Minor NPP may be activated and de-activated any number of times during a game. However, from the instant it has no forces on the map, a Minor NPP is eliminated.
- New Minor NPPs may be created during the game because of subversion (22.0). Use any spare set of control markers.

25.0 GAME END

Each scenario has a variable number of GTs, with the minimum and maximum length being over a range of three GTs.

- At the end of the first GT within this range, any one player rolls a 1d6, with the following results:
 - 1 or 2: The game ends immediately.
 - 3 to 6: The game continues for one more GT. At the end of this second GT within the range, a player rolls another 1d6, with the following results:
 - 1 to 3: The game ends immediately.
 - 4 to 6: The game continues for one more GT and then ends.

Example: A scenario is stated to last for 8–10 GTs. At the end of GT 8 there is a 33% chance the game will end; if it continues, at the end of GT 9 there is a 50% chance it will end immediately, and a 50% chance it will continue for one more GT (GT 10).

26.0 VICTORY

Only Frankish PPs can win the game.

- If all leaders are eliminated before the final GT ends, then the game ends immediately and all the players have lost the game.

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- Otherwise, victory is determined at the end of the final GT.
- The ultimate object of the game is for one Frankish leader to have reunited the Empire, eliminated his Frankish rivals, and to have maintained or increased the Empire's size. As this is unlikely to occur, each surviving Frankish PP measures how close it has come to that goal by calculating its own victory points and comparing them to the given victory levels. Thus, it is possible for all players with surviving leaders to 'win' but to different extents.

26.1 Victory Points (VP)

Each Frankish PP calculates its VP by summing the following:

- 1) The LV for all land areas it controls, including pro-rata LV for areas of shared control. **Important:** Pillaged areas have zero LV.
 - 2) The DV for all burgs it controls. **Important:** Aachen and Rome each have a DV of two. Pillaged burgs and those with plague markers have a DV of zero.
 - 3) The power's DP as recorded on the Points Track.
 - 4) Add one for each sea area occupied.
- Each Frankish PP then compares its VP to the following victory levels to determine which Frankish leader has come closest to his objective.
 - Victory level and explanations:
61 or more VP: Ultimate: The leader has eliminated his rivals, reunited the Empire, and maintained or increased its size and prestige.

He is a true heir to Charlemagne, increasing European unity and civilization.

46 to 60 VP: Conquering: The leader has increased the area under his control, and Western European civilization is saved, but he has not fully lived up to the expectations made of a descendant of Charlemagne.

31 to 45 VP: Survival: The leader maintains his position. His realm will solidify into an important future European nation-state.

16 to 30 VP: Decline: The leader is on the strategic defensive. Further fragmentation and foreign inroads, seem inevitable. With care and luck, his realm may still solidify into a minor European nation-state.

1 to 15: Collapse: The leader is reduced to little more than a subsidiary noble and will have great difficulty maintaining any independence in coming years. He must hope he does not have too many sons.

0 VP: Elimination: The leader's sons must seek to ingratiate themselves into the service of their surviving uncles.

26.2 Non-Frankish Powers

Non-Frankish PPs do not score VP, and so cannot win. However, they all share minor moral victory if:

- 1) The best Frankish PP result is Survival.
- 2) A major moral victory if the best Frankish PP result is Decline.
- 3) A decisive moral victory if the best Frankish PP result is Collapse.
- 4) An ultimate moral victory if all Frankish PPs are eliminated.

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27.0 SCENARIOS

Each scenario lists the powers and their order of set up, in the listed areas and burgs. Player powers are named for their leader.

Designer's Note: For historical interest only, an asterisk indicates which Frankish king, if any, was currently emperor.

- PP units may be placed in the areas listed or in the burgs within them, as desired, unless indicated otherwise.
- Scenarios 28.1 and 28.2 may be the most balanced scenarios.
- Each PP leader counter in the scenario is listed by name and is set up in any area within the listed areas containing at least one combat unit (**exception:** *Louis the Second in the 870 scenario*).
- Each PP should place his corresponding DP markers in the zero boxes on the maps Points Track.
- Players should place an appropriate control marker on top of each stack of units in each area or burg to indicate which power controls it.

27.1 *Divisio Regnorum, 806 (Hypothetical)*

To avoid family feuding, Charlemagne decreed how his empire will be divided between his three sons in the event of his death. In fact, Pepin (d. 810) and Charles (d. 811) predeceased their father, so that when Charlemagne died in 814, Louis inherited the empire. But what if all three sons had outlived their father?

Players: 3

Scenario Length: 9–11 turns (806–814/6)

Minor NPPs (10): Set up first.

Irish: 1× Militia in Hibernia.

Scots: 1× Militia in Scotia.

Mercia: 1× Warrior in Mercia, 1× Militia in York.

Wessex: 1× Warrior in Wessex, 1× Militia in Winchester.

Bretons: 1× Warrior, 1× Militia in Brittany.

Asturias: 1× Warrior in Asturias, 1× Militia in Leon.

Pamplona: 1× Warrior in Pamplona area, 1× Militia in Pamplona burg.

Papal States: 1× Warrior in St Peters, 1× Militia in Rome, 1× Warrior in Exarchate, 1× Militia in Ravenna.

Benevento: 1× Warrior and 1× Militia in Benevento.

Moravia: 2× Warrior in Moravia.

Major NPPs (4): Set up second.

Slavs: 1× Militia in each of the following areas: Slavonia, Sorbia, Prague, Pannonia, and Croatia, 1× Warrior in Bohemia; 2× Warrior and 2× Militia in Slav Peripheral Area.

Bulgars: 1× Militia in Avars, 2× Warrior and 1× Militia in Bulgar Peripheral Area.

Byzantium: 1× Militia in each of the following: Serbia, Dalmatia, Venice, Naples, Sardinia, and Syracuse; 1× Warrior in Dalmatia; 2× Field Armies and 1× Militia in Byzantine Peripheral Area; 1× Fleet in each of Tyrrhenian and Ionian.

Muslims: 1× Militia in each of the following: Zaragoza, Balears, and Sicily, 1× Warrior in Upper March; 1× Warrior, 1× Nomad, and 1× Militia in Muslim Peripheral Area; 1× Fleet in each of Mediterranean and Tyrrhenian.

Frankish PPs (3): Set up third, in the order given.

Charles* (the Younger): 7× Warrior and 8× Militia anywhere in Frisia, Saxony, Thuringia, Franconia, Flanders, Lotharingia, Francia, and Burgundy.

Pepin: 6× Warrior and 9× Militia anywhere in Swabia, Bavaria, East Mark, Carinthia, Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

Louis (I the Pious): 5× Warrior and 5× Militia anywhere in Aquitania, Gascony, Septimania, Provence, and Spanish March.

27.2 *Treaty of Verdun, 843*

Louis I the Pious died in 840. After three years of infighting, his sons agreed on a three-way division of the Empire, but would the agreement hold?

Players: 3

Scenario Length: 8–10 GTs (843–850/2)

Minor NPPs (10): Set up first as per 28.1.

Major NPPs (4): Set up second as per 28.1.

Frankish PPs (3): Set up third, in the order given.

Charles (the Bald): 6× Warrior and 6× Militia anywhere in Flanders, Francia, Aquitania, Gascony, Septimania, and Spanish March.

Louis (the German): 6× Warrior and 7× Militia anywhere in Saxony, Thuringia, Franconia, Swabia, Bavaria, East Mark, and Carinthia.

Lothar* (The First): 8× Warrior and 9× Militia anywhere in Frisia, Lotharingia, Burgundy, Provence, Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

27.3 *Treaty of Prüm, 855*

Just before he died, Emperor Lothar I divided his realm of Middle Francia among his own three sons, Louis II, Lothar II and Charles of Provence.

Players: 4 or 5

Scenario Length: 8–10 GTs (855–862/4)

Minor NPPs (11): Set up first as per 28.1 except:

Irish: 1× Militia in Hibernia (excl. Dublin).

Vikings: 1× Warrior in Dublin.

Scots: 1× Warrior in Scotia.

Benevento: 1× Warrior in Benevento.

Major NPPs (4): Set up second as per 28.1 except:

Muslims: Add 1× Warrior in Benevento.

Frankish PPs (5): Set up third, in the order given.

Charles (the Bald): 6× Warrior and 6× Militia anywhere in Flanders, Francia, Aquitania, Gascony, Septimania, and Spanish March.

Louis (the German): 6× Warrior and 7× Militia anywhere in Saxony, Thuringia, Franconia, Swabia, Bavaria, East Mark, and Carinthia.

Louis* (the Second): 3× Warrior and 5× Militia anywhere in Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

Lothar (the Second): 3× Warrior and 3× Militia anywhere in Frisia, Lotharingia, and Burgundy (incl. Geneva).

Charles (of Provence): 2× Warrior and 2× Militia anywhere in Burgundy (excl. Geneva) and Provence. **Important:** If only playing with four players, Charles of Provence is a fifth Major NPP and is set up by Lothar after his own setup.

27.4 *Death of Charles of Provence, 863*

Charles of Provence died aged 18. The regent, Count Gerard II of Vienne, had arranged for Charles' elder brother Lothar II to inherit the kingdom, but when Charles died, his eldest brother, Emperor Louis II also demanded a share, and the kingdom was divided between the two.

Players: 4

Scenario Length: 7–9 GTs (863–869/71)

Minor NPPs (11): Set up first as per 28.1 except:

Irish: 1× Militia in Hibernia (excl. Dublin).

Vikings: 1× Warrior in Dublin.

Scots: 1× Warrior in Scotia.

Benevento: 1× Warrior in Benevento.

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Major NPPs (4): Set up second as per 28.1 except:

Muslims: Add 1× Warrior in Benevento.

Frankish PPs (4): Set up third, in the order given.

Charles (the Bald): 6× Warrior and 6 Militia anywhere in Flanders, Francia, Aquitania, Gascony, Septimania, and Spanish March.

Louis (the German): 6× Warrior and 7× Militia anywhere in Saxony, Thuringia, Franconia, Swabia, Bavaria, East Mark, and Carinthia.

Louis* (the Second): 4× Warrior and 6× Militia anywhere in Provence (incl. Marseille), Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

Lothar (the Second): 4× Warrior and 4× Militia anywhere in Frisia, Lotharingia, Burgundy, and Provence (excl. Marseille).

27.5 Treaty of Mersen, 870

When Lothar II died, his brother and heir, Louis II, was on campaign in southern Italy, so his two uncles, Charles the Bald and Louis the German quickly divided the kingdom between themselves before Louis II could return north.

Players: 3

Scenario Length: 9–11 GTs (870–879/81)

Minor NPPs (10): Set up first.

Irish: 1× Militia in Hibernia (excl. Dublin).

Vikings: 1× Warrior in Dublin, 1× Warrior in Mercia, 1× Militia in York.

Scots: 1× Warrior in Scotia.

Wessex: 1× Warrior in Wessex, 1× Militia in Winchester.

Bretons: 1× Warrior and 1× Militia in Brittany.

Asturias: 1× Warrior in Asturias, 1× Militia in Leon.

Pamplona: 1× Warrior in Pamplona area, 1× Militia in Pamplona burg.

Papal States: 1× Warrior in St Peters, 1× Militia in Rome, 1× Warrior in Exarchate, 1× Militia in Ravenna.

Benevento: 1× Warrior in Benevento.

Moravia: 2× Warrior in Moravia.

Major NPPs (4): Set up second as per 28.1 except:

Muslims: Add 1× Warrior to Benevento.

Frankish PPs (3): Set up third, in the order given.

Charles (the Bald): 7× Warrior and 8× Militia anywhere in Flanders, Francia, Lotharingia (excl. Aachen), Burgundy (excl. Geneva), Aquitania, Gascony, Septimania, Provence (excl. Marseille) and Spanish March.

Louis (the German): 7× Warrior and 10× Militia anywhere in Frisia, Lotharingia (incl. Aachen), Burgundy (excl. Geneva) Saxony, Thuringia, Franconia, Swabia, Bavaria, East Mark and Carinthia.

Louis* (the Second): Louis and 1× Warrior in Benevento; 6× Warrior and 7× Militia anywhere in Burgundy (incl. Geneva), Provence (incl. Marseille), Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

27.6 Death of Louis the German, 876

Louis II died in 875, having named as his heir his cousin, Carloman, the son of Louis the German's, king of Bavaria. But Charles the Bald invaded Italy first, securing the vacant kingdom, and then received the title of emperor from the pope.

The next year (August 876), Louis the German died, and East Francia was divided between his three sons according to agreements made a decade earlier: Louis the Younger received the north, Charles the Fat the southwest, and Carloman retained Bavaria.

Players: 3 to 4

Scenario Length: 4–6 GTs (876–879/81)

Minor NPPs (10): Set up first as per 28.5 except:

Benevento: 1× Warrior and 1× Militia in Benevento.

Major NPPs (4): Set up second as per 28.1.

Frankish PPs (4): Set up third, in the order given.

Charles* (the Bald): 10× Warrior and 14× Militia anywhere in Flanders, Francia, Lotharingia (excl. Aachen), Aquitania, Gascony, Septimania, Spanish March, Burgundy (incl. Geneva), Provence, Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

Louis III (the Younger): 4× Warrior and 5× Militia anywhere in Frisia, Lotharingia (incl. Aachen), Saxony, Thuringia, and Franconia.

Carloman (of Bavaria): 2× Warrior and 3× Militia anywhere in Bavaria, Carinthia, and East Mark.

Charles III (the Fat): 2× Warrior and 2× Militia anywhere in Swabia and Burgundy (excl. Geneva). **Important:** If playing with three players: Charles the Fat is a 5th Major NPP, set up by Carloman after his own setup.

27.7 Death of Charles the Bald, 877

Charles the Bald died in October 877, succeeded by his son Louis II the Stammerer, but Carloman of Bavaria was able to successfully reclaim his rights to Italy. The imperial title remained contested until 881.

Players: 3 to 4

Scenario Length: 7–9 GTs (877–883/5)

Minor NPPs (10): Set up first as per 28.5 except:

Benevento: 1× Warrior and 1× Militia in Benevento.

Major NPPs (4): Set up second as per 28.1.

Frankish PPs (4): Set up third, in the order given.

Louis II (the Stammerer): 10× Warrior and 9× Militia anywhere in Flanders, Francia, Lotharingia (excl. Aachen), Aquitania, Gascony, Septimania, Spanish March, Burgundy (incl. Geneva), and Provence.

Carloman (of Bavaria): 6× Warrior and 8× Militia anywhere in Bavaria, Carinthia, East Mark. Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

Louis III (the Younger): 4× Warrior and 5× Militia anywhere in Frisia, Lotharingia (incl. Aachen), Saxony, Thuringia, and Franconia.

Charles III (the Fat): 2× Warrior and 2× Militia anywhere in Swabia and Burgundy (excl. Geneva). **Important:** If playing with three players, Charles is a 5th Major NPP, set up by Louis the Younger after his own setup.

27.8 Treaty of Ribemont, 880

Louis the Stammerer died in April 879. His sons Carloman II and Louis III divided the West Frankish kingdom but faced intervention by Louis III the Younger in northern Germania, while a noble named Boso proclaimed himself king of Provence, and the Vikings resumed their attacks. To deal with these threats, Louis the Younger, Carloman II and Louis III met at Ribemont in February 880. Carloman II, and Louis III confirmed Louis the Younger's possession of Lotharingia in return for his neutrality, leaving them free to deal with Boso.

Two months later Carloman of Bavaria died, with Bavaria willed to Louis the Younger, and Italy to Charles the Fat. The Imperial title remained contested until 881.

Players: 4 to 5

Scenario Length: 8–10 GTs (880–887/9)

Minor NPPs (10): Set up first as per 28.5 except:

Benevento: 1× Warrior and 1× Militia in Benevento.

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Major NPPs (4): Set up second as per 28.1.

Frankish PPs (5): Set up third, in the order given.

Louis III (the Younger): 8× Warrior and 9× Militia anywhere in Frisia, Lotharingia, Saxony, Thuringia, Franconia, Bavaria, Carinthia, and East Mark.

Charles III (the Fat): 5× Warrior and 7× Militia anywhere in Swabia, Burgundy (inc. Geneva), Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

Carloman II: 3× Warrior and 4× Militia anywhere in Aquitania, Gascony, Septimania, and Spanish March.

Louis (III of France): 3× Warrior and 2× Militia anywhere in Flanders, and Francia.

Boso: 2× Warrior and 2× Militia anywhere in Provence and Burgundy (excl. Geneva).

Important: If playing with four players, Boso is a 5th Major NPP, set up by Louis of France after his own setup.

27.9 Deaths of Louis III of France & Louis III the Younger, 882

In January 882, Louis the Younger died without legitimate sons, so his kingdom fell to his brother, the Emperor Charles the Fat. Then in August, while mounting a horse to pursue a girl, the 17-year-old Louis III of France hit his head on a door lintel, dying from a fractured skull; his brother Carloman II absorbed his kingdom.

Players: 2 to 3

Scenario Length: 6–8 GTs (882–887/9)

Minor NPPs (10): Set up first as per 28.5 except:

Benevento: 1× Warrior and 1× Militia in Benevento.

Major NPPs (4): Set up second as per 28.1.

Frankish PPs (3): Set up third, in the order given.

Charles* III (the Fat): 11× Warrior and 15× Militia anywhere in Frisia, Lotharingia, Saxony, Thuringia, Franconia, Swabia, Bavaria, Carinthia, East Mark. Burgundy (inc. Geneva), Langobardia, Friuli (excl. Venice), Tuscany, Corsica, and Spoleto.

Carloman II: 6× Warrior and 6× Militia anywhere in Flanders, Francia, Aquitania, Gascony, Septimania, and Spanish March.

Boso: 2× Warrior and 2× Militia anywhere in Provence and Burgundy (excl. Geneva).

Important: If playing with two players, Boso is a 5th Major NPP, set up by Carloman after his own setup.

27.10 End of a United Empire, 888

In 884 the Empire was reunited once more when Carloman II died and was succeeded by Charles the Fat. But Charles was childless, and increasingly ill. He was deposed by his nobles in late 887, dying in early 888. The Empire fractured into five squabbling pieces, with Italy in chaos. Although Carolingians would rule West Francia again 898–923 and 936–987, and with a Carolingian holding the title of Emperor until 911, the Carolingian preponderance was ended.

Players: 4 to 6

Scenario Length: 10–12 GTs (888–897/9)

Minor NPPs (10): Set up first as per 28.5 except:

Benevento: 1× Warrior and 1× Militia in Benevento.

Moravia: 2× Warrior in Moravia, 1× Militia in Prague, 1× Warrior in Bohemia and Pannonia.

Major NPPs (4): Set up second as per 28.1 except:

Slavs: 1× Militia in each of the following: Slavonia, Sorbia, and Croatia; 2× Warrior and 2× Militia in Slav Peripheral Area.

Frankish PPs (6): Set up third, in the order given.

Arnulf: 6× Warrior and 9× Militia anywhere in Frisia, Lotharingia, Saxony, Thuringia, Franconia, Swabia, Bavaria, Carinthia, and East Mark.

Odo: 6× Warrior and 6× Militia anywhere in Flanders, Francia, Aquitania, Gascony, Septimania, and Spanish March.

Guy (of Spoleto): 1× Warrior and 1× Militia in Spoleto.

Berengar (of Friuli): 1× Warrior and 1× Militia in Friuli (excl. Venice).

Important: Guy and Berengar alternately set up an additional 2× Warrior and 2× Militia each, alternating placing one unit at a time (randomly decide who goes first), anywhere in Friuli (except Venice), Spoleto, Langobardia, Tuscany, and Corsica.

Rudolph I: 2× Warrior and 1× Militia in Burgundy.

Louis (the Blind): 2× Warrior and 1× Militia in Provence.

Special Rule: At the beginning of 893 (GT 6), the Magyars arrive as a new Major NPP. Place three Magyar nomads in the Bulgar peripheral area. This area is permanently owned by both the Bulgars and Magyars, each treating the area as if it was its own peripheral area and utilizing the full LV of 3 in its own Levy Segment. Neither power can attack each other in this area. The Magyars can only raise Militia and Nomad units, at a cost of two for either type.

Important:

1) If playing with four players, Rudolph is a 5th Major NPP and Louis the Blind is a 6th Major NPP.

2) If playing with five players, Louis the Blind is a 5th Major NPP.

3) For each of the above, set up 1× Warrior in the assigned land area, and the leader, 1× Warrior and 1× Militia in the burg.

4) When playing with four or five players: At the beginning of 893 (GT 6), replace all Bulgar units with Magyar nomads. Treat the Bulgar peripheral area as the Magyar peripheral area. The Magyars can only raise Militia and Nomad units, at a cost of 2 for either type.

27.11 Further scenarios

Players wanting more variety can develop further scenarios for the 8th and 10th centuries, e.g., Charlemagne and Carloman inheriting Pepin the Short's kingdom in 768. The Muslims should have one warrior in Provence (Fraxinetum) and the Vikings one warrior and one militia in Francia (Normandy) for scenarios starting in/ after 891.



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28.0 STRATAGEM MARKER LIST

Stratagem markers with red text must be played immediately, those with blue text are played in response to other markers.

Alliance (x3): Playable only by PP (NPPs may hold or discard). The player may:

- a)** Play during the Major NPP Bidding Phase immediately before the player's first bid on any Major NPP. Roll 1d6 and halve the result (round up), to give the player the number of free DP that can be used towards bidding for the current Major NPP; **or**,
- b)** Play at any time during the PP's Operations Phase. Take control of any uncontrolled Minor NPP for the rest of the game (unless "Withdrawal" is played) on it.

Assassin (x3): Play in immediate response to the play of any marker to negate that marker. Assassins may negate other Assassins.

Church Council (x1): Play immediately. Frankish, Byzantine, Moravian, and Papal forces may not attack each other for the rest of this GT (after 865, add the Bulgars to this list).

De Ceremonis (x1): Play immediately. If the leader of player's PP occupies Aachen or Rome at the end of that PP's next Operations Segment, that power rolls 1d6 and draws that number of stratagem markers. Return this marker to the Pool at the end of the PP's next Operations Segment (regardless of the location of the leader).

Espionage (x3): Play at any time. Examine all forces in any one area (and any burg within it); or examine all markers held by any one power.

Feudal Unrest (x1): Play immediately. The power may spend 1DP or 1LP per Field Army, Warrior, or Nomad unit it currently has on the map. For each unit for which the power chooses not to pay or cannot pay, roll 1d6:

- 1–3:** No effect.
- 4–6:** Convert unit to Militia.

Field of Lies (x1): Play immediately.

- a)** If the power has not yet begun this GT's Operations Segment, the force containing its leader (or, if no leader, the largest force—break ties randomly) is paralyzed and does not roll for OP in its Operations Segment. Other forces of the power may end their own operations stacked with the paralyzed

force but may not pick up or attack with any of its units. The paralyzed force defends normally (and may counterattack) during the Operations Phases of other powers.

- b)** If the power has already begun/played this GT's Operations Segment, the marker is discarded without effect.

Good Harvest (x1): Play at the start of own Levy Segment. Roll 1d6 and gain LP equal to half the result (round up).

Greek Fire (x1): Play at the start of any naval combat operation in which the power is involved. Add "2" to the strength of any Byzantine naval force or "1" to the strength of any other power's naval force, attacking or defending, for the duration of that combat.

Insubordination (x1): Play immediately. As per Field of Lies, except in "a" the force affected is any one force of the marker-playing power (chosen by him) with at least 2 units but no leader (if no such force, use "b").

Leadership (x7): Play during any friendly Operations Segment.

- a)** Play before an OP DR to add the number on the marker to the roll; **or**,
- b)** Play at the beginning of a combat operation to add the number on the marker to the strength of the force (attacking or defending) for the duration of that combat.

Mésalliance (x2): Play on any controlled NPP at any time during its Operations Segment. The rest of that NPP's Operations Segment is skipped.

Oaths of Strasbourg (x1): Play at start of an Operations Phase (not Segment!). Name one or more Frankish PPs. Your PP and those you named cannot attack each other this GT.

Perfidy (x1): Play immediately. Randomly pick one NPP (Major or Minor) controlled by one of the players, and randomly reassign its control to one of the players (including the current controlling player).

Peripheral War (x1): Play immediately. Choose one Power with a peripheral area and roll 1d6. Remove that number of units of that power (chosen by the player controlling the power) from the map (including its peripheral area).

Plague (x1): Play immediately. Roll 1d6 for each burg on the map including those in peripheral areas. On a 6, one unit in the burg is eliminated (controlling player's choice; for uncontrolled powers choose randomly). Place a Plague marker in the burg. The burg has DV of zero in the next GT. Plague has no other effect on unit presence in, or movement into or out of the burg. The Plague marker is removed at the end of the next DP Phase. Once played, remove the marker from the game (there is only one plague per game).

Religious Conversion (x3): Played by any phasing force on any one enemy force in the same area. Roll 1d6 on the Subversion/Conversion Table (22.0).

Schism (x1): Play immediately. Roll 1d6. The power loses that number of randomly chosen stratagem markers.

Stellinga (x1): Play immediately. Pick one area where the playing power has full or shared control. Any Frankish powers lose 1× Militia each in that area and its burg (combined, not separately). When using optional rules, remove any Feudalism marker. Frankish powers may not raise (but may maintain) units in the area until Feudalism is restored.

Subversion (x4): Played by any phasing force on any one enemy force in the same area. Roll 1d6 on the Subversion/Conversion Table (22.0).

Viking Diplomacy (x1): Play at the beginning of a Viking Raid Phase.

- a)** Before each roll on the Viking Strength, Seafaring and Raid Tables, specify a -1, 0 or +1 DRM (which may be different for each roll); **or**,
- b)** Before making any rolls, specify a sea area. If the Viking raid ends up being made into one of the land areas adjacent to that sea area, you may then choose the targeted area (instead of rolling on the Viking Raid table).

Withdrawal (x1): Play immediately.

- If played by a PP:** The player loses control of one randomly chosen NPP (Major or Minor) currently under his control. If played by an NPP: the player controlling the NPP loses that control.

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29.0 OPTIONAL RULES

29.1 Feudalism

Ignore the first “Important” note in 12.0. Players may wish to make Feudalism markers to track the changing extent of Carolingian administration and culture (as opposed to purely military occupation).

29.1.1 Building Feudalism

At the start of each scenario, place one feudalism marker in each land area (not burg) occupied by Frankish units, whether PP or NPP.

- Feudalism markers are never placed in burgs. There may never be more than one feudalism marker in an area.
- Any Frankish power (PP or NPP) may, during its Levy Phase, purchase a feudalism marker to place in any land area where that power has shared or full control, and which does not already contain a feudalism marker.
- Feudalism markers may not be placed in areas containing a pillage marker (whether in the area or the burg within it). However, a power may pay to remove a pillage marker and then buy a feudalism marker in an area in a single Levy Segment.

29.1.2 Effects of Feudalism

In each area containing a feudalism marker, each Frankish power (PP or NPP) may maintain one militia unit for free. The unit may be in the area or the burg within it.

- Feudalism markers are not units; they do not require maintenance and do not conduct operations. Their effects apply to all Frankish powers (PP or NPP) equally.
- Areas with Feudalism markers have their VP value increased by 1 (26.1).

29.1.3 Elimination of Feudalism

A feudalism marker is removed from an area at the instant that that area (and/or any burg within it) is either:

- 1) Pillaged; or,
- 2) Under the control (full or shared) of one or more solely non-Frankish powers (i.e., no Frankish units).

Important: Any non-Frankish power (PP or NPP) may always maintain 1 militia unit for free in any area that it fully controls (it must also control any burg within the area).

29.2 Succession

A PP whose leader has been eliminated, but which still has surviving forces on the map, may still be able to win the game, with the player taking on the role of a legitimate heir to the just-eliminated leader.

If the PP has no forces surviving on the map, there is no change to existing rules (23.1). Otherwise, roll one die on the Succession Table.

Succession Table

| Die Roll | No. of heirs |
|----------|--------------|
| 1 | 0 |
| 2–3 | 1 |
| 4–5 | 2 |
| 6 | 3 |

- If no heir, there is no change from existing rules (23.1).
- If there is only 1 heir, the PP returns half (round up) of its currently held stratagem markers to the pool (owning player's choice); then the player places the just-eliminated leader unit (now representing the original leader's sole heir) with any one of his PP's surviving forces on the map and the game continues.
- If 2 (or 3) heirs, the PP returns half (round up) of its currently held stratagem markers to the pool (owning player's choice); the player points to each of his PP's surviving forces in turn, numbering them off into 2 (or 3) factions: 1, 2, 1, 2... (or 1, 2, 3, 1, 2, 3...), in any order he chooses. Then he selects any one of those factions to retain as his PP and places his just-eliminated leader unit (now representing the original leader's senior heir) with any one of the forces of that faction. The other one (or two) factions are then each marked with an unused set(s) of control markers (make additional sets, or use coins, if needed), and remain in play as Major NPP (but will be uncontrolled for the remainder of the current game turn). The game then continues (because there is an heir, the affected PP does not end or forego its turn because of the original leader's death).
- If the heir is himself eliminated, a new roll is made on the Succession Table.

29.3 Viking Buy-off

During the Viking Raid Phase, affected players may attempt to buy off the Vikings, but at the risk of increasing the Viking raiding force.

- After rolling on the Viking Raid Table (10.3), any player who controls units in the targeted area (and any burg within it), may announce an attempt to buy off the Vikings.
- Roll the number of dice equal to the number of units in the Viking raiding force. Each die indicates the DP cost to eliminate one of the units in that force. Any PP, not just those in the area/burg affected by the raid, may contribute DP to meet any of these costs. However, once the dice are rolled, if the players cannot or will not pay the total amount rolled, then one Viking warrior unit is added to the remaining unpaid-off force, and the raid is resolved as normal (10.4).

Example: A force of 3 Viking warriors raids Frisia. A player controlling units in Dorestad announces an attempt to buy off the Vikings. He rolls 3 dice and gets 2-3-4. The players between them are only willing to spend 5 DP and eliminate 2 Viking units. But 1 remains, so a new Viking unit is added, and the raid on Frisia continues with a residual Viking force of 2 units.

Important: The Viking diplomacy marker may be used by any power to modify the buy-off modifiers (the chosen modifier is applied to each of the buy-off dice rolled).

29.4 Extended Game

Ignore 25.0. Keep playing until the instant one of the following conditions exists:

- a) One Frankish PP has full or shared control of 40 of the 45 non-peripheral land areas. He achieves an ultimate victory.
- b) There are 40 feudalism markers on the map (if using 29.1). All surviving Frankish PPs share an ultimate victory.
- c) All initial Frankish leaders are eliminated. The players lose, but the Major NPPs achieve a joint ultimate moral victory.