

VIKTORY II

Expansion Rules 1.0

“As someone that enjoys developing and playtesting new rules, it was not long after the launch of VIKTORY II that I began work on a potential expansion. What follows is the result of playtesting new ideas for nearly two years.

These should all be considered as optional rules that may be added or used alternatively to certain rules in the standard game rules. The intent is to impart a greater sense of realism and enhanced gameplay, at a hopefully acceptable level of increased complexity.”

-Peter Morrison, December 16, 2008

Red Chip “Capital Marker” Clarification

Some games do not contain red chips for “capital markers,” but instead contain chips in each player’s own color.

Perimeter Water Pentagons Clarification

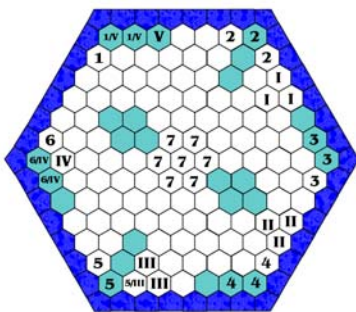
Some games contain sets of hexes which include perimeter water tiles that have multiple pentagons on them to allow a quicker setup of the perimeter water “frame” of the game board. Each individual water pentagon shape on these larger tiles represents its own playable space and is identical in function to a single individual perimeter water pentagon or interior water hexagon.

7-8 Player Starting Positions

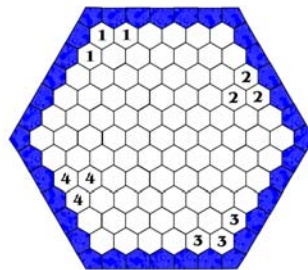
Player starting positions are spaced to ensure that players are roughly equidistant from one another. The 7-8 Player Starting Positions are reflected on the large map setup shown below.

The 7 player game has a setup identical to the 6 player game, with two exceptions: the additional player starts in the center of the map, and that additional player gets to go first from their position in the center of the map with the other six players occupying spots along the perimeter and following in clockwise successive order. In the initial roll to see who goes first, the player that rolls highest will be in the center of the map. The player to his left would begin the clockwise successive order around the perimeter.

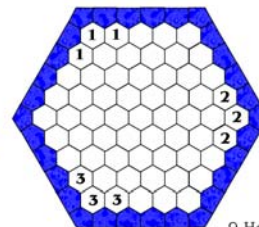
The 8 player game starting positions are shown by the shaded interior hexes on the large map setup shown below. The first two players are positioned near the middle of the map with the other six players occupying spots along the perimeter and following in clockwise successive order. In the initial roll to see who goes first, the player that rolls highest will be in the center of the map. The player to his left would also be in the center of the map, and the next player to his left would begin the clockwise successive order around the perimeter.



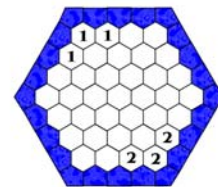
5-8-Players: 169 Hexagons
15 Hexagons Across Center, 8 On a Side



4-Players: 127 Hexagons
13 Hexagons Across Center, 7 On a Side



3-Players: 91 Hexagons
11 Hexagons Across Center, 6 On a Side



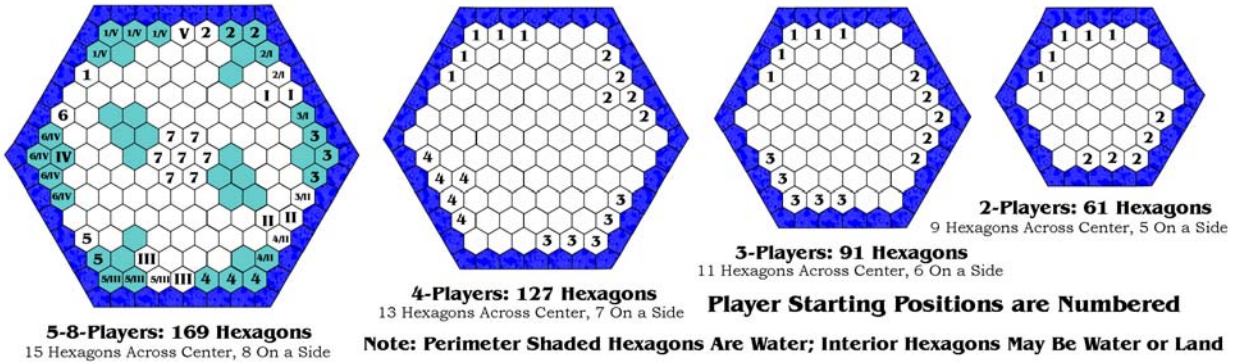
2-Players: 61 Hexagons
9 Hexagons Across Center, 5 On a Side

Player Starting Positions are Numbered

Note: Perimeter Shaded Hexagons Are Water; Interior Hexagons May Be Water or Land

Building Phase Accelerator

On the first turn of the game, each player may flip five hexes, instead of only three (the exception being the center player in a 7 player game who gets to flip seven hexes).



During the Building Phase of a player's turn, each player may take two build actions. It takes only ONE build action to build a Town, but TWO build actions to upgrade a Town into a City or a City into a Metropolis. This means that on each turn a player has an opportunity to either build TWO Towns, upgrade ONE of his Towns into a City, or upgrade ONE of his Cities (that meet Metropolis qualifications) into a Metropolis*.

A player may expend his first action, e.g. build a Town, and then decide what to do with his second action.

Any unused build actions are lost.

Note that a player may build his first Town three hexes away and then build another Town three hexes away from that recently built Town. This would allow a player to quickly create a presence on the opposite side of the map.

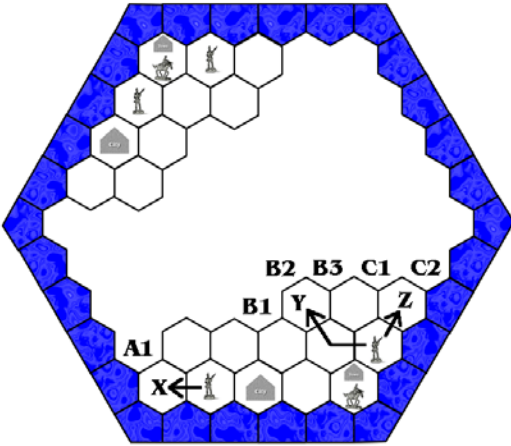
This rule speeds up the game, but also adds some strategic decision making. Players may either expand rapidly by building lots of Towns or gain an early military advantage by upgrading to Cities and having the more powerful City supported military units.

*If playing with optional Metropolis rules.

Map Exploration & Customization

First set up the Perimeter Water Pentagons to form the outline of the game map. Instead of filling in the map by placing internal hexes facedown, keep the internal hexes randomly mixed in a draw pile off to the side.

Whenever hexes are revealed from unit movement, frigate placement, building a Town, or upgrading a Town to a City, a player draws from the draw pile as many hexes as would get revealed at that moment. Then he may position them however he chooses in the revealed hex locations.



For example, consider this diagram, which shows a 2 player game underway (albeit on a larger 3 player map). Note how the map was originally formed by the perimeter of water pentagons, and then the interior is being filled as players move and discover the unexplored areas of the map.

If an Infantry moves into the “X” hex, then a single hex “A1” would get revealed. In this case, the player would randomly take a single hex from the facedown draw pile. There would not be an opportunity for discretion; the single hex drawn would go in the “A1” location.

If an Infantry moves into the “Y” hex, then three hexes would get revealed: B1, B2, and B3. In this case, the player would randomly take three hexes from the facedown draw pile. The player could look at the three hexes and choose which hex to put in which location. There would be an opportunity for the player to customize his surrounding hexes to the extent offered by the three different hexes he drew.

If an Infantry moves into the “Z” hex, then two hexes would get revealed: C1 and C2. In this case, the player would randomly take two hexes from the facedown draw pile. The player could look at the two hexes and choose which hex to put in which location. There would be an opportunity for the player to customize his surrounding hexes to the extent offered by the two different hexes he drew.

Note that each time a unit moves and additional hexes would get revealed, those revealed hexes are immediately placed. The unit may still be able to keep moving afterwards if it would have remaining movement points. If an Infantry were to move into the “Z” hex, then the C1 and C2 hexes would get placed. Afterwards, if one of those newly revealed hexes was a land hex and the Infantry unit still had another movement point remaining, then it could move into one of those newly revealed land hexes and reveal additional hexes beyond.

A player may not simultaneously make multiple moves that would each independently reveal hexes and then choose from a larger “batch” of hexes for map customization. Each time a single unit moves one hex, any revealed hexes must be placed before the unit can keep moving.

To maximize allowed map customization, a player should try to approach unexplored areas and move his units in such a way that the maximum number of hexes is revealed all at once with each individual unit movement. Three is the maximum number of hexes that can be revealed from unit movement at any given time.

For example, in the above diagram that shows an Infantry about to move into the “X” hex, if the Infantry unit were to move into the hex just above and between the “X” hex and its current hex, then three hexes would get revealed all at once: A1 and 2 others. That allows more player control of which randomly drawn terrain hexes will go where.

If a player revealing a new group of hexes reveals ALL water hexes, then he may put one back and draw until he gets a land hex, unless there are no more land hexes still in the draw pile. If the player had revealed just a single hex and it was a water hex, then he may put it back and draw until he gets a land hex. If the player had revealed three hexes and all three were water hexes, then he may put one of them back and draw until he gets a land hex.

Note that on the 7 and 8 player game setup (which have 1 or 2 players starting in the middle of the map), it may be easier to incorporate this rule by first randomly setting up the map with all of the hexes facedown. These facedown hexes will then represent space-holders to ensure that the players in the middle are in the correct location. When hexes are revealed, a player would first pick up all of the facedown hexes that are to be revealed at that time and then decide in what order to put them back down.

Turn Sequence Reordered

Instead of the original Building Phase; Movement & Combat Phase; Reserve Placement Phase, the new reordered turn sequence would be:

Movement & Combat Phase; Building Phase; Reserve Placement Phase

Combat Supply

If you control at least 1 City (or Metropolis) on all 4 land terrain types (Plains, Grassland, Forest, and Mountain), you are considered to be in "Combat Supply" and ALL dice rolls are considered hits on a 4 or less. This includes Bombard Attacks. Selective hits continue to be on 1's.

For example: You own four Cities, one each on Plains, Grassland, Forest, and Mountain, and one of them is attacked. While defending, your dice hit on 4 or less. If you lose one of those Cities, all future dice rolls would immediately be hits only on 3 or less.

This bonus can be gained or lost immediately during any player's turn upon the capture or loss of a City (or Metropolis).

Redeployment

At the end of your turn, you may automatically disband any of your units and place them in your Reserve for placement. This "redeployment" may be used for any units on the map, even those that have just repaired pillaged hexes or fought.

Note that this is particularly useful for repositioning Frigates that are in a distant, undesirable location on the map.

Bombard Attacks: Range Limitation

All Bombard Attacks must be against enemy units in an adjacent hex. This applies to both Artillery and Frigates.

Plains Cities Enhancement

Plains Cities provide a total of 3 Infantry, 1 for the Town and 2 more when upgraded to a City.

Road/Ferry Movement Enhancement

Notional roads/ferries are considered to exist between each of your Towns and/or Cities that are 2 or 3 hexes apart, regardless of if it is land or water hexes between them. Your land units may move between two of your Town / City hexes that are 2 or 3 contiguous land or water hexes apart, if any 2-3 hex path is devoid of enemy units, for only 1 MP.

Artillery Pre-Battle Fire Enhancement

Defending Artillery units get to roll during the pre-battle fire segment part of the battle, simultaneously with attacking Artillery units. Each attacking AND defending Artillery unit rolls one die. The attacker takes his casualties immediately, placing them in his Reserve. These casualties do not participate in the Battle Rounds.

Battle Sequence:

1. Adjacent Frigates and Artillery that are in adjacent hexes and have not already made an attack this turn may conduct Bombard Attacks, i.e. one shot die rolls for each unit, against the targeted hex that will imminently contain a Battle. These Bombard Attacks are NOT part of the Battle Attack, but should be conducted before the Battle Attack takes place. Casualties are immediately removed to the defender's reserve.
2. Pre-Battle Fire Segment – Prior to conducting the first Battle Round (only), each attacking AND defending Artillery unit rolls one die. The attacker and defender rolls are considered simultaneous, so casualties are not removed until both sides have had a chance to roll. After ALL Artillery units in the Battle hex have conducted their Pre-Battle fire, casualties are then removed.
3. Attacker's Fire Round
4. Defender's Fire Round
5. Attacker Retreat Option or Repeat Attacker & Defender's Fire Rounds
6. Battle Resolution

Adjacent Enemy Units Restriction Enhancement - Building/Upgrading

As an expansion to the Adjacent Enemy Units Restriction [13.2] in the original rules, Towns may not be built on hexes adjacent to enemy units. Towns/Cities may not be upgraded on hexes adjacent to enemy units.

Defender Suppression Clarification

Defender Suppression comes into effect in the original rules whenever an attacker rolls more hits than are needed to kill every defending unit. Those additional hits may offset the number of dice the defender rolls back. This clarification does not change the original rules, but seeks to clarify a possibly confusing point.

Certain defense dice are “off limits” to suppression. Naval Support and Defensive Terrain dice may sometimes be suppressed, but are sometimes “off limits.” The simplest way to determine how many dice the attacker may NOT suppress in a Battle Attack is to calculate how many dice the defender would get if the defender had no land units present. The reason this matters is to prevent defenders from possibly being at a disadvantage from having defending units in a hex, such that that unit’s presence “opens up” their Naval Support and Defensive Terrain dice to the possibility of being suppressed.

For example: Player A has an Infantry in a Forest hex with an adjacent Frigate. If the Infantry was not there, then Player A would not get any dice on defense if Player B moved into that unoccupied land hex. That means there are ZERO dice that are off limits to suppression, so if Player B attacked, he would need to get four hits in order to prevent Player A from rolling any dice back. Player B’s first hit would kill Player A’s Infantry, and the other three hits would suppress the three dice that Player A would normally get to roll back.

For example: A Town on a Mountain hex with an adjacent friendly Frigate would normally have three dice of defense, so that is how many are off limits to Defender Suppression in such a battle. If Player A controls that Mountain Town and Frigate, but also has a defending Infantry, then he would normally get four dice of defense. So if Player B attacked and got three hits, the first hit would kill Player A’s Infantry. The second hit would suppress one of the dice that Player A would normally get to roll back (the one contributed by the Infantry). The third hit is unused. Player A gets to roll its guaranteed minimum of three dice. If Player B had only scored a single hit or less, then Player A would have gotten to roll four dice in response.

Cavalry Changes / Attacking Bonuses for Additional Hex Sides

Cavalry units get to ignore the Slow Terrain effects of Forest and Mountain hexes. Essentially Cavalry units can move through Forest and Mountain hexes with the same ease they can Plains or Grasslands hexes.

Cavalry only add one die when attacking, rather than two dice.

Attackers get an additional die for each additional hex side (beyond the first hex side) that is used in making the attack.

Attacker rolls Artillery Pre-Battle Fire as before. In the Attacker's Fire Round, the attacker rolls...

- One die for each type of unit in the battle (Infantry, Cavalry, Artillery); max 3, plus
- One die for each additional hex side used in the attack, not counting the first hex side used; max 5

Thus the attacker can throw a maximum of EIGHT DICE in a Land Battle.

This provides an incentive for attackers to flank their opponents and attack from multiple directions or hex sides. While Cavalry lose one die in attacking, because of their increased mobility, they can usually gain it right back by entering the Battle hex from a different hex side.

Optional Map Size

For a difference game experience, play on a larger or smaller map size than the one recommended for the number of players that you have.

Optional Subjugation Rules Victory Condition

The winner is the first player to have made vassals of two different players during a time period in which they did not lose their own Capital. The players do not have to both be vassals at that point. The first vassal may have already liberated himself by taking another player's Capital.

Optional Quicker Victory Condition

The first player to control a certain number of points, including their Capital, automatically wins as an optional game ending condition. Points for controlling different objectives are: 1 per Town, 2 per City, 3 per Metropolis, +2 per enemy Capital*. The number of points varies because the map size is different and the corresponding amount of territory on the map that each player would “naturally” have changes depending upon the number of players.

Number of Players	Points Needed to Win
2	16
3	17
4	18
5	18
6	16
7	14
8	13

If playing with Metropolises, increase the number of points by 1.

For a longer game, increase the number of points necessary for victory; for a shorter game, decrease the number of points necessary. If you play on a map size larger or smaller than what is recommended for the number of players you have, the number of points necessary for victory should similarly be increased or decreased.

*If playing Subjugation Rules in addition to a point-based victory condition, the Capital of any current vassal would only add 2 bonus points to your total. You would not get additional or fewer points based on if the Capital was a Town, City, or Metropolis.

Optional Quicker Game Setup

1. Instead of setting up the map with the hexes face down, set up the map with the hexes face up. Randomly assign the seating and starting corners so that an experienced player can't optimize his starting location. This speeds up the game. This part is the same as [15.2] No Exploration from the original rules.
2. Each player, in turn, places his Capital. Then, each player takes turns placing a Town or upgrading a Town to a City (in accordance with the normal placement rules), or upgrading a City to a Metropolis.
3. When no more Towns/Cities/Metropolises can be placed or upgraded, each player places the units he has supported by his Towns/Cities/Metropolises in the Towns/Cities/Metropolises that support the unit or in his Capital, ie in accordance with normal Reserve Placement Phase rules.
4. Determine who goes first by rolling a die and begin.

The preceding rules are recommended for most gaming groups. The rules following this disclaimer have similarly been extensively playtested and are fundamentally sound. These remaining rules bring an added complexity to the game that is probably not going to be worthwhile for the majority of gamers and should be considered extremely optional. They are included merely because someone else may enjoy experimenting and playing with them.

Building Phase Accelerator Enhancement

For an even quicker game that sacrifices some long-term strategic decision making, it only takes ONE build action to upgrade a Town into a City, or a City into a Metropolis. This would allow a player to do any of the following on a single turn: build a City on an empty hex, build two Towns, upgrade two Towns into Cities, upgrade two Cities into Metropolises, build one Town and upgrade another Town into a City, build one Town and upgrade a City into a Metropolis, upgrade a Town into a Metropolis, or upgrade a Town into a City and another City into a Metropolis.

Also, if playing with this rule, then to accommodate the quicker development rush to Cities, another change is recommended. In the original rules, Cities revealed hexes that were two hexes away; however, now upon upgrading a Town to a City, do NOT reveal all hexes that are two hexes away from that City.

Metropolis City Upgrade

A City whose hex and surrounding hexes contain at least 1 of each of the five terrain types (water, Plains, Grassland, Forest, and Mountain) gives you the option during the Building Phase to upgrade a City to a Metropolis. This basically means you would add a Town icon next to the City icon and the hex now supports an additional City-supported unit(s) of your choice (1 Cavalry, 1 Artillery, 1 Frigate, or 2 Infantry) and the Metropolis defends with 3 defense dice. At any time in which that additional City-supported unit(s) is in your reserve, you can remove it and replace it with another City-supported unit(s) to be placed back on the board during your Reinforcement Phase.

If you have multiple Metropolises (and lose one of them) you can switch which was supporting which additional City-supported unit(s). This would allow you to lose a City-supported unit(s) from your reserve if possible, and assume that the other Metropolis supports the one on the board.

For example: You have two Metropolises, one of which supports an extra Artillery, while the other supports an extra Frigate. An Artillery is in your reserve and one of your Metropolises is lost. Even if the Metropolis lost is the one that was originally supported the Frigate, you can chose to lose the Artillery and now the other Metropolis is supporting the Frigate.

Another option to this optional rule is that a player can always upgrade his Capital to a Metropolis, even if it is not surrounded by the necessary terrain types.

Battle Attacks: Dice Determining Factors

Attacker rolls Artillery Pre-Battle Fire as before. In the Attacker's Fire Round, the attacker rolls...

- One die for each type of unit in the battle (Infantry, Cavalry, Artillery, adjacent friendly Frigate that just bombarded that hex); max 4, plus
- One die for each additional hex side used in the attack, not counting the first hex side used, but including adjacent friendly Frigates that just bombarded that hex; max 5

Thus the attacker can throw a maximum of NINE DICE in a Land Battle.

In the Defender's Fire Round, the defender rolls...

- One die for each type of unit in the battle (Infantry, Cavalry, Artillery, adjacent friendly Frigate); max 4, plus
- One die if there are two or more defending units in the battle (friendly adjacent Frigates count for this purpose); max 1, plus
- One, two, or three 'Defensive Terrain' dice for the Battle hex: three dice if it is a Metropolis; if it is not, then two dice if it is a Mountain hex or has a City; if neither of those apply, then one die if it is a Forest hex or has a Town. These are not cumulative; use only the single best; max 3

Thus the defender can throw a maximum of EIGHT DICE in a Land Battle.

In Naval Battles, there is only one type of unit, Frigates, so the attacker can throw a maximum of SIX DICE in a Naval Battle; one for the Frigate and five for additional hex sides if the attacker happened to have six Frigates and completely surrounded the defender. The defender can throw a maximum of TWO DICE in a Naval Battle, if he has two or more defending Frigates (one of which may be in an adjacent hex).

Pillage Attack

In addition to the two existing methods of Attack (Bombard & Battle), a Pillage Attack allows players another attacking option. A Pillage Attack allows a unit to pillage a land hex, which is reflected by placing a damage marker on the hex.

A player may only Pillage Attack land hexes that are adjacent to a Town/City/Metropolis; however, players may Pillage Attack around their own Towns/Cities/Metropolises.

The pillaged hex suffers the same effects as though an enemy unit was in the hex:

- Units cannot utilize any notional roads on that hex
- Towns may NOT be built on adjacent hexes during the Building Phase
- Adjacent Towns/Cities may NOT be upgraded during the Building Phase (Capital excepted)
- Adjacent Towns/Cities/Metropolises may NOT have units placed in them during the Reserve Placement Phase (Capital excepted)

A unit may still only participate in one type of attack per turn: either one Bombard Attack, one Battle Attack, or one Pillage Attack.

To repair a pillaged hex a player must end a unit's movement there; the unit may have just participated in a Battle or Bombard Attack in that hex. A player may wait until the end of his turn to decide to repair the pillaged hex.

Frigates can pillage in a single adjacent non-enemy-occupied land hex. Frigates can also repair pillaging in a single adjacent non-enemy-occupied land hex, but must stop in their current water hex at that time.

A player may move one unit into a pillaged hex, repair the hex which ends that unit's movement, and then immediately use the road network in that hex for the movement of other units.

If a unit wins a Battle Attack in a hex, it may not Pillage Attack that hex, because it has already conducted its one allowed Attack (exception Cavalry).

Artillery Characteristics

Attackers roll 1 die for each Artillery unit when making Bombard Attacks and Pre-Battle Fire.

Artillery have a special ability of Overwatch, which allows each Artillery unit while defending to make a Bombard Attack (ie roll die) at an enemy unit that moves into its hex or an adjacent hex containing a friendly unit/Town/City/Metropolis. Overwatch takes place immediately upon an attacking unit triggering it by movement and before a Battle Attack is resolved, including any Pre-Battle Fire for any attacking Artillery units. The same Artillery unit could potentially roll for Overwatch seven times on an enemy player's turn, once for each adjacent hex (if those hexes contained a friendly unit/Town/City/Metropolis) and once for its own hex.

Overwatch defense rolls are made after all attacking units have been declared, are positioned along the attacking hex sides and are moving in for the Battle Attack. Casualties to Overwatch are immediately placed in the attacker's Reserve. These casualties do not participate in the Battle Rounds or Pre-Battle Fire Segment. The attacker may not retreat or reposition his forces along hex sides right after Overwatch is rolled, but must proceed with the Battle Attack.

For example: Player A has an Artillery strategically located in a Mountain hex, which overlooks an adjacent friendly Town. Player B attacks the Town, moving in an Artillery and 2 Infantry. Before the attacking Artillery even gets to roll its Pre-Battle Fire, Player A's Artillery gets to roll one die against it. The roll is successful and a hit is scored. The hit is on a "1", so Player A chooses to take out Player B's Artillery. Player B's Artillery never gets to roll its Pre-Battle Fire. As the Battle Attack on the Town progresses, Player B ultimately fails, and the Town remains under Player A's control. On Player C's turn, Player C attacks the same Town. Player A's Artillery will then get to fire Overwatch against Player C's attacking units.

Cavalry are immune to Artillery Overwatch.

Artillery may conduct a Bombard Attack after being transported by a Frigate.

Frigate Characteristics

Frigates have 8 movement points (MPs). A special ability of the Frigate is that it can expend 1 MP to load or unload a land unit, with a maximum capacity of three units loaded at a time. Over the course of a single turn, it is possible that more than three units will either be loaded or unloaded; the restriction is merely that the Frigate can only hold three units at a given time.

For example: A Frigate begins its turn with three units onboard. Those three units immediately unload at a cost of 3 MPs. The Frigate moves 1 MP. Two new units are loaded onto the Frigate at a cost of 2 MPs. Those two units are then unloaded into a land hex on the other side of the Frigate at a cost of 2 more MPs. That uses all 8 available MPs.

An adjacent Frigate adds a die to the attacker's dice roll in a Land Battle, but only if it is against a hex that it just Bombard Attacked. If it is on an additional hex side, it is possible that it will add 2 dice to the attacker's roll (assuming it is the only Frigate in the Battle Attack and there are other hex sides being used in the Battle Attack, the Attacker would then get +1 die for having a Frigate, and another +1 die for having an additional hex side).

For example: A player wishes to make an Amphibious Landing at a distant enemy Town on a Plains hex, which is defended by an Infantry. The player moves an Artillery onto an adjacent Frigate, which costs the Frigate 1 MP. The Frigate then moves six hexes, which costs the Frigate 6 MP. The Frigate then conducts a Bombard Attack against the Town, which fails. The Frigate then disembarks the Artillery directly into the hex containing the enemy Town. The Artillery rolls its Pre-Battle Fire, which fails. The attacker then rolls two dice, one for each unit type: Artillery and Frigate. The Frigate counts because it is adjacent and just conducted a Bombard Attack against that hex. It would not count if it had not just conducted the Bombard Attack against that hex. Two hits are rolled. The defender's Infantry is killed and the Infantry's return fire is suppressed. The defender still rolls one die for the Town, but it is a miss. The attacker takes the Town.

Land units may move before or after being transported. Embarking and Disembarking costs a land unit 1 MP each. Embarking and Disembarking does NOT consume the transported land units' entire Movement Allowance for that Player Turn. However, movement off the Frigate stops unless you began the turn on board. So in a single turn, a Cavalry unit may not embark onto the Frigate, disembark, and retain additional MPs.

Example: An Infantry unit that begins its turn on the Frigate may move off the Frigate and STILL move another MP (exception: if the first hex is a Mountain or Forest hex, in which case the Slow Terrain rule would be in effect).

Also, a unit may move 1 MP before loading, then another 1 MP to embark onto the Frigate, but would not have any remaining MPs to disembark on that turn (exception: Cavalry).

Frigates cannot "bridge" (i.e. have the Frigate remain stationary and just transfer units across it from a land hex on one side to a land hex on the other side) 4 units straight into Battle, since they have a load limit of 3 at a time. They can only bridge 3 units straight into Battle at a cost of 6

MPs, three MPs to load and 3 MPs to unload 3 units. This would leave them only two MPs for actual movement.

Frigates do not have to stop after making an attack. If they have additional movement left, they can keep going, but may NOT make other attacks.

A Frigate may disembark units into multiple hexes.

Frigates do not have to stop after unloading units. A Frigate could unload units into a hex triggering a Battle Attack, that Battle can be resolved, and then the Frigate can keep moving (if it has remaining MPs) and even embark or disembark other units into other hexes (which may or may not trigger other Battle Attacks).

Bombard Attacks or Battle Attacks targeting a land hex cannot kill an adjacent Frigate. Bombard Attacks can only kill Frigates if the Bombard Attack is targeted against a water hex containing a Frigate. Battle Attacks can only kill Frigates if they are Naval Battles and the Frigate is in the hex in which the Naval Battle is taking place.

Under no circumstances may a player use another player's Frigates to transport his units.

Cavalry Characteristics

Cavalry have the following special abilities:

- 4 Movement Points
- May spend an extra movement point to move through a Mountain or Forest hex and ignore its Slow Terrain effect or to move through a hex containing enemy units/Town/City/Metropolis
- Does not have to stop after making a Pillage Attack
- May Pillage Attack up to 5 hexes per turn
- Are immune to Artillery Overwatch

For example: A Cavalry unit may move through a hex containing an enemy Mountain City occupied with enemy Infantry, Cavalry, and Artillery, at a cost of 2 MPs: 1 MP for the movement into the hex and a total of 1 additional MP to overcome the Slow Terrain effect of the Mountainous terrain and to bypass the enemy units. Note that Artillery Overwatch is not even triggered.

Cavalry get to make Pillage Attacks for free. They do not have to stop after making a Pillage Attack and the Pillage Attack does not count as the one Attack they may make on a turn. If a Cavalry unit has additional movement left after making a Pillage Attack, it can keep going and make other Pillage Attacks or make its single Battle Attack. A Cavalry unit could conduct a Battle Attack in a hex and then immediately conduct a Pillage Attack in the same hex.

Cavalry can only remove one pillage marker per turn, though they could inflict four in four adjacent hexes or five if the Cavalry unit Pillage Attacks the hex in which it began its turn.

Cavalry may not Pillage Attack a hex containing an enemy unit/Town/City/Metropolis as it passes through.

Cavalry may not retreat back into a hex containing an enemy unit/Town/City/Metropolis.

Cavalry may not be killed by Artillery Overwatch, unless a Player chooses to lose a Cavalry unit in lieu of losing another unit on a nonselective enemy Artillery Overwatch hit. If a Cavalry unit is the only unit moving into the overwatched hex, then Artillery Overwatch is not even triggered.

Road/Ferry Network

All Towns/Cities/Metropolises have notional 'roads' and 'ferries' in every adjacent hex, both land and water, and their own hex.

Land units may move up to three hexes at a cost of only 1 movement point (MP) if their entire movement is on a road/ferry. Frigates do not gain a movement benefit from this road/ferry network.

Even if a unit is not moving 3 hexes along roads/ferries, then it still uses 1 full MP to move 1 or 2 hexes along a road/ferry.

For example: If a unit moves out of a Town toward an unexplored area of the map, it uses 1 MP just to move into the adjacent hex, because only that first hex contains a road/ferry and the next hex it wants to move into does NOT have a road/ferry. In that example, the unit does not gain any benefit to the road/ferry (other than ignoring a possible Slow Terrain Forest/Mountain movement restriction) because it only moved 1 hex along the road/ferry.

If a unit is off the road/ferry network then it costs 1 full MP to move onto the road/ferry network.

For example: An Infantry may move one hex to get onto the road/ferry network, then move 3 hexes along the road/ferry network, which requires the same amount of movement and parallels the situation of the same Infantry moving 3 hexes along a road/ferry network and then 1 MP to move into a hex that is just outside of the road/ferry network. If the hex containing the initial road is a Mountain or Forest hex, the unit's movement is not stopped (i.e. the Slow Terrain restriction is ignored), because of the road's presence.

It requires a full MP to move into battle.

For example: An Infantry unit cannot move six hexes along a road/ferry and with that sixth hex of movement become embroiled in a Battle Attack. An Infantry can only move three hexes along a road/ferry and then move into a fourth hex to Battle at a cost of its second MP.

If the road/ferry network being used is in a hex adjacent to an enemy Town/City/Metropolis, it is considered "contested" and is not controlled by a single player, and so may NOT be used by either player. Cavalry are also subject to this restriction and may not use additional MPs to move across a contested ferry.

Roads and ferries may become uncontested during your turn if you capture the enemy Town/City/Metropolis that was adjacent to the contested road/ferry. Note that this can allow you to make rapid “leapfrog” attacks, as units that are further from the front may be brought up to attack a nearby enemy Town/City/Metropolis. Then as soon as that enemy Town/City/Metropolis is taken, units that were originally closer to the front may be in a position to use those new uncontested roads to move forward and attack another Town/City/Metropolis that is deeper into enemy territory.

The Slow Terrain Exception rule, ie “pathfinder” rule, is still in effect and increased in importance. If a unit is in a Forest or Mountain hex at the beginning of a player's turn, the player may send other units through the hex while ignoring any terrain movement restriction. In addition, this “pathfinder” rule also creates an exception for “contested” roads/ferries between two Towns/Cities/Metropolises of opposing players. If one player begins his turn with a unit on an otherwise contested road/ferry, then that player may use the road/ferry as though it was not contested.

For example: If there is a Mountain hex between two enemy Towns/Cities/Metropolises, and Player A BEGINS his turn with a unit on the Mountain hex, then Player A's units may treat that hex as though a road exists for purposes of their movement. The road is not contested; it is completely controlled by Player A. This means that Player A can easily move a lot of units along his road network into the Mountain hex from up to three hexes away at a cost of 1 MP and then with another 1 MP move into Player B's Town/City/Metropolis for an attack.

A player may not gain this “pathfinder” benefit during his turn. The player's unit must be in the hex at the beginning of his turn, although it does not have to stay there during the turn to maintain control. This means that once a player's turn begins, the “pathfinder” unit may immediately leave the hex and the player may still use the road/ferry in that hex during his entire turn.

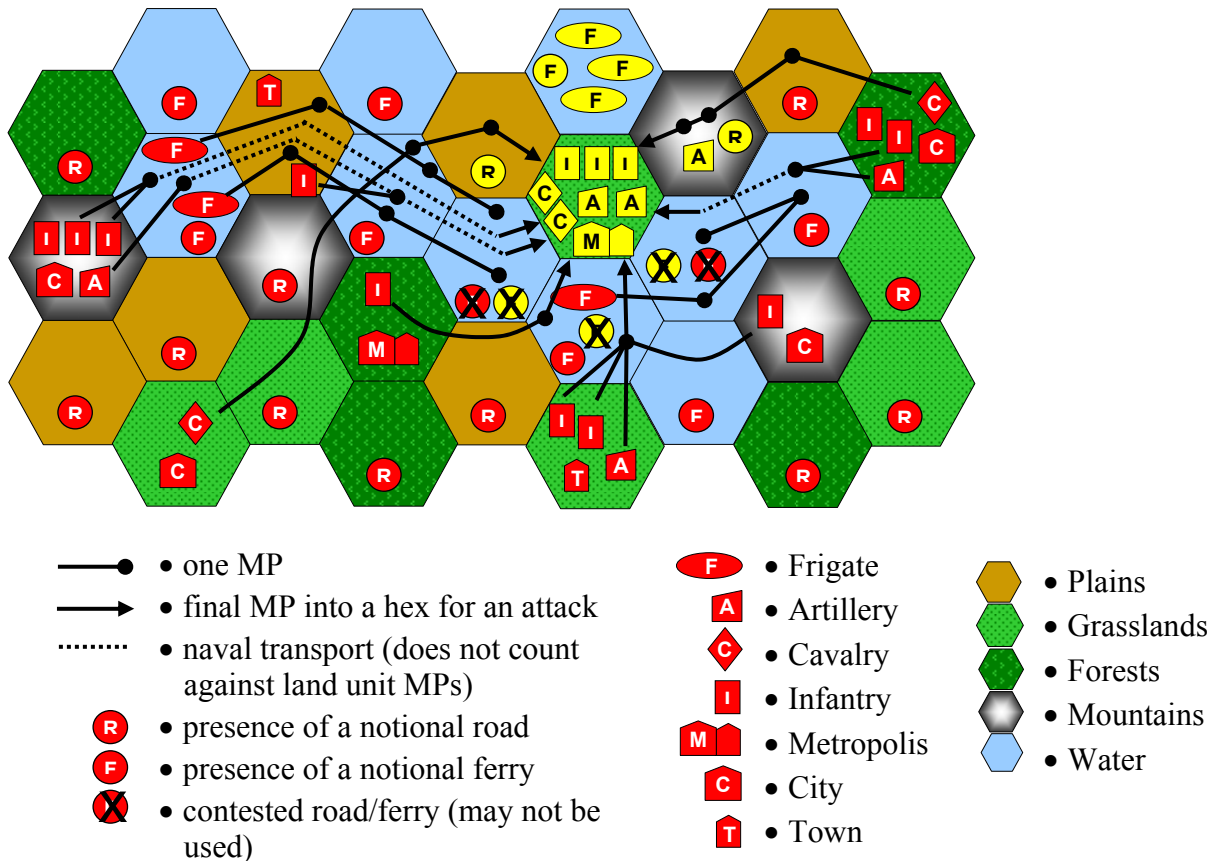
For example: If a water hex is between two enemy Towns/Cities/Metropolises, and Player A begins his turn with a Frigate in that water hex, then Player A's units may treat that hex as though a ferry exists for purposes of their movement. Those units would not count against the Frigate's carrying capacity or MPs against the Frigate. The Frigate is also free to move out of the hex, and for that player's turn, the ferry in that water hex is uncontested. A player could thus use that uncontested ferry to launch an attack, and pick up additional units with the Frigate, move it to another hex and amphibiously add more units to the Battle from a different hex side.

Units may not end their turn on a water hex, unless transported by a Frigate.

Units may not retreat back onto a ferry. They may retreat onto a Frigate in a water hex that contained a ferry, even if the units originally had crossed on that ferry instead of being Amphibiously Landed. Note that the retreat may not occur onto the Frigate if the retreating units would exceed the carrying capacity (3 units per Frigate) of the Frigate(s) in that adjacent hex. In such a case, the retreat would either have to be made to another hex that was used to enter the Battle hex or would have to wait until there remained fewer units in a later Battle Round and all units could fit on the existing Frigate(s). Retreating units do not count against a Frigate's MP, but the Frigate may not move after units retreat onto it.

To explore the map a player may move a unit onto a ferry to reveal the adjacent hexes on the opposite side and then decide to either move it back (which may not consume an additional MP if it stays on your road/ferry network) or continue moving it out onto any newly revealed land hexes.

Sample Battle Diagram



The sample battle diagram above is more complicated than anything you would typically encounter while making an attack in a VIKTORY II game. It is intended to be a graphic explanation of multiple rules and situations.

Note that to minimize map clutter, the notional roads are not being visually reflected in the hexes that contain a Town/City/Metropolis. Remember that all Towns/Cities/Metropolises have notional 'roads' and 'ferries' in every adjacent hex, both land and water, and their own hex.

By direct movement (i.e. not using Naval Transport, but using uncontested ferries) the red player is attacking with two Cavalry, four Infantry, and one Artillery. Using Frigates for Naval Transport, the red player is also attacking with four Infantry and two Artillery. The red player also has three adjacent Frigates for support and for Bombard Attacks. Note that the red player has one Infantry unit on each side of the map that is unable to be transported by his Frigates, not because the Frigates do not have enough carrying capacity, but because they do not have enough MPs to load a third unit.

The Cavalry unit in the upper right hand corner of the map uses 1 MP to move into a Plains hex, then uses 2 MP to move through the enemy occupied Mountain hex, then its final MP to move into the Battle hex. Because Cavalry are immune to Artillery Overwatch, the Artillery does not fire its Artillery Overwatch at this time.

The Cavalry unit in the bottom left hand corner of the map uses 1 MP to travel three hexes across a road/ferry network. Then it uses 1 MP to move into the Plains hex, and 1 MP to move into the Battle hex.

The other red land units that are not using Naval Transport are crossing the “uncontested” ferry in the water hex just below the yellow Metropolis being attacked. The red player began his turn with a Frigate in that hex, which means the otherwise contested ferry is considered uncontested and controlled by the red player, allowing all of his land units that are within movement range to cross on that ferry directly into the Battle hex.

Except for that one red ferry, all of the other mutually shared water hexes (i.e. next to both a red AND yellow player’s Town/City/Metropolis) are considered contested and may not be used as a ferry.

Example Battle Sequence:

1. The red player makes three Bombard Attacks (i.e. rolls three dice) for his three Frigates.
2. Casualties are removed.
3. The yellow player makes three Overwatch defense rolls for his three Artillery (two in the Metropolis, and one in the adjacent Mountain hex). This assumes no yellow Artillery have been destroyed.
4. Casualties are removed.
5. The red player makes his Pre-Battle Artillery Fire rolls for his three Artillery. This assumes no red Artillery have been destroyed.
6. Casualties are removed.
7. The red player makes his Attacker’s Fire Round rolls. He rolls eight dice: four for having all four unit types, plus four for attacking from four additional hex sides (the first hex side does not count). This assumes that the red player still has all four unit types and still has units positioned along five hex sides.
8. Casualties are noted, but not removed.
9. The yellow player makes his Defender’s Fire Round rolls. He rolls eight dice: four for having all four unit types, plus one for having two or more defending units, plus three for having a Metropolis. This assumes that the yellow player still has all four unit types, still has two or more units, and none of the defender’s rolls were suppressed.
10. Casualties are removed.
11. The red player could retreat at this point if he wanted. If not, the Attacker and Defender’s Fire Rounds would be repeated.