



Rules of Play

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Table of Contents:

[1.0] INTRODUCTION 1
 [1.1] VIKTORY II 1
 [1.2] How the Rules are Organized 1

[2.0] GENERAL COURSE OF PLAY 1

[3.0] GAME EQUIPMENT & MAP SETUP 2
 [3.1] The Game Map 2
 [3.2] Setting up the Game Board 2
 [3.3] Player Starting Positions 2
 [3.4] Game Charts & Tables 2
 [3.5] The Playing Pieces 2

[4.0] STARTING THE GAME 3

[5.0] HOW TO WIN 3
 [5.1] Standard Conquest 3
 [5.2] Subjugation Conquest 3
 [5.3] Shorter Conquest 3

[6.0] SEQUENCE OF PLAY 3

[7.0] BUILDING 4
 [7.1] Capital Requirement 4
 [7.2] Towns and Cities 4
 [7.3] Exploration from Building 4
 [7.4] Gaining New Military Units from Building 4

[8.0] SIMPLE ECONOMICS 4
 [8.1] Towns 4
 [8.2] Cities 4

[9.0] MOVEMENT 5
 [9.1] Land Movement 5
 [9.2] Exploration from Movement 5
 [9.3] Naval Movement 5
 [9.4] Naval Transport of Land Units 6

[10.0] COMBAT: GENERAL CONCEPTS 6
 [10.1] Scoring ‘Hits’ 6
 [10.2] Applying Losses 6
 [10.3] Conquering Towns and Cities 6
 [10.4] Types of Attacks 6
 [10.5] Targets 6
 [10.6] Engagement Limitation 7
 [10.7] Combat Effect on Movement 7

[11.0] COMBAT: BOMBARD ATTACKS 7

[12.0] COMBAT: BATTLE ATTACKS 7
 [12.1] ‘Attacker’ and ‘Defender’ Defined 7
 [12.2] Battle Per-Hex Limitation 8
 [12.3] Conducting Battle Rounds 8
 [12.4] Movement & Combat Phase Sequencing 10

[13.0] RESERVE PLACEMENT 10
 [13.1] Placement Locations & Restrictions 10
 [13.2] Adjacent Enemy Units Restriction 11
 [13.3] Frigate Placement 11
 [13.4] Placement in Your Capital 11
 [13.5] Frigate Placement Naval Battle 11

[14.0] LOSING YOUR CAPITAL 11

[15.0] VARIANTS AND OPTIONAL RULES 11
 [15.1] Terrain Leveling 11
 [15.2] No Exploration 11
 [15.3] Exploration Balancing 11
 [15.4] Luck Averaging 11
 [15.5] Town/City Relocation 11
 [15.6] Subjugation 12

[16.0] CREDITS 12

[1.0] INTRODUCTION

[1.1] VIKTORY II

VIKTORY II is a deep, simple strategy game for 2-6 players set in the era of 19th Century warfare where the cannon volleys and cavalry charges into massed formations of infantry could write a leader’s glory in the annals of history.

Players develop their own civilization, assemble armies and fleets, and marshal their strategic skills in an effort to achieve world domination.

[1.2] How the Rules are Organized

Game terms, when used the first time in these rules, are underlined to bring them to your attention.

The rules to *VIKTORY II* are divided into Sections, which are arranged (basically) in the order in which they are used in a complete turn of the game. Each Section is numbered with a whole number (e.g., 1.0, 2.0, 3.0 and so forth). Many of the Sections lead off with a General Rule, which is a simple statement of what that section covers.

The details of the specific rules in that Section are given in the Cases. These Cases are numbered decimally as subdivisions of the number of the Section (for example, Cases 7.1, 7.2, and 7.3 are all parts of Section 7.0). In some instances, the Cases are subdivided into Sub-cases (for example. 7.11, 7.12, and 7.13 are all Sub-cases of Case 7.1).

[2.0] GENERAL COURSE OF PLAY

VIKTORY II is a multi-player game. Each player, in turn, moves his units and performs attacks on enemy units in his efforts to win the game.

To move from one space (called a “hex”) to another, each unit expends a portion of its Movement Allowance. Combat is resolved either by one-shot Bombardments from eligible units 1 or 2 hexes distant, or in multiple Battle Rounds when units engage the enemy within the same hex.



[3.0] GAME EQUIPMENT & MAP SETUP

[3.1] The Game Map

VIKTORY II is played on a large hexagonal map assembled of individual smaller hexes of land or water.

There are four types of land terrain:



The fifth terrain type is Water (a.k.a. "Ocean" or "Sea").

[3.2] Setting up the Game Board

As shown in the starting position diagram, the game board is 'framed' within a hexagonal border that consists of jigsaw puzzle-like Perimeter Water Pentagons that vary in number by how many players are in the game.

These Perimeter Water Pentagons have been cropped for aesthetic purposes only; they are an equal component of the map identical in function to interior water hexes and are playable spaces on the map (ships can thus always circumnavigate the world by moving around its perimeter).

To set up the map, first connect the appropriate number of interlocking Perimeter Water Pentagons face up. The number of Perimeter Water Pentagons (including corners) on each map side varies as listed below:

# of Players	# of Interlocking Perimeter Water Pentagons on each Map Side
2	5
3	6
4	7
5 or 6	8

Then turn all of the regular hexagon tiles (both land and water) face-down and mix them up. Without looking at their faces, randomly place hexes from the stock face down to form the map. These internal hexes, both land and water, become revealed (i.e., they are flipped over) as players build Towns and Cities (7.3) and explore the map with their units (9.2).

[3.3] Player Starting Positions

Players starting positions are spaced to ensure that players are roughly equidistant from one another. Each player's starting hexes are indicated by a group of like-numbered hexes as shown in the setup illustration.

Since all positions are nearly geometrically identical, and the map is randomly generated, there is no inherent geographical advantage to any particular starting position.

On the 5-6 player diagram, the starting positions for the 5-player game is a bit awkward as indicated by the Roman numerals (I-V) and outlined together as groups. The starting positions for the 6-player game fits snugly into the three hexes inside of each 'corner' of the map and are indicated by the Arabic numbers (1-6).

[3.4] Game Charts & Tables

Player Aid Sheets have been provided for each player. They indicate the game's land terrain and the unit types it supports, as well as the movement and combat abilities of the various terrain and unit types in the game. In addition, a Reserve box is included to place units before their appearance on the map.

[3.5] The Playing Pieces

[3.51] The playing pieces (hereafter referred to as "units") represent actual military troop types that fought in the wars of the early 19th Century and the towns and cities that were often their objectives.

[3.52] Sample Units



Infantry

Cavalry

Artillery



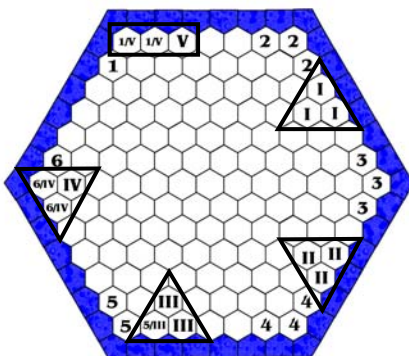
Frigate



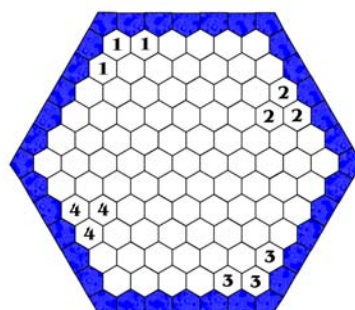
Town



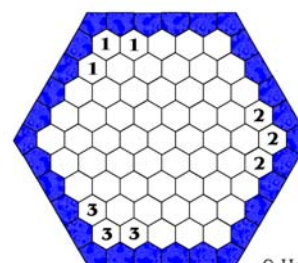
City



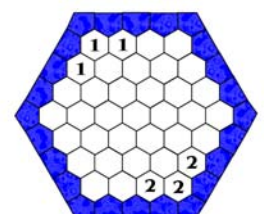
5-6-Players: 169 Hexagons
15 Hexagons Across Center, 8 On a Side



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: Shaded Hexagons Must Be Water; White Hexagons May Be Water or Land

Unit types are either: **land** (Infantry, Cavalry and Artillery) or **naval** (Ships, hereafter known as “Frigates”).

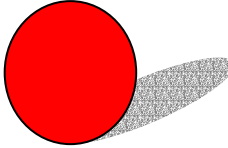
The six-sided dice that come with the game are used to determine the result of attacks. The dice have nothing to do with movement of units.



[4.0] STARTING THE GAME

Each player’s first turn is a continuation of the game’s setup as players build their Capital and start to explore. After the first turn, the *real* game begins!

PROCEDURE:

1. Randomly determine who will be the first player. For the remainder of the game, play passes clockwise (i.e., to the left).
2. The first player reveals his three starting hexes (see 3.3). He must choose one land hex from among them to be the location of his Capital. He places his **red chip** (“**Capital marker**”) there with a **Town** on top of it.
 

If all of his starting hexes are Water, he must reveal all hexes immediately adjacent to those initial three hexes and choose one land hex from among them to be his capital.

If *those* are all water hexes as well, then reveal all the hexes immediately adjacent to those already revealed. This should rarely happen, but continue until the player has at least one land hex and has built his Capital.
3. When the Capital (or any other Town) is built, it provides its owner with an Infantry unit. Take one Infantry unit from your stock and place it in the Reserve box of your Player Aid Sheet or on an unused hex off to the side.
4. Since you have no units to move or attack with at this time, you receive your Reserve unit. Place your Infantry unit from your Reserve to your Capital.
5. Each player repeats steps 2 through 4, revealing their starting hexes and building their own Capitals and initial Infantry units.
6. The game begins with the first player conducting an entire Player Turn; then the second player conducts *his* Player Turn, and so on. Play continues until a winner is determined (see 5.0, below).

[5.0] HOW TO WIN

There is more than one possible way to win. Players must agree upon which Victory Condition(s) they will use prior to the first Game Turn.

[5.1] Standard Conquest

A player wins with all other players are eliminated or concede.

[5.2] Subjugation Conquest

A player wins with all other players are subjugated (see 15.6) or concede.

[5.3] Shorter Conquest

The game ends when the first Capital is captured. Excluding the player losing his Capital, the player(s) with the largest empire wins (see below).

Scoring a Player’s Empire: Players are awarded 1 Victory Point (VP) for each of his Towns and 2 Victory Points (VPs) for each of his Cities on the map.

[5.4] Race for Dominance

The first player whose empire is worth 20 or more points (as scored above) at the *beginning* of his Player Turn (i.e., prior to his Building Phase) wins.

[5.5] The Doomsday Clock

Once the first City (not a Town) has been captured in the game, start the Doomsday Clock. At the beginning of each player’s turn (prior to Building), he rolls a die. If he rolls a ‘2’ through ‘6’ there is no effect; if he rolls a ‘1,’ place a coin next to his Capital (no matter who currently owns it). That player no longer rolls for the Doomsday Clock.

When the last Capital on the map has a coin next to it, the game immediately ends and empires are scored as above to determine the winner.

[6.0] SEQUENCE OF PLAY

PROCEDURE:

How the Turns Work: The game is divided into Player Turns. Each Player Turn consists of three parts, or “phases,” that are performed in the exact order listed below. All actions in one phase must be finished before the next phase can begin.

Once a player has finished performing his last phase, the next player clockwise (i.e., to that player’s left) conducts his Player Turn, and so on.

The Player Turn

1. **Building Phase.** Place a new Town on the map, or upgrade one of your Towns into a City; receive a Reserve unit (see 7.4).
2. **Movement & Combat Phase.** While a player may move and attack in any order he desires, to help stay organized you may wish to perform these actions in the following sequence:
 - a. **Move / Bombard.** Artillery and Frigate units that will Bombard this turn (see 11.0) should go first.
 - b. **Move / Battle.** Units moving into a hex containing enemy units and conducting a Battle Attack there (see 12.0) should go second.
 - c. **Other Movement.** Finally, other units that are only moving (see 9.0) and not attacking should go last.
3. **Reserve Placement Phase.** All units (whether newly added through building or conquest, or lost in battle) in your Reserve are placed on the map (as per 13.0).

[7.0] BUILDING

GENERAL RULE:

During the Building Phase, players try to improve the economic base of their empire so that it can support more land and naval units.

[7.1] Capital Requirement

A player must possess his Capital at the beginning of his Player Turn in order to build.

Except on the first turn when building your Capital.

[7.2] Towns and Cities

Every turn, each player has an opportunity to either build one Town **or** upgrade one of his Towns into a City.

[7.21] Where Towns can be Built: Towns can only be built on explored land hexes. These explored land hexes must be part of the same contiguously revealed section of the map.

For Example: If another player has revealed a hex that is three hexes away from one of your Towns, you may not build upon it unless there is a contiguous 2-3 hex path of revealed hexes between your Town and that hex.

Distance: No two Towns / Cities (whether yours or an opponent's) may be in adjacent hexes. New Towns must be built within a distance of two or three hexes (including across water) from at least one of your existing Towns / Cities.

Except for your Capital, which is the first Town you place.

Available real estate for new Towns will quickly disappear.

Afterwards, a player's only building option will be to upgrade remaining Towns into Cities.

[7.22] Enemy Units: No Town may be built on a hex containing another player's unit.

Warning: While Towns may be built *adjacent* to enemy units, unless those enemy units are destroyed during your Player Turn, you will be unable to reinforce the Town during your Reserve Placement Phase (see 13.2).

A player may choose **not** to build or upgrade a Town (e.g., if doing so would provide 'easy pickings' for an opponent).

[7.23] Upgrading Towns to Cities: When upgrading a Town to a City, the Town unit is simply removed and replaced by a City unit belonging to that player.

[7.24] Town Building Limitations: If the player has no more available real estate on which to build Towns, and no more Towns to upgrade to Cities, then the player will be unable to build or upgrade during this phase.

[7.3] Exploration from Building

A newly placed Town reveals the tiles in all adjacent hexes.

Upon upgrading a Town to a City, reveal all hexes that are *two* hexes away from that City.




















[7.4] Gaining New Military Units from Building

Building a Town or upgrading a Town to a City provides that player with one new military unit, as shown on the Player Aid sheet on the Terrain and Units Supported table.

Building a Town provides a single Infantry unit. Place it in your Reserve at this time.

Upgrading a Town to a City provides a *single additional* military unit (this unit is *in addition to* the Infantry unit previously received when that Town was built). The exact military unit type depends upon the terrain in the land hex where that Town was upgraded. Place that military unit in your Reserve at this time.

Units added to your Reserve are placed on the map at the end of your Player Turn during your Reserve Placement Phase (13.0).

	+		=	
	+		=	 + 
	+		=	 + 
	+		=	 + 
	+		=	 + 

Although VIKTORY II includes several pieces in each color, if a player needs additional pieces he should supplement his own with pieces of another color that is not currently in use.

[8.0] SIMPLE ECONOMICS

There are four types of military units in VIKTORY II: Infantry, Cavalry, Artillery, and Frigates.

[8.1] Towns

Towns always support 1 Infantry unit.

[8.2] Cities

Cities always support 1 Infantry unit (the same one previously supported by the Town that was upgraded) **plus** 1 additional unit depending upon the terrain where that City is located.

Plains Cities support 2 Infantry; Grassland Cities support 1 Infantry plus 1 Cavalry; Mountain Cities support 1 Infantry plus 1 Artillery, and Forest Cities support 1 Infantry plus 1 Frigate.

KEY CONCEPT:

A key concept in *VIKTORY II* is that units are **gained** (added to your Reserve) when Towns and Cities are built or conquered. Conversely, units are **lost** (returned to your stock) when Towns and Cities are lost. Thus, there is **always** a one-to-one accounting between each player's Towns and Cities and his available military units (i.e., those on the map and in his Reserve).

This provides an easy way to make sure every player has the appropriate number of units at all times.

For example, a player with Cities in each of the four terrains would have 1 Frigate, 1 Artillery, 1 Cavalry, and 5 Infantry units.

[9.0] MOVEMENT**GENERAL RULE:**

As shown on the Player Aid Sheet, military units may move each turn. Moving any or all units is optional; a player does not *have* to move his units.

Moving from one hex to another consumes 1 Movement Point (MP). Units may move into Battle (i.e., a hex with an enemy unit in it) or may simply be repositioned on the map.

PROCEDURE:

Except for Naval Transport (9.3), units are moved one at a time. When moving a unit, you may **not** move any other units until the previous unit's movement is finished. You may **not** pause one unit partway through its movement, move another unit, and then resume moving with the original unit.

PROHIBITIONS:

Entering a hex with an enemy unit, conducting Bombardment (11.0), or disembarking units (9.46) immediately ends a unit's movement.

[9.1] Land Movement

Infantry, Cavalry and Artillery units must stay on land hexes (except during Naval Transport, see 9.3).

[9.11] **Movement Allowances:** Infantry and Artillery have a Movement Allowance of 2 MPs per turn; Cavalry has a Movement Allowance of 3 MPs per turn.

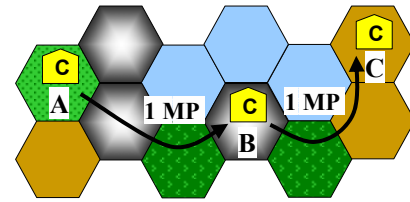
[9.12] **Slow Terrain:** A unit that enters a **Forest or Mountain** hex must stop, even if the unit has MPs remaining. **Exceptions:** It may continue moving through that Forest or Mountain hex if either A) the hex contains one of your Towns or Cities, or B) one of your land units began your Player Turn in that hex.

Strategy Tip: Positioning units on hexes adjacent to enemy Towns and Cities, particularly on Forest or Mountain hexes that are difficult to cross but easy to defend, is a good strategy. If the units survive, they deny your enemy the ability to reinforce his adjacent Town or City during his Reserve Placement Phase (see 13.2) and allow your other units to easily cross the Slow Terrain.

[9.13] **Road Movement:** Notional 'roads' that greatly speed up land movement are considered to exist between each of your Towns and/or Cities that are 2 or 3 hexes apart.

PROCEDURE:

Your land units may move between two of your Town / City hexes that are 2 or 3 contiguous land hexes apart, if any 2-3 hex path is devoid of enemy units, for only 1 MP.



For Example: You may move an Infantry from your City A to your City B if they are 2 or 3 land hexes apart (spending its first MP), then on to City C, which is 2 or 3 land hexes from City B (spending its second MP), all in one turn. This is a fast, efficient way to bring forces built in the rear up to the front.

A Town you just built this Player Turn is not yet part of your 'road network' and cannot be used for road movement. Newly conquered Towns / Cities **are** included.

Thus, some units could capture a Town and others that have yet to move could enter it via road movement during that same Player Turn.

[9.2] Exploration from Movement

When a military unit enters a hex, it immediately reveals the tiles in all adjacent hexes.

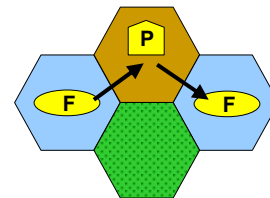
[9.3] Naval Movement

Frigates must stay on water hexes (except for Frigate Port Transit, see 9.32).

[9.31] **Movement Allowance:** Frigates have a Movement Allowance of 5 MPs per turn.

[9.32] **Frigate Port Transit:** While a Frigate is normally restricted to water hexes, a player may send his Frigate *through* a "port" hex – i.e., a land hex containing one of that player's Towns or Cities that is adjacent to a water hex. This allows a Frigate to cross through an 'isthmus' port to reach a water hex on the opposite side that it entered the port from.

Entering and exiting a port consumes two MPs (just as if the Frigate had traveled over water hexes).



As this illustration shows, the yellow player's Frigate (F) is moving through the isthmus port (P) from left to right. It spends 1 MP to enter the port and 1 more MP to exit it. Note how it passed through the land (thanks to the friendly port) to reach the body of water on the opposite side.

All a Frigate can do in a port hex is *leave it*. It cannot end its turn in a port, nor can a Frigate make Bombard Attacks or pick up land units while in a port hex. This only applies while the Frigate is literally *within* the port hex and does **not** restrict Frigate's activity before or after passing through it.

As with roads (9.13), a Town you just built this Player Turn is not yet considered a port and cannot be used for port transit movement. Newly conquered Towns / Cities are considered ports and can be used right away.

Warning: A city away from the front that appears “safe” can quickly get exposed and attacked if a port city falls. Once the port city is taken, enemy frigates can immediately move through to attack and support Amphibious Landings (see 9.47).

[9.4] Naval Transport of Land Units

Frigates are very powerful because, in addition to their fast Movement Allowance (of 5), they can transport land units over water hexes.

[9.41] **Cargo Capacity:** A Frigate can carry up to 3 land units at a time and may only carry 3 total land units in a turn.

[9.42] **Embarking:** A Frigate may to move into position multiple times during a Player Turn to pick up land units from different locations. They are picked up at **no** MP cost to the Frigate.

[9.43] **Land Unit Movement Restriction:** Land units may neither move before nor after being transported. Embarking and Disembarking consumes the transported land units’ entire Movement Allowance for that Player Turn.

[9.44] **Artillery Bombard Restriction:** On the Player Turn that an Artillery unit is transported, it may not Bombard Attack (see 11.0), though it may Battle Attack (see 12.0). The Artillery unit may not Bombard before, during, or after being transported.

[9.45] **Cargo:** Land units may be kept ‘at sea’ at the end of their Player Turn. They are considered cargo on the Frigate transporting them. Cargo cannot participate in Naval Battles, nor can an Artillery unit Bombard during the Player Turn that it is cargo. If a Frigate transporting cargo is destroyed, its cargo is also destroyed (i.e., they *all* go to that player’s Reserve).

[9.46] **Disembarking:** While units can be picked up from any number of locations (9.42), a Frigate can only disembark or drop off land units into a single hex during a Player Turn. Disembarking (and Bombarding, see 11.0) immediately ends a Frigate’s movement for that Player Turn.

[9.47] **Amphibious Landings:** A Frigate **can** drop off land units directly into a hex containing enemy units. A Land Battle will ensue.

A Frigate can transport units even *after* it moves and attacks. For example, you could move a Frigate five hexes into a Naval Battle with another Frigate, win that battle, and then use that Frigate as a ‘ferry’ to pick up land units in one land hex adjacent to its water hex and drop them off in another.

[10.0] COMBAT: GENERAL CONCEPTS

Certain general rules apply to all types of combat in *VIKTORY II*.

[10.1] Scoring ‘Hits’

Attacks are conducted by rolling a number of dice. Hits are scored for each roll of ‘3’ or less.

First, for each ‘1’ rolled, the firing player achieved a ‘tactical victory’ and selects the unit the target player loses. After those losses are applied (if any), then the target player chooses his own losses for each ‘2’ or ‘3’ rolled.

[10.2] Applying Losses

Military units lost in combat are placed in their respective owner’s Reserve.

If a player loses a Town or City, that player must immediately eliminate (i.e., return to his stock) the military units corresponding to it (see Terrain and Units Supported chart). These units must come either from his Reserve (if available) or directly from those in play on the map; the losing player makes the exact choice as to which units to eliminate.

[10.3] Conquering Towns and Cities

Military units gained as Towns and Cities are added (i.e., captured or built) go immediately from that player’s stock and into their Reserve.



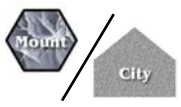














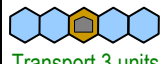


Therefore, when you capture a Town or City, your opponent will eliminate the same number and type of military units that you will gain by adding them to your Reserve, thus preserving the economic order in the game.

[10.4] Types of Attacks

There are two types of attacks in *VIKTORY II*: Bombard and Battle. Bombard Attacks (a.k.a. ‘Bombardments’) can only be conducted by a Frigate or Artillery unit, while *any* unit can conduct Battle Attacks (a.k.a. ‘Battles’).

[10.5] Targets

- Bombardment may be conducted against Infantry, Cavalry, Artillery, or Frigate units.
- Land units can only Battle other land units in the same land hex.
- A Frigate can only Battle another Frigate in the same water hex.

Type	Movement	Attacking	Defending
	N/A	N/A	 Not cumulative; -- use only the single best.
	N/A	N/A	
			
			
		 Pre-Battle Fire	
	Water / Port only  Transport 3 units	 Ship to Ship	Naval Support 

[10.6] Engagement Limitation

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

[10.7] Combat Effect on Movement

Conducting an attack automatically ends the attacking unit's movement, regardless of whether the unit has MPs remaining or has yet to move at all (except for retreats, see 12.3, 3).

[11.0] COMBAT: BOMBARD ATTACKS**GENERAL RULE:**

Bombardment can only be conducted by a Frigate or Artillery and must be targeted on a hex containing another player's Infantry, Cavalry, Artillery, or Frigate units at a maximum range of **one or two hexes** away from the bombarding unit.

The bombarding unit may, of course, use its movement ability to get within range of the targeted hex before Bombarding.

PROCEDURE:

A Bombard Attack consists of a single die roll. Bombardment is only one shot; it is not conducted over multiple rounds.

If the targeted player loses a unit, it is immediately placed in his Reserve.

If there are no military units to hit, Bombardment has no effect. Towns and Cities cannot be destroyed, reduced, or taken by Bombardment.

PROHIBITIONS:

On the Player Turn that an Artillery unit is transported (9.4), it may not Bombard Attack (9.44). The Artillery unit may not Bombard before, during, or after being transported.

[11.1] **No Defense:** There is no defensive or 'return fire' against a Bombard Attack.

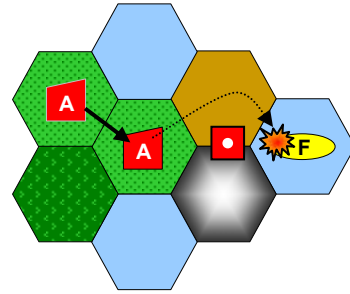
[11.2] **Line of Sight:** Bombardment cannot be made across Forest / Mountain hexes or hexes containing a Town or City – such hexes are considered 'blocking terrain.' However, the Bombarding player chooses the path when conducting a two-hex range attack.

When Bombarding from two hexes distance 'along a hexside,' if either hex does not have blocking terrain, the bombardment can be conducted. *See the example, below.*

[11.3] **Frigates:** Frigates with cargo (9.4) may bombard. They can still pick up and drop off land units from that water hex after bombarding. (It has to be from that hex because a unit's movement stops when it bombards).



[11.4] **Mnemonic:** It is helpful to turn your Bombarding units on their side after they Bombard. This will help you keep track of which units have been used in combat and can move no further. Turn them back upright at the end of your Player Turn.

Bombard Attack Example:

It is the red Player Turn and he has an Artillery unit (A) three hexes away from the yellow player's Frigate in a water hex. The red player moves his Artillery unit across the Grasslands one hex closer to the enemy Frigate. Since his Artillery unit is now two hexes away (the **maximum range** for Bombardment; 11.0), the red player declares his Bombard Attack.

Although the Mountain hex is **blocking terrain** (11.2), the red player traces his two-hex Bombardment through the Plains hex, so the attack can proceed.

The red player rolls one die and the result is a '1.' The roll is a **hit** because it is 3 or less; it is also a **tactical victory** (10.1) because a '1' was rolled. However, since there is no choice of military targets in the defender's hex, which player chooses the defender's casualty is moot: the yellow Frigate must take the hit and is removed to the yellow player's Reserve. The yellow Frigate does not 'return fire,' as there is **no defense** against a Bombard Attack (11.1).

Note that even though the red Artillery unit has one Movement Point left, it must **stop** for the remainder of red's Player Turn because any attack immediately ends a unit's movement (10.7), except for retreats (12.3, 3).

[12.0] COMBAT: BATTLE ATTACKS**GENERAL RULE:**

Battle Attacks are initiated by moving units into the same hex as enemy military units or an enemy Town or City. Note that the moving player (i.e., the one who initiated the Battle) may bring as many units as he is able to into the target hex before commencing the Battle.

KEY CONCEPT: COMBINED ARMS

An important concept in Battles is that it doesn't matter **how many of each type** of unit you have, but rather **how many different unit types** are present on your side at a Battle.

This concept is called 'combined arms,' and means that a balance of different unit types is stronger and more flexible than a glut of one particular unit type.

[12.1] 'Attacker' and 'Defender' Defined

The player whose turn it is, who moved pieces into his opponent's hex to initiate a Battle there, is called the 'attacker,' whose units are 'attacking.' His opponent at that Battle is called the 'defender,' and his units are 'defending.'

[12.2] Battle Per-Hex Limitation

Each hex may only have one Battle fought there per Player Turn.

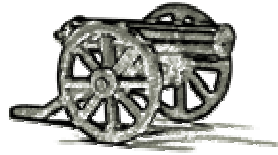
There is no limit to how many Bombard Attacks may be made on each hex per Player Turn.

[12.3] Conducting Battle Rounds

Battles are performed in ‘Rounds’ as per the steps below:

0. Pre-Battle Fire Segment:

Prior to conducting the *first* Battle Round (only), **each** attacking Artillery unit rolls one die. The defender takes his casualties immediately, placing them in his Reserve. These casualties do not participate in the Battle Rounds.



Each of the attacker's Artillery units fires once in this pre-battle segment.

If the Battle is outside a Town or City hex and all the defending military units there are destroyed by this Pre-Battle Artillery Fire, the battle is over – the defender loses immediately and does not get to roll any defense dice.

1. Attacker’s Fire Round: The attacker rolls...

- one die if he has at least one Infantry unit still in the battle, plus
- two dice if he has at least one Cavalry unit still in the battle, plus
- one die if he has at least one Artillery unit still in the battle. *This is in addition to their Pre-Battle Fire.*

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

In Naval Battles (i.e., a ship to ship Battle in the same water hex), the attacker rolls...

- one die if he has at least one Frigate unit still in the battle.

Thus the attacker can throw a maximum of **ONE DIE** in a Naval Battle.

Casualties: Any casualties inflicted upon the defender’s units are *noted* at this time, but not yet removed to the defender’s Reserve. *These units get to ‘fire back,’ except for Defender Suppression (see 12.31 below)*

[12.31] Defender Suppression: For each hit the attacker inflicts in excess of the number of hits needed to kill every defending military unit, subtract one from the number of dice the defender rolls for his military units during the next step. This suppression does *not* apply to Naval Support and Defensive Terrain dice (see below).

2. Defender’s Fire Round: The defender rolls...

- one die if he has at least one Infantry unit still in the battle, plus
- one die if he has at least one Cavalry unit still in the battle, plus
- one die if he has at least one Artillery unit still in the battle, plus

- one ‘Naval Support’ die if one or more of the defender’s Frigates are adjacent to the land hex where the Battle is occurring (see 12.32 below), plus

*** Lost Capital Penalty**
If the defender does not control his capital at the time of a Land Battle, his Cities only provide **one** Defensive Terrain die instead of two. Other Terrain and Town Defensive Terrain modifiers are unaffected.

- one **or** two ‘Defensive Terrain’ dice for the Battle hex: 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 for a maximum of two dice.*

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

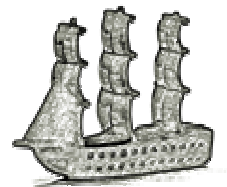
Note: The defender rolls his Naval Support and Defensive Terrain dice for a single Battle Round when defending a Town or City even if none of his military units are present in that hex.

For Example: A defender’s Town in a Mountain hex is attacked and he has an adjacent Frigate to help defend. Even though there are no defending land units in the Battle, a single Battle Round **must** be fought before the attacker can claim victory (and capture the Town). The defender rolls a total of three dice: two dice for the Mountain’s Defensive Terrain (two dice being better than the one die the Town would have provided), plus one additional die for the Frigate’s Naval Support.

If the attacker has at least one military unit survive this Defender’s Fire Round, the Battle is over and the attacker wins (see #4, below).

[12.32] Multiple Battle Frigate Naval Support Allowed:

A Frigate unit **does** add its Naval Support die to help defend units, Towns and Cities into every hex adjacent to it that is being attacked.



[12.33] Frigate Naval Support

Limitation: A Frigate does *not* provide Naval Support to defend an adjacent hex that contains neither any defending land units nor a defender’s Town or City. Such hexes (without a defending target) are considered unoccupied and may be freely moved through.

In Naval Battles, the defender rolls...

- one die if he has at least one Frigate unit still in the battle.

Thus, like the attacker, the defender can throw a maximum of **ONE DIE** in a Naval Battle.


Note that a Frigate does **not** provide Naval Support to other Frigates in adjacent hexes.

Figure 2 shows the red player unloading and moving his attacking units into the yellow Mountain City hex. The red player has amassed three Infantry, one Cavalry, and two Artillery units in this Battle; facing them are yellow's two Infantry and an Artillery unit, plus Naval Support from the adjacent Frigate and the Defensive Terrain (12.3., 2).





The red player conducts his **Pre-Battle Fire Segment** (12.3, 0) by rolling two dice, one for **each** of his attacking Artillery units in the Battle Attack.



His first  rolls a  – a miss. His second  rolls a  – a **tactical victory** (10.1).

Since the hit was a **tactical victory**, the red player chooses to




remove the yellow player's Artillery unit , which is immediately placed in the yellow player's Reserve; it does *not* take part in the Battle and does *not* get a chance to return fire.

In the **Attacker's Fire Round**, the red player rolls a total of four dice since he is attacking with all three types of land units: one for attacking Infantry, two for attacking Cavalry, and one for attacking Artillery (yes, the attacking Artillery gets to fire in both the *Pre-Battle Fire Segment* **and** the *Attacker's Fire Rounds*). Note that for determining how many dice are rolled in a Fire Round, it makes no difference **how many of each unit type** you have in a Battle, but **how many unit types** you have.

The red player rolls a , , , and . This means that three hits were scored and one of them was a tactical victory. However, since yellow only has Infantry units in the fight, the tactical victory doesn't matter.

Both defending Infantry are noted as having been hit (, ), but **they are not yet removed**. Because the attacker inflicted one hit in excess of the number needed to kill every defending military unit, the defender will roll one fewer dice for his '**suppressed** **military units** (12.31).

The yellow player responds in the **Defender's Fire Round** with a total of **three** dice. He would normally have rolled *four* dice (one for having Infantry, two for the defensive terrain of either the Mountain hex or City, and one for receiving Naval Support from the adjacent Frigate), but due to the suppression from the attacker's excess hit, the yellow military units (the Infantry in this case) roll one fewer die, reducing their contribution to zero dice.


The yellow player rolls very well indeed however, coming up with a , a , and another . That means he scored three hits, two of which are tactical victories!

Removing Casualties: Since the red player inflicted three hits but the yellow player only has two military units (his two Infantry), both are removed to the yellow player's Reserve. Neither player is required to make their selection of specific defender unit losses since every defending military units has been removed.

The yellow player scored three hits against the red player, and two were tactical victories (allowing the yellow player to choose which of his opponent's units are removed).

The yellow player selects to remove the red player's Cavalry unit

 and one of his Artillery units . The red player assigns the

remaining hit to one of his Infantry units . These units are immediately removed to the red player's Reserve.

Victory and Conquest: Since the yellow player has no surviving military units in the Battle hex (his adjacent Frigate does not count), and the red player has three surviving military units there (two Infantry and an Artillery unit), the battle is over and the red player is victorious.

The red player takes possession of the yellow player's Mountain City. The yellow player must remove his City unit and the red player replaces it with one of his own.

Economic Adjustments: Then the yellow player must immediately remove one Infantry and one Artillery unit (i.e., those units that correspond to a Mountain City's support) from either his Reserve (preferably) or directly from the map. Since the yellow player just lost one Infantry and one Artillery unit to his Reserve during this Battle, he chooses to remove those units.

The red player then adds an Infantry and Artillery unit to his reserve (i.e., the units that correspond to his newly captured Mountain City) that he'll be placing on the map at the end of his turn (see 13.0).

Note that because the yellow player still has a Frigate adjacent to the newly captured Mountain City, the red player will be unable to reinforce the city during his Reserve Placement Phase (see 13.2) unless he uses another unit to kill the Frigate before his Player Turn is over.

[12.4] Movement & Combat Phase Sequencing

Players may move, Bombard, and initiate Battles in any order. As the preceding example illustrates, an important strategic key in *VIKTORY II* is planning how to sequence your activities during your Movement & Combat Phase to maximize your success.

However, you might want to conduct your activities as suggested in the Sequence of Play (6.0, 2) to help you stay organized.

[13.0] RESERVE PLACEMENT

After conducting *all* of his movement and attacks for that Player Turn, that player may then place the military units in his Reserve onto the map.

A player may always keep some or all units in his Reserve if he desires until future turns.

[13.1] Placement Locations & Restrictions

Units may only be placed in Towns and Cities corresponding to the same unit type and terrain (see the Terrain and Units Supported chart on the Player Aid sheet). Specifically:

[13.11] Placement Capacities:

- One Infantry may be placed in a Town.
- Up to two Infantry units may be placed in a Plains City.
- One Infantry and/or one Cavalry unit may be placed in a Grassland City.
- One Infantry and/or one Artillery unit may be placed in a Mountain City.
- One Infantry and/or one Frigate unit may be placed in a Forest City.

Lost Capital Penalty

If the defender does not control his capital during his Reserve Placement Phase, his Cities function as Towns. That is, they can only receive one Infantry unit each.

[13.12] Although units do *not* have to be placed in the exact Town or City that created them in the first place, they *do* have to be placed in the same terrain type location.

For Example: A Cavalry unit produced by building a Grassland City may be placed in *any* friendly Grassland City (though only one per Player Turn may be placed in each Grassland City).

Note that a Cavalry unit could **not** be placed in a Grassland *Town*.

[13.2] Adjacent Enemy Units Restriction

While an enemy military (land or naval) unit is adjacent to your Town or City, you cannot place units there.

Naturally, you may *move* additional units in during your Movement & Combat Phase, but you would only be able to *place* units there during your Reserve Placement Phase if you were able to kill all the enemy units in the hexes adjacent to it.

[13.3] Frigate Placement

Frigates are not actually placed in a Forest City, but rather placed in any water hex adjacent to its owner's Forest City. If no water hexes are adjacent, the Frigate is placed in the *nearest* water hex to that Forest City. The owning player chooses when multiple hexes are equidistant to the Forest City.

[13.4] Placement in Your Capital

Any or all units from the Reserve may **always** be placed in a player's capital (if he controls it) and Frigates may be placed in a water hex adjacent to a player's capital, regardless of the capital's terrain and the above placement restrictions (13.11 and 13.2).

[13.5] Frigate Placement Naval Battle

If otherwise allowable (e.g., if placed adjacent to the owner's capital or into a non-adjacent hexes near a landlocked Forest City), a player *may* place his Frigate unit in a water hex containing another player's Frigate.

If this occurs, a Naval Battle ensues after all other units have also been placed. Any casualties are placed in their respective owner's Reserve to await their next Reserve Placement Phase.

[14.0] LOSING YOUR CAPITAL

A player who loses his capital cannot build during his Building phase.

In addition, all of his Cities function as Towns. That is, they only provide one die as Defensive Terrain in a battle (12.3, 2), and can only receive one Infantry unit each during that player's Reserve Placement Phase (13.11). His other military units must remain in his Reserve until either: 1) they are removed due to the loss of additional Towns or Cities; or 2) that player retakes his capital.

When you conquer another player's capital, replace the Town or City there with one of your color but leave the capital marker there. That Town or City functions as a normal Town or City for the conquering player in all respects.

A recaptured capital provides its original owner with all of its original functions.

[15.0] VARIANTS AND OPTIONAL RULES

Players wishing to spice up or vary their game may wish to consider employing any or all of these rules:

[15.1] Terrain Leveling

None of the terrain modifiers apply for purposes of movement restriction, line of sight restriction, or defense. This speeds up the game.

[15.2] No Exploration

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.

[15.3] Exploration Balancing

Too much water could markedly hinder a player's position. When a single act of building (7.3) or movement (9.2) exploration reveals two or more water hexes concurrently, the player causing them to be revealed may draw random hexes from those not in use and can replace his choice of one of those water hexes with the first land hex he draws.

[15.4] Luck Averaging

In Battle, a player may opt not to roll two of his dice in exchange for inflicting one hit of his opponent's choice (i.e., as if he had just rolled a miss and a regular hit with them; e.g. a '3' and a '4').

This must be a *complete pair* of dice not rolled; an odd die (i.e., the first, third or fifth Battle die that player is entitled to during his Fire Round) must always be rolled.

[15.5] Town/City Relocation

At the beginning of his Building Phase, instead of building a Town or upgrading a Town to a City, a player may instead choose to remove one Town or City from the map (and eliminate its associated military units). That same Town or City *must* be rebuilt in its entirety in an adjacent hex during that same Building Phase.

A player would do this to 'reposition' the former Town or City by placing it in an adjacent hex that has a more favorable location.

[15.6] Subjugation

To avoid player elimination, ignore the rules above about losing / capturing capitals (14.0). Instead, when a capital is captured, the following rules apply:

[15.61] **Political Relationship:** The player losing his capital becomes a Vassal and enters a forced Alliance with his new Ruler (i.e., the player who captured his capital) and his Ruler's other Vassals. The term "Alliance" refers to a Ruler and all of that Ruler's Vassals.

[15.62] **Returning the Vassal's Capital:** The Ruler must immediately relocate his units from the Vassal's capital to any adjacent hex(es) of his choice, including onto any of his adjacent Frigates. If any of his units relocate into a hex containing enemy or vassal units, a battle immediately ensues.

If the battle involves the Vassal's units, this breaks the Vassal's forced Alliance (see 15.65).

The capital Town or City remains under the Vassal's control, and he may immediately reinforce it with any or all of the units currently in his Reserve. He may not reinforce other Towns and Cities at this time - only his capital. Vassal Frigates may not be placed in water hexes containing other player's Frigates in his Ruler's Alliance. If the Vassal Frigate is placed in a water hex containing an enemy Frigate, a battle immediately ensues as per the Frigate Placement Naval Battle rule (see 13.5).

Even if the Ruler immediately breaks the forced Alliance by attacking the Vassal's units while relocating from the Vassal's capital, the Vassal still gets to reinforce his capital.

[15.63] **Vassal Reorganization:** A player that loses his capital may not attack any player on his next Player Turn, regardless of if he is still a Vassal. He is still free to build, move, and take reserves.

[15.64] Vassal and Alliance Effects:

- A Vassal may not attack any Alliance military units, Towns or Cities.
- A Ruler may move *through* hexes containing his Vassal's military units, Towns or Cities without effect. However, if his military units *stop* in the same hex as his Vassal's units, Towns or Cities, an immediate Battle ensues. A Ruler may also Bombard his Vassal's military units.
- A Vassal may similarly move through Alliance military units, Towns or Cities, but **cannot** stop in the same hex, which would initiate a Battle.
- The presence of Alliance units does not restrict an Alliance player's ability to place Reserves in his Towns and Cities (13.2) during his Reserve Placement Phase.
- If Alliance Frigates occupy all adjacent water hexes around an Alliance player's capital or Forest City, such that an Alliance player would be unable to place a

Stabbed in the Back

A ruler may engage in Battle against or Bombard his vassal, but that breaks the vassal's forced alliance and frees that vassal from all of the restrictions of this rule.

Frigate from his Reserve there without causing a Frigate Placement Naval Battle among Alliance players, then that Frigate may be placed in the *nearest* water hex to his capital or Forest City. The owning player chooses when multiple water hexes are equidistant to his capital or Forest City.

The guiding principle is that except when there is an Adjacent Enemy Unit Restriction (see 13.2) a player may always place units in or near his Towns and Cities or his capital.

- Alliance military units, Towns and Cities aid each other's military units' movement across slow terrain (9.12) and via road movement (9.13) as if they all belong to the moving player.

For Example: A Vassal's Cavalry consumes 1 MP to move from his City to his Ruler's City three hexes away via road movement, another 1 MP to move it into an adjacent Mountain hex containing an Alliance unit, and its last 1 MP to move from there into an enemy City to fight a Battle.

[15.65] **Breaking the Alliance and Ending Vassalage:** If you are a Vassal, you're freed from your Alliance immediately when either:

1. Your Ruler attacks you in Battle or with Bombardment,
2. Your Ruler loses his capital (and your former Ruler thus becomes *another* player's Vassal), or
3. You take another player's capital, thus making that player *your* Vassal and you a new Ruler.

Note: Since battles are conducted sequentially rather than simultaneously, a Ruler can only use the Alliance movement ability (15.64) to attack a single Town, City or military units belonging to his Vassal. This is because, once he conducts that first attack, that player is immediately no longer his Vassal and the Alliance movement ability no longer applies to his former Vassal's military units, Towns and Cities.

[15.66] **Alliance Victory:** A player wins when all other players become his vassals or concede.

[16.0] CREDITS

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v1.1 Rules: Alan Emrich, Peter Morrison

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