

VIKTORY II®

A Fast-Paced Game of Strategy and Conquest

Morrison
Games

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[1.0] INTRODUCTION

[1.1] VIKTORY II

VIKTORY II is a strategy game for 2-8 players set in the era of early 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 in adjacent hexes, 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 from 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 map by moving around its perimeter).

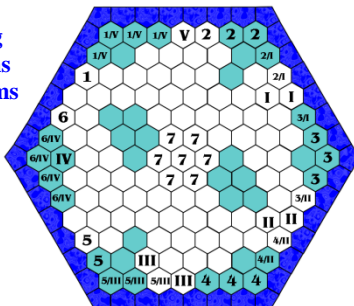
Some Perimeter Water Pentagons are grouped together on larger tiles to allow a quicker setup, but each individual Perimeter Water Pentagon on the tile still represents its own playable space.

To set up the map, first connect the appropriate number of interlocking Perimeter Water Pentagons face up.

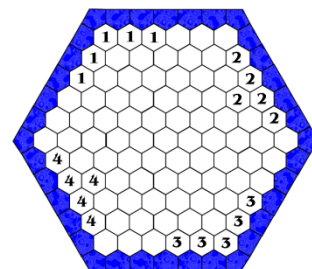
Then turn all of the regular hexagon tiles (both land and water) face-down and mix them up to form a draw pile. These land and water hexes get placed onto the map and become revealed (i.e., they are flipped over) as players perform actions such as building Towns and Cities (see 8.3) and exploring the map with their units (see 10.2).

[3.3] Player Starting Positions

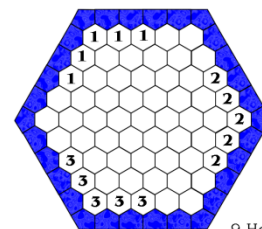
Starting Positions Diagrams



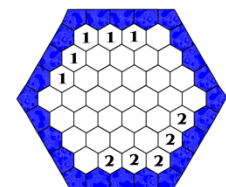
5-8-Players: 169 Hexagons
15 Hexagons Across Center, 8 On a Side



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

Player 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 Starting Positions Diagram.

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 5-8 player diagram, the starting positions are:

# of Players	Starting Positions Are Indicated By:
5	Roman numeral (I-V) groupings
6	Arabic number (1-6) groupings
7	1 st player goes in the center, other players are in the corners like a 6-player game
8	1 st and 2 nd players are in the middle two shaded hex groups, other players are in the corners in the shaded hex groups

For the 7 and 8 player setup, it may be best to randomly setup the internal hexes facedown and just flip them over as they get revealed instead of using the draw pile. This helps properly position the starting hexes for the middle player(s).

[3.4] The Playing Pieces

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.



Infantry



Cavalry



Artillery



Frigate



Town



City

Unit types are either: **land** (Infantry, Cavalry and Artillery) or **naval** (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.



[3.5] Game Charts & Tables

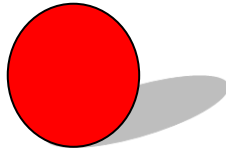
Player Aid Sheets have been provided for each player. They indicate the land terrains and the unit type(s) each supports, as well as the movement and combat abilities of the various terrain and unit types. In addition, a Reserve box is included to place units before their appearance on the map.

[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. Then, play passes clockwise (i.e., to the left).
2. The first player reveals his five starting hexes (see 3.3). He must choose one land hex from among them to be the location of his Capital. He places his **plastic colored chip** ("Capital marker") there with a **Town** on top of it.



If a player gets three or more Water hexes for his starting five hexes, he must keep two of them, but may return some or all of the other Water hexes to the draw pile and draw replacement tiles until he gets land hexes.

Once a player decides to replace a Water hex, he must keep the first land hex that is drawn.

3. When the Capital (or any other Town) is built, it provides its owner with an Infantry unit, who should take one Infantry unit from his stock and place it in the Reserve box of his Player Aid Sheet or on an unused hex off to the side.
4. After building their Capital, a player may choose another land hex and place another Town on it. This provides its owner with another Infantry unit that should be placed in the Reserve.
To add balance, in a 2-6 player game, the first player skips this step and only builds their Capital on their first turn.
5. Since players have no units to move or attack with at this time, they would immediately receive their Reserve units. Infantry units should be placed from their Reserve to their Towns.
6. Each player repeats steps 2 through 5, revealing their starting hexes and building their own Capitals, additional Towns and initial Infantry units.
7. 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).

[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 when all other players are eliminated or concede.

[5.2] Subjugation Conquest

A player wins with all other players are subjugated (see 16.8) 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 their Towns and 2 Victory Points (VPs) for each of their Cities on the map.

[5.4] Race for Dominance

The first player whose empire is worth a certain number of points (1 per Town; 2 per City) at any point in their turn wins.

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

[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), they roll a die. If they roll a '2' through '6' there is no effect; if they roll a '1,' place a coin next to their 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 their last phase, the next player clockwise (i.e., to that player's left) conducts their Player Turn, and so on.

The Player Turn

- 1. 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 12.0) should go first.
 - b. Move / Battle. Units moving into a hex containing enemy units and conducting a Battle Attack there (see 13.0) should go second.
 - c. Other Movement. Finally, other units that are only moving (see 10.0) and not attacking should go last.
- 2. Building Phase.** Place one or two new Towns on the map, or upgrade one of your Towns into a City; receive Reserve unit(s) (see 8.4).
- 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 (see 14.0).

[7.0] MAP EXPLORATION

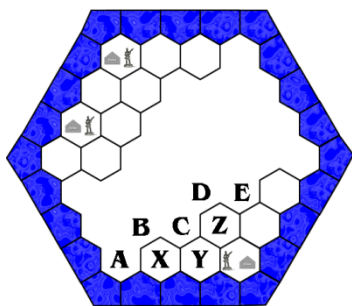
Whenever hexes are revealed from unit movement, frigate placement, building a Town, or upgrading a Town to a City, the player draws from the draw pile as many hexes as would get revealed at that moment. Then they may position them however they choose in the revealed hex locations.

Whenever a group of newly revealed hexes contains only water hexes, the player that revealed the hexes may put one water hex back into the draw pile and draw until they get a land hex (unless there are no more land hexes still in the draw pile). The player must keep the first land hex drawn.

For Example: 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.

Map Exploration Example:

This diagram shows a 2 player game underway. Note how the map was originally formed by the perimeter of water pentagons. The interior will get filled as players move and discover the unexplored areas of the map.



If the Infantry in the bottom corner moves into the Y hex, then a single hex C 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 C location.

If the Infantry moves into the Z hex, then three hexes would simultaneously get revealed: C, D, and E. 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 the surrounding hexes to the extent offered by the three different hexes they draw.

Each time a unit moves, any newly revealed hexes are immediately placed. The unit may be able to keep moving afterwards if it has remaining movement points and is unaffected by Slow Terrain (see 10.12).

An Infantry might move into the Z hex and then move again into either C, D, or E, if one of those was a newly revealed land hex, which would reveal additional hexes further out.

Strategy Tip: To maximize allowed map customization, each player should try to approach unexplored areas and move their 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.

[8.0] 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.

[8.1] Capital Requirement

A player must possess his Capital at the beginning of his Building Phase in order to build, except on the first turn when the Capital is built.

[8.2] Towns and Cities

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

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

[8.2.1] 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 the Capital which is the first Town that is placed.

A player may build his first Town three hexes away from an existing Town/City, then a second Town three hexes away from the first Town to quickly build across the map.

Available real estate for new Towns will quickly disappear. Afterwards, a player's only building option will be to upgrade remaining Towns into Cities.

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

[8.2.3] 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.

[8.24] **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.

[8.3] 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.













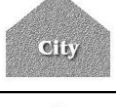







[8.4] Gaining New Military Units from Building

Building a Town or upgrading a Town to a City provides that player with one or two new military units, 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 *either one or two additional* military units (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 (see 14.0).

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

Terrain and Units Supported

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.

[9.0] SIMPLE ECONOMICS

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

[9.1] Towns

Towns always support 1 Infantry unit.

[9.2] Cities

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

Plains Cities support 3 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 6 Infantry units.

[10.0] 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 (see 10.3), 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 (see 12.0), or disembarking units (see 10.46) immediately ends a unit's movement.

[10.1] Land Movement

Infantry, Cavalry and Artillery units must stay on land hexes - except during Naval Transport (see 10.3), or Ferry Movement (see 10.13).

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

[10.12] **Slow Terrain:** Infantry and Artillery units that enter 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 that player's Towns or Cities, or B) one of that player's land units began that Player Turn in that hex.

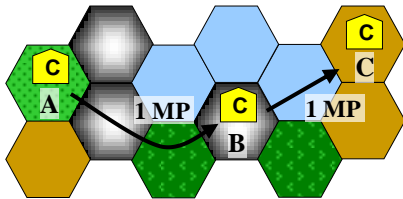
Strategy Tip: Positioning units on hexes adjacent to enemy Towns and Cities, particularly on Forest or Mountain hexes

that are difficult to cross but easy to defend, is a good strategy. If these “pathfinder” units survive, they deny an enemy the ability to reinforce his adjacent Town or City during his Reserve Placement Phase (see 14.2) and allow other friendly units to easily cross the Slow Terrain.

[10.13] **Road/Ferry Movement:** Notional ‘roads’ and ‘ferries’ that greatly speed up land movement are considered to exist between each of a player’s Towns and/or Cities that are 2 or 3 hexes apart.

PROCEDURE:

A player’s land units may move between two of their Town / City hexes (including ones that have just been captured) 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.



For Example: A player may move an Infantry from his City A to his City B (which are three hexes apart, spending its first MP), then on to his City C (which is two hexes from City B, spending its second MP), all in one turn. This is a fast, efficient way to bring forces that are in the rear up to the front.

[10.2] **Exploration from Movement**

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

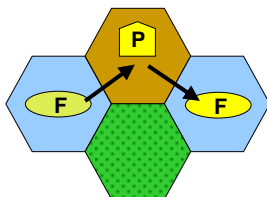
[10.3] **Naval Movement**

Frigates must stay on water hexes (except for Frigate Port Transit, see 10.32).

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

[10.32] **Frigate Port Transit:** While a Frigate is normally restricted to water hexes, a Frigate may pass *through* a “port” hex (i.e. a land hex containing one of that player’s Towns or Cities that is adjacent to two water hexes). 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.

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 10.47).

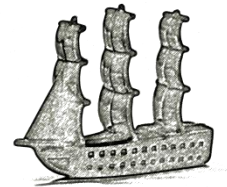
[10.4] **Naval Transport of Land Units**

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

[10.41] **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.

[10.42] **Embarking:** A

Frigate may use its MPs to move to multiple different water hexes during its turn to pick up land units from different locations. Units are picked up at **no** MP cost to the Frigate.



[10.43] **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.

[10.44] **Artillery Bombard Restriction:** On the Player Turn that an Artillery unit is transported, it may not Bombard Attack (see 12.0), though it may Battle Attack (see 13.0). The Artillery unit may not Bombard before, during, or after being transported.

[10.45] **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).

[10.46] **Disembarking:** While units can be picked up from any number of locations (see 10.42), a Frigate can only disembark or drop off land units into a single hex during a Player Turn. Disembarking (and Bombarding, see 12.0) immediately ends a Frigate’s movement for that Player Turn.

[10.47] **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 adjacent hex.

Alternatively, you could move a loaded Frigate into a Naval Battle and then disembark the units afterwards (if the Frigate survives).

[11.0] COMBAT: GENERAL CONCEPTS

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

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

[11.1] Scoring 'Hits'

Attacks are conducted by rolling dice. Hits are scored for each roll of '3' or less.

First, for each '1' rolled, the firing player achieves a 'tactical victory' and selects the unit the target player loses.

After those losses are applied (if any), the target player chooses his own losses for each '2' or '3' rolled.

[11.2] Combat Supply

If a player controls at least one City on all four land terrain types (Plains, Grassland, Forest, and Mountain hexes), he is considered to be in "Combat Supply" and all die rolls are considered hits on a '4' or less. Rolls of '1' are still considered to be a 'tactical victory.' This includes Bombard Attacks. The effect is gained or lost immediately during a player's turn upon the building, capture, or loss of a City.

[11.3] 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.

[11.4] Conquering Towns and Cities

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

Therefore, when a Town or City is captured, the loser eliminates (moves from the map or Reserve into his stock) the same number and type of military units that the winner gains from his stock to his Reserve, thus preserving the game's economic order.

[11.5] 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').

[11.6] 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.

[11.7] Engagement Limitation

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

[11.8] 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 13.3, 3).

[12.0] COMBAT: BOMBARD ATTACKS

GENERAL RULE:

Bombardment can only be conducted by a Frigate or Artillery and must be targeted at a hex adjacent to the bombarding unit and containing another player's Infantry, Cavalry, Artillery, or Frigate units.

The bombarding unit may use its movement ability to get adjacent to 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:

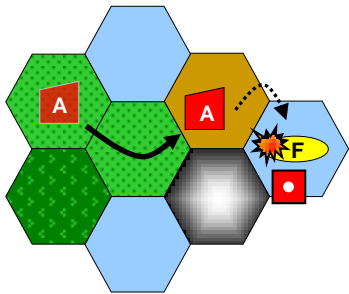
On the Player Turn that an Artillery unit is transported (see 10.4), it may not Bombard Attack (see 10.44). The Artillery unit may not Bombard before, during, or after being transported.

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

[12.2] **Frigates:** Frigates with cargo (see 10.4) may bombard. They can still pick up and drop off land units after bombarding, but only from adjacent hexes since a unit's movement stops when it bombards.

[12.3] **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's turn and a red Artillery unit (A) is three hexes away from the yellow player's Frigate in a water hex. The red player moves his Artillery unit across the Grasslands and into the Plains hex adjacent to the enemy Frigate and declares his Bombard Attack.

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** (see 11.1) 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 (see 12.1).

[13.0] 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.

[13.1] 'Attacker' and 'Defender' Defined

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

[13.2] 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.

[13.3] 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 and defending Artillery unit simultaneously rolls one die. Casualties are immediately placed in each player's 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 attacking or defending military units there are destroyed by this Pre-Battle Artillery Fire, then the battle is over – no more dice are rolled.

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

- one die if there is at least one Infantry unit still in the battle, plus
- one die if there is at least one Cavalry unit still in the battle, plus
- one die if there is at least one Artillery unit still in the battle, plus
This is in addition to their Pre-Battle Fire.
- one die for each additional hex side from which an attacking unit entered the Battle hex, not counting the first hex side used

Thus the attacker can roll a maximum of **EIGHT 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 there is at least one Frigate unit still in the battle, plus
- one die for each additional hex side used in the attack, not counting the first hex side used

Thus the attacker can roll a maximum of **SIX DICE** 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 13.31 below)*

[13.31] **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 if the battle is in a Town or City hex (see below).

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

- one die if there is at least one Infantry unit still in the battle, plus
- one die if there is at least one Cavalry unit still in the battle, plus
- one die if there is 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 13.32 below), plus
- 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.*

*** 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.

Thus the defender can roll 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).

[13.32] Multiple Battle Frigate Naval Support Allowed:

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

[13.33] 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 there is at least one Frigate unit still in the battle.

Thus, the defender can roll a maximum of **ONE DIE** in a Naval Battle.

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

Remove Casualties: Both players now place their casualties in their respective Reserves. All hits must be applied to enemy military units in the Battle hex.

Towns, Cities, and adjacent Frigates providing Naval Support are never subject to casualties.

3. Attacker Retreat Option: If both sides have military units remaining **in** the Battle hex after an exchange of fire (i.e., the completion of Steps 1 and 2, above), the attacker then has the option to retreat.

An attacker may *not* retreat or otherwise move attacking units in a Battle hex if it no longer contains any defending military units. Additional units that did not take part in the Battle may still move into the Battle hex, but the units that took part in the Battle may not move out.

Retreating is a 'free' move that can be conducted even after units have participated in combat.

Procedure: To conduct a retreat, the attacker moves all of his units in the Battle hex to as many different adjacent land or water hexes as he desires.

Land units can retreat by boarding adjacent Frigates.

Limitation: Retreating units can only move to adjacent hexes that were used to *enter* the Battle hex (including water hexes via Amphibious Landing). That is, retreating is only permitted to an adjacent hex as long as at least one attacking unit entered the Battle hex from it.

Defender: The defender does **not** have an option to retreat.

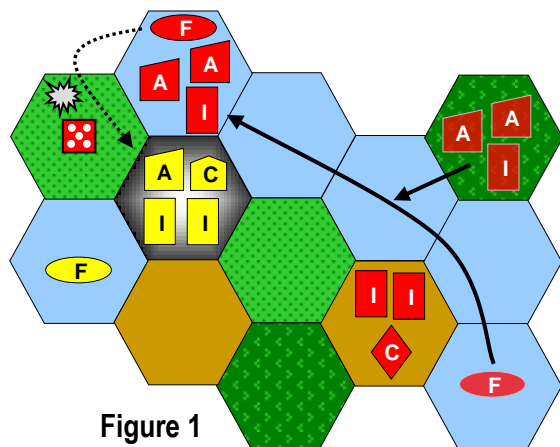
Additional Battle Rounds: If the attacker waives his option to retreat, the Battle continues: Repeat steps 1-3 until either the attacker retreats or only one player has military units remaining in the Battle hex.

4. Battle Resolution: If there are no attacking units remaining in the Battle hex (because they were either destroyed or retreated), the defender prevails and retains control of any Town or City there. If both sides have lost all of their military units in the Battle hex, the defender likewise prevails and retains control of any Town or City there.

If all defending military units are lost (or there never were any, but the Defensive Terrain had to be overcome by the attacker) and the attacker has at least one surviving military unit in the Battle hex, the attacker prevails and takes possession of any Town or City there (see 11.4). Also, as per 11.3, the defender must eliminate the military units that correspond to the lost Town or City (see Terrain and Units Supported chart) from either their Reserve or directly from the map. The captured Town or City is replaced with the same type of Town or City in the attacker's color and the attacker places the corresponding military units which were gained in his Reserve.

*** The Defender's Towns and Cities are 'At Risk'**

If the defender's Town or City is in the Battle hex, then the outcome of the Battle determines ownership of that Town or City.

Battle Attack Example:**Figure 1**

It is the red player's turn and he is going to attack the yellow player's well-defended Mountain City. Yellow's position is defended by two Infantry and one Artillery unit, plus an adjacent Frigate on the opposite side (the City has water hexes on both sides of it, as shown in **Figure 1**).

At his disposal, the red player has two Infantry and one Cavalry unit in the Plains two hexes away from the yellow player's Mountain City. He also has a Frigate within range that can pick up two Artillery units and another Infantry unit from a distant Forest hex and drop them off directly into the defender's Mountain hex.

The red player moves his Frigate, loading up his Artillery and Infantry units from the Forest hex onto the Frigate and positioning them all in the water hex adjacent to the yellow player's Mountain City.

Before unloading the Frigate's cargo and advancing his other units from the Plains, the red player uses his Frigate's **Bombard Attack** against the units in the yellow player's Mountain City. He rolls a 5 as shown, which is a miss.

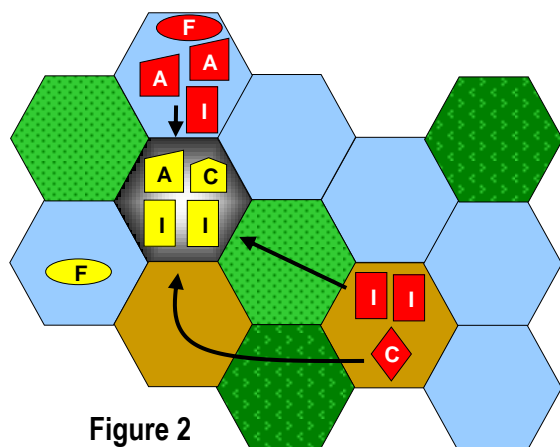
**Figure 2**

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 (see 13.3., 2).

The players conduct their **Pre-Battle Fire Segment** (see 13.3, 0).

The red player rolls two dice, one for **each** of his attacking Artillery units in the Battle Attack.

The red player's first **A** rolls a – a miss. His second **A** rolls a – a **tactical victory** (see 11.1).

The yellow player's **A** also rolls a – a miss.

Note that if either player had Combat Supply (see 11.2), then those rolls of '4' would be hits.

Since the red player's 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 rest of the Battle and does *not* get a chance to return fire (except for its simultaneous firing during the Pre-Battle Fire Segment).

In the **Attacker's Fire Round**, the red player rolls a total of five dice since he is attacking with all three types of land units: one for attacking Infantry, one for attacking Cavalry, one for attacking Artillery (yes, the attacking Artillery gets to fire in both the Pre-Battle Fire Segment **and** the Attacker's Fire Rounds) and two more for attacking from three different hex sides (or two additional hex sides beyond the first hex side). 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 and **how many hex sides** from which they are entering the Battle hex.

The red player rolls a , , , , and . This means that four hits were scored and one of them was a tactical victory. Since yellow only has single type of unit remaining in the fight (all of them are Infantry), 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 two hits in excess of the number needed to kill every defending military unit, the defender will roll one fewer dice for his '**suppressed**' military units (see 13.31).

Note that only one of the 'extra hits' is being used to 'suppress' one of the defender rolls. The yellow player is guaranteed to get to roll three dice because Naval Support and Defensive Terrain dice cannot be suppressed if the battle is in a Town or City hex.

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 well, coming up with a , , and . That means he scored three hits, two of which are tactical victories!

Removing Casualties: The red player inflicted enough hits to eliminate both of the yellow player's Infantry, which are now removed to the yellow player's Reserve. Neither player is required to make their selection of specific defender unit losses since every defending military unit 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: 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 14.0).

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 14.2) unless he uses another unit to kill the Frigate before his Player Turn is over.

[13.4] 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 and sequencing activities during the Movement & Combat Phase to maximize success.

However, it is best to conduct activities as suggested in the Sequence of Play (see 6.0, 1) to help stay organized.

[13.5] Redeployment

Before a player begins their Reserve Placement Phase, they may choose to disband or voluntarily remove any units from the map and place them in their Reserve.

For Example: A player wants to more heavily defend a Mountain City, but his only Artillery unit fought elsewhere on the map during his turn. Before beginning his Reserve Placement Phase, he can remove that Artillery unit from the map and put it in his Reserve and then place it on his Mountain City during his Reserve Placement Phase.

Note that this keeps a player from **wanting** to lose one of his own units in a battle and is particularly useful for repositioning Frigates that are in a distant, undesirable location on the map.

[14.0] 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.

[14.1] 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:

[14.11] Placement Capacities:

- One Infantry may be placed in a Town.
- Up to three 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.

[14.12] Units do *not* have to be placed in the exact Town or City that created them in the first place.

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*, unless it was the Capital (see 14.4).

[14.2] Adjacent Enemy Units Restriction

While an enemy military (land or naval) unit is adjacent to your Town or City, you cannot place units there as the Town or City is considered to be under a siege or blockade.

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.

[14.3] 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.

[14.4] 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.

[14.5] Frigate Placement Naval Battle

If otherwise allowable (e.g., if placed adjacent to the owner's capital or into a non-adjacent hex 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.

[15.0] 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 (see 13.3, 2), and can only receive one Infantry unit each during that player's Reserve Placement Phase (see 14.11). 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.

Combat Supply (see 11.2) is also lost when a player loses 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.

[16.0] VARIANTS AND OPTIONAL RULES

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

[16.1] Terrain Leveling

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

[16.2] 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.

[16.3] Immediate Empires

First setup an explored map (see 15.2). Then players take turns doing everything except moving and attacking with units. Players place their Towns and upgrade them to Cities (which reveals the map) and place the newly supported units on the map in accordance with the Reserve Placement Phase restrictions. Once a player is unable to either build a Town or upgrade a Town to a City, then he becomes the first player to take a normal turn and may immediately move and attack with his units. Every other player then proceeds with normal turns.

[16.4] 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.

[16.5] 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.

[16.6] Metropolises

A City whose hex and six surrounding hexes contain at least one of each of the five hex types (Water, Plains, Grassland, Forest, and Mountain) gives you the option during the Building Phase to upgrade a City to a Metropolis. When upgrading a City to a Metropolis, a Town unit is simply added next to the City unit in that hex.

A Metropolis defends with 3 Defensive Terrain dice.

A Metropolis supports an additional City-supported unit(s), e.g. a Grassland Metropolis would support 1 Infantry and 2 Cavalry.

A player's capital can always be upgraded to a Metropolis, even if it is not surrounded by the necessary terrain types.

[16.7] Frigate Options

A Frigate may disembark units into more than one hex (see 10.46), including multiple Battle hexes, though not into more than one hex side of the same Battle hex.

A Frigate's movement does not end with disembarking units (see 10.46).

A Frigate provides Naval Support to other Frigates (see 13.33).

Frigates have a Movement Allowance of 8 MPs per turn (see 10.31) and must expend 1 MP to embark or disembark 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 two land units onboard. Those two units immediately unload at a cost of 2 MPs. The Frigate moves 1 hex, expending 1 MP. Two new land units are loaded onto the Frigate at a cost of 2 MPs. One of the new units is unloaded into a land hex on the other side of the Frigate at a cost of 1 MP. The Frigate moves 1 hex, expending 1 MP. The remaining transported unit is then unloaded into another hex at a cost of 1 MP. This uses all 8 available MPs.

Note that a single Frigate would still only be able to bring a maximum of three units from the same hex side into a battle, though if the attack were successful, the Frigate could

subsequently embark and disembark additional units into that hex assuming it still had remaining MPs.

[16.8] Subjugation

To avoid player elimination, ignore the rules above about losing / capturing capitals (see 15.0). Instead, when a capital is captured, the following rules apply:

[16.81] **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.

[16.82] **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 16.85).

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 14.5).

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.

[16.83] **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.

[16.84] 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 (see 14.2) during his Reserve Placement Phase.

* 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.

- 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 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 that does not contain an Alliance Frigate. The owning player chooses when multiple water hexes are equidistant to his capital or Forest City.

The guiding principle is that a player may always place units in or near his Towns and Cities or his capital, except when there is an Adjacent Enemy Unit Restriction (see 14.2).

- Alliance military units, Towns and Cities aid each other's military units' movement across slow terrain (see 10.12) and via road movement (see 10.13) 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.

[16.85] **Breaking the Alliance and Ending Vassalage:** If you are a Vassal, you are 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 (see 16.84) 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.

[16.86] **Alliance Victory Condition:** A player wins when all other players become his Vassals or concede.

[16.87] **Alliance Optional Victory Condition:** A player wins after having made Vassals of two different players during a time period in which he did not lose his own Capital. The two different players do not both have to be Vassals at the point of victory as one player may have ended his Vassalage by then.

[17.0] CREDITS

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