

FREEDOM!

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Introduction

Freedom! is a 2-player wargame set during the Greek War of Independence. It simulates the third siege of the city of Messolonghi which lasted from April 1825 until April 1826. One player controls the *Imperial* forces attempting to capture the city, and the other player controls the *Insurgent* citizens attempting to withstand the attack.

Freedom! gives you the chance to relive both major Periods of the siege. In Period 1 (April 1825), you will experience the early stages of the siege with Kutahi's expeditionary units beginning to attack the city. In Period 2 (November 1825), the siege becomes serious when Ibrahim arrives with an array of Egyptian units and ships to capture the city!

Will history be rewritten? Or will Imperial forces fulfill their destiny!

2 GAME SETUP

Before starting to play, perform the following:

- ✂ Place the board between the two players.
- ✂ Place 30 Expeditionary units **1** and 2 Cannons **2** on the City map as shown in the image. Place 5 Expeditionary units and 1 Cannon in the large area at the top-right **3** - this space is Kutahi's Camp, which will be referred to as „Camp”.
- ✂ The rest of the Imperial units (the remaining Expeditionary units and the Allied units) are set aside, next to the board **4**.
- ✂ Place 9 Insurgent unit on the Wall (Row 3) **5** as shown in the image and 1 Insurgent unit on each of the 3 islands **6**. Place a Cannon on *Marmarou* **7** and on each of the 3 forts **8**. Place the special „Bombard” cannon in the last fort space **9**. The rest of the Insurgent units are set aside, next to the board **4**.
- ✂ Place 8 Civilian cubes within the City Center **10**. The rest of the Civilian cubes are set aside **4**, next to the board.

- ✂ Place the Round marker on the first space of the Round track **11**.
- ✂ The Imperial player starts with 10 Money and 12 Supplies **12**.
- ✂ The Imperial player places their markers on the indicated spaces on the tracks (**Morale**: 15 **13**, **Plea for Funds from the High Porte**: ○ **14**, and **Imperial Preparation track**: ○ **15**).
- ✂ The Insurgent player starts with 8 Supplies **16**.
- ✂ The Insurgent player places their markers on the indicated spaces on the tracks (**Population**: 16-20 **17**, **Morale**: 10 **18**, **Pressure the Government for Help**: ○ **19**). They place their last marker on the first space of the **Insurgent Preparation track** (○) **20**.
- ✂ Place the 8 Area tiles onto the Surrounding Areas Map, on their corresponding spaces, with the numbered side facing up. Then place the indicated number of Support markers onto each tile, with the same colored side up as the tile's color **21**.

- ✂ Separate all the cards into 2 piles according to the Period in which they are used (A or B) **22**. Shuffle each pile and place them next to the board, face-down. Then, deal 8 cards to each player from the Period A pile **23**.

- ✂ Each board Row is marked with number: 1 Coast, 2 Beach, 3 Wall, 4-8 Mainland **24**.



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GOAL OF THE GAME

The game covers two Periods; each lasting 3 rounds. Each round represents 2 months of historical time.

3.1. Imperial Win Conditions

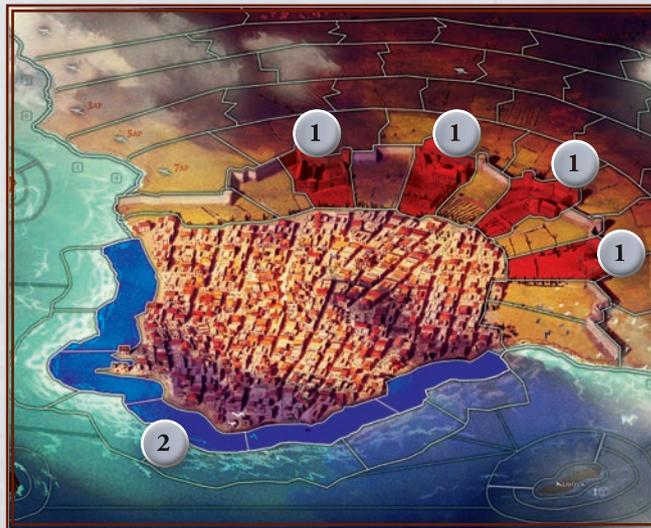
The Imperial player wins if either of the following occurs:

- ✂ At the end of the Action phase of any round, Imperial units are in any of the 4 forts on the Wall (Row 3) 1 or in any of the spaces on the southern beach part of the City (Row 2) 2.
- ✂ The Insurgent player's Morale drops to zero.

3.2 Insurgent Win Conditions

The Insurgent player wins if either of the following occurs:

- ✂ The Imperial player doesn't manage to win by the end of the sixth round.
- ✂ The Imperial player's Morale drops to zero.



4

ROUND OVERVIEW

Each round has 5 phases:

- ✂ Administration
- ✂ Opening
- ✂ Actions
- ✂ Cannons
- ✂ Replenishment

4.1. Administration

In the 1st round, skip this phase, as players have already been dealt 8 cards each during setup.

Move the Round marker ahead 1 space to show the current round. In the 5th and the 6th round, after moving the Round marker, lower the Imperial player's Morale by 1.

Then, each player refills their hand to 8 cards from the current Period's pile (on turns 2 and 3 from Period A, and on turns 4, 5, 6 from Period B).

IMPORTANT: In the 4th Round, when Period B starts, players discard any cards still in their hands from Period A and draw 8 new cards from the pile of Period B.

4.2. Opening

In this phase the Imperial player advances their forces towards the Wall, while the Insurgent player prepares for the upcoming battles. Specifically:

- ✂ The Imperial player chooses up to 5 units in the main-land area or the Camp, and moves them one space forward. They may not make a Slow movement this way (i.e. climb destroyed Wall spaces), nor can they move sideways, except when leaving the Camp.
- ✂ The Insurgent player may then perform a **Regroup** action: The Insurgent player chooses 1 of their units and moves it to any space in the City (Row 3 or Row 2) or to an island in the Lagoon.

Unit limits

Most of the spaces have a limit of 3 units (regardless of whether there is a Cannon in the same space or not). If that limit is reached, no other unit may end its movement on that space (although a unit could pass through without stopping).

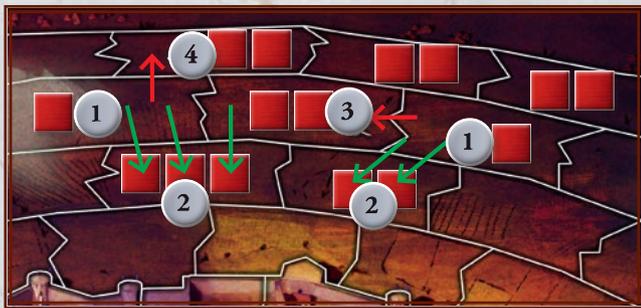
Spaces on the Wall (Row 3) and in the southern beach part of the City (Row 2) have a limit of 2 units. Only citizens (not units or cannons) can exist in the large City Center area. Conversely, citizens can only exist in the large City Center area, not in any other space. The 3 islands in the Lagoon (*Marmarou*, *Vasiladi & Klisova*) have a limit of 1 unit each on them; the spaces around the islands vary and are mentioned in each case.

A space may contain only a single Cannon / Bombard.

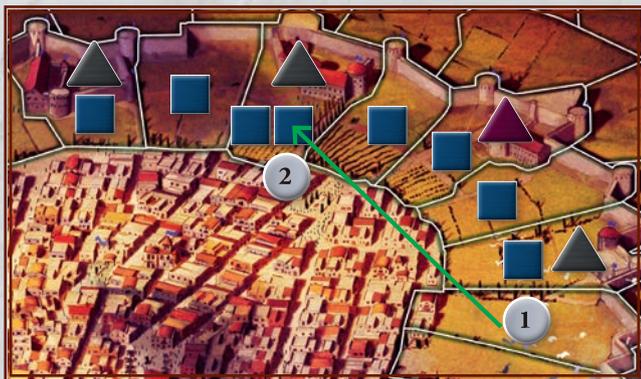


There may never be units of both players in the same space.

Example: In the Opening phase, the Imperial player moves 5 of his units in the Row 6 **1**, one space forward towards the Wall **2**. It is not allowed to move sideways **3** or backwards **4**.



Insurgent player decides to regroup and move 1 unit from the right flank **1** to the second fort **2**.



4.3. Actions

In this phase, players alternate playing cards from their hands in order to perform various actions.

The player with the highest Morale goes first (in case of a tie, the Imperial player goes first). They choose a card from their hand and decide whether they will use it for the Event (or Personality) shown on it or for the Action Points (AP) listed on the top.

4.3.1. Playing a card as an Event

To play a card for its Event, it must be beneficial to the player's side or neutral (otherwise it may only be played for its Action Points). Cards with a blue name and action points are beneficial to the Insurgents, while cards with a red name and action points are beneficial to the Empire. Gray is neutral.



When playing a card for its Event, the player reads its ability text and applies everything written on it. The number of action points is irrelevant in this case.



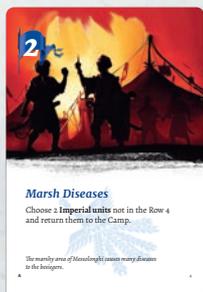
Example: The Imperial player begins by playing **Fleet's Departure** for its effect. A Greek naval squadron positioned near Messolonghi departs suddenly and without warning, leaving the city on its own. The end result is +1 Support for the Empire in 3 different areas: Sea, Kryoneri and Petalas. **1** In Petalas there are 3 Insurgent markers, so one of them is removed. **2** At Sea, there are two Insurgent markers, so one of them is removed. **3** In Kryoneri one more Imperial marker is placed.



4.3.2. Playing a card for its Action Points

When playing a card for its AP, the player ignores all of the event text and uses only the number in the top left corner. This number is the AP which the player can use to perform any combination of allowed actions.

If a card played for its AP shows an Event that is beneficial to the opponent, the opponent has the option during their immediately following turn to apply the effect of that Event as their turn. To do so, they discard a card from their hand instead of playing it.



Example: The Imperial player plays on their turn the card „Marsh Diseases”. Since this is an Event beneficial to the Insurgent player, he cannot perform it, so he uses the card’s AP. He uses those AP to do some actions. Then, it’s the Insurgent player’s turn, who wants to use that “Marsh Diseases” event. So the Insurgent player discards a card “Grenades” from their hand and applies the „Marsh Diseases” event. Then it’s the Imperial player’s turn again.



A card which is discarded for this reason (to play the Event of another discarded card) is not played for its AP, so the opponent cannot discard a card to apply the event of a discarded card.

Example: Continuing the example above – it is now impossible for the Imperial player to perform the event of the “Grenades” card, since the card was just discarded by the Insurgent player.

Each player’s available actions are different:

Imperial Player’s Actions

Normal Movement - Cost: 1 AP

The Imperial player moves 2 Imperial units 1 space each, or moves 1 Imperial unit up to 2 spaces.

An Imperial unit may move to any adjacent space except for those behind it (towards the Camp). It may also move from the Camp to any of the adjacent spaces.

Cannons are not units and may not be moved (unless allowed by the card ability).



Example: Imperial player plays “Capture of Petrohori” for 2 AP and moves 1 2 units for 1 space and 1 unit for 2 spaces.

Slow Movement - Cost: 1 AP

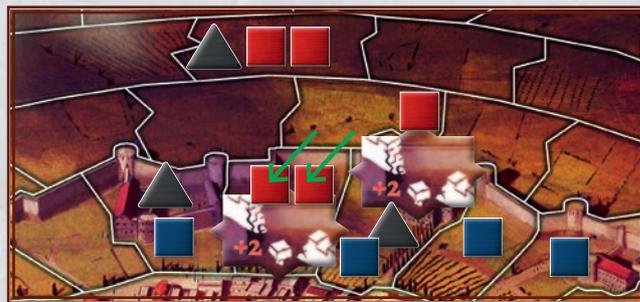
In some spaces on the map, movement is slower. 1 AP allows the Imperial player to move 1 Imperial unit 1 space into such a space.

The spaces into which movement is slower are:

- ✂ all spaces around the Lagoon’s islands
- ✂ all spaces in the southern part of the City (both Row 1 and Row 2)
- ✂ all spaces on the Wall (Row 3) - see 4.4 Cannons.

For an Imperial unit to move onto a space on the Wall, that space needs to be destroyed and there must be no Insurgent units in it (a Cannon may be there - it doesn’t affect this movement).

While on the Wall, Imperial units may move to adjacent Wall spaces (even if they are not destroyed or damaged), if there are no Insurgent units on these spaces.



Example: At the beginning of a new Round, two spaces of the Wall are destroyed, and one of them unoccupied. Imperial player decides to spend 2 AP and advance two units and enter on the Wall.

Imperial units may only enter the Lagoon (and move towards its islands) from the appropriate spaces in the mainland area (one space in the northwest corner of the map when moving towards Marmarou and 2 spaces in the east part of the mainland when moving towards Klisova). Moreover, in Marmarou and in Klisova, some spaces have thicker borders. The Imperial player may move into those spaces only if they control the island they surround (by having one of their units on it). For an Imperial unit to move onto an island (to gain control of it), there must be no Insurgent unit in it.

Examples of movement on the islands of the Lagoon:



Not allowed



Allowed (3AP)



Allowed (1AP)

► Attack - Cost: 1 AP

Units (not Cannons) can attack if they are adjacent to a space with the opponent's units.

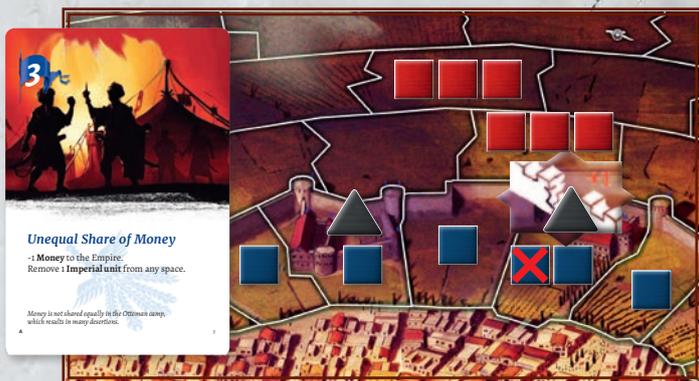
The Imperial player chooses one of Imperial units, announces the space under attack and rolls 2 eight-sided dice (2d8). If the result on one or each of them is **8** or higher, the Attack succeeds and removes **one** Insurgent unit in the target space. If that was the last unit in its space, the Imperial player can either increase their own Morale by 1 or lower their opponent's Morale by 1.

IMPORTANT: Each Imperial unit **may only attack once per card played**.

When attacking a space on the Wall from the Row 4, the Imperial player has a +1 bonus on their roll for every damage on that space. Since a space on the Wall can have up to 2 destruction on it (with 1 destruction it is **damaged** and with 2 it is **destroyed**), when attacking damaged spaces, rolls of **7** or **8** succeed, and versus destroyed spaces rolls of **6**, **7** or **8** succeed.

An Imperial unit on a Wall space which attacks Insurgent units in an adjacent space (on the Wall) succeeds on a result of **5 or higher**. Wall damage does not modify these rolls. The same applies for Imperial units which are in spaces in Row 2 attacking Insurgent units in adjacent spaces in Row 2.

The 4 Insurgent forts (marked with a blue outline on the map) have better defenses than the other Wall spaces, so they give **-1** to the Imperial player's rolls. Thus an attack against an undamaged fort will normally fail automatically, unless the Imperial attack has some other bonus.



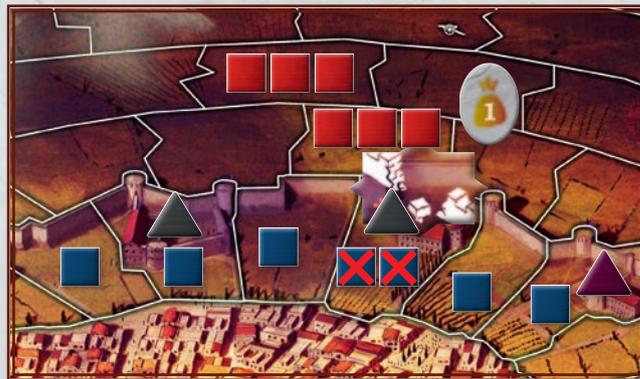
Example: Having 3 units right in front of the Wall is a great opportunity for the Imperial player to start attacking. He does that by playing **Unequal Share of Money** for AP and proceeds to Attack a space on the Wall 3 times. He chooses the damaged fort and man-

ages to score a hit, killing the Insurgent unit there. Another Insurgent unit remains in position.

► Reward Attacks - Cost: 1 AP + 1 Money

The Imperial player can pay 1 Money to reward and encourage attacking units. This gives a **+2 bonus** to all attack rolls made on the same turn.

This action may only be performed once per turn.



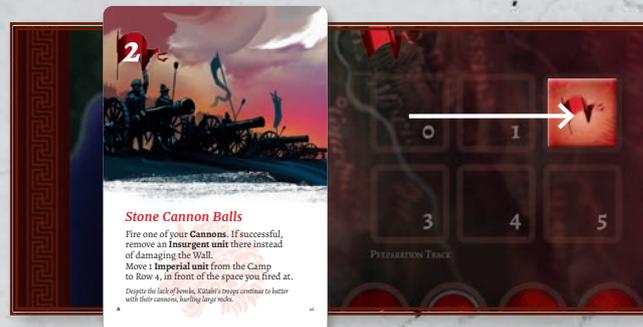
Example: Starting as in the example above, but the Imperial player uses the first AP to Reward Attack (along with one of his money) giving a +2 bonus to the next rolls, and the remaining 2 AP as Attack. With 2 hits, both Insurgent units are eliminated; a Morale change is also triggered, and he chooses to reduce the Insurgent player's morale by 1.

► Preparation - Cost: 1 AP

The Imperial player may „store“ AP in order to use them in a future turn. The Imperial player moves their marker on the Preparation track one space to the right.

In a future turn, if the Imperial player is unable to perform an action due to their card not providing sufficient AP, they may use the stored AP by moving the Preparation marker to the left as many spaces as the difference to obtain the remaining AP.

IMPORTANT: A player may only spend Preparation AP to perform an action they would otherwise be unable to perform. Since all cards give at least 2 AP, the only actions that may use Preparation AP are **Build Cannon** and **Plea for Funds from the High Porte**.



Example: Imperial player plays **Stone Cannon Balls** and uses its 2 AP for Preparation.

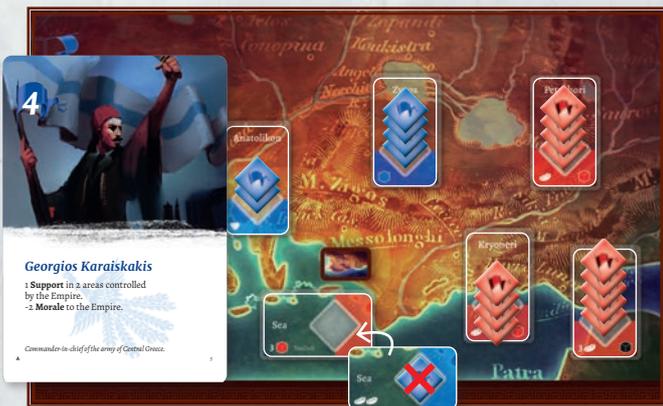
Support Area - Cost: 2 AP

The control of each area in the Surrounding Areas Map is determined by the color of its tile and the number of Support markers on it. Areas under Insurgent control have their tiles and Support markers with the blue side face-up; areas under Imperial control have their tiles and Support markers with the red side face-up.

When the Imperial player performs the **Support Area** action, they check the condition of the area they want to perform it on:

- ✂ If it is already under their control, they add another Support marker on it with the red side up.
- ✂ If it is under Insurgent control and it has any Support markers on it, they remove one Support marker.
- ✂ If it is under Insurgent control but with no Support markers on it, they turn the tile over so that the red side is face up - **the area is now under Imperial control.**

There is a limit of 5 Support markers per area. If an area already has 5 Support markers, trying to add another has no effect.



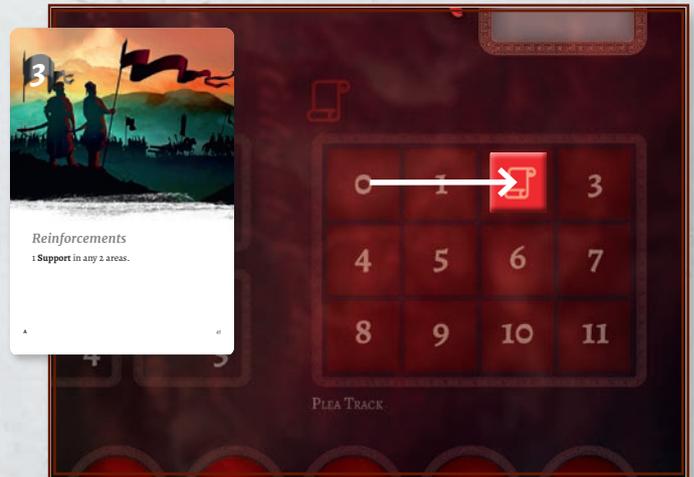
Example: Imperial player plays “Georgios Karaïskakis” and uses 4 AP for support at Sea. First, he removes the last blue support marker, and then he turns the tile to the red side. Sea is now controlled by the Empire!

Plea for Funds from the High Porte - Cost: 3 AP

The Imperial player may ask for additional money from the High Porte. In the beginning of the game, any such request will be easily fulfilled. However, if the player keeps doing it, then the requests become increasingly likely to be denied.

When the Imperial player performs this action, they roll 2 six-sided dice (2d6) and add the result (d6 + d6). If it is less than 12, the plea is successful: they get 3 Money and then move the marker on their Plea track 2 spaces forward. The number on the track indicates how much harder it will be in the future. After one success, add a +2 penalty to the next plea's dice roll. After two successes, add +4, and so on.

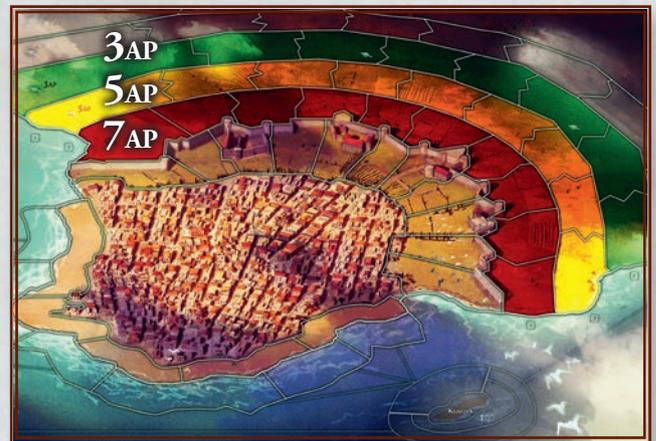
When any plea fails, the marker on the Plea track stays where it is. The player may try again later.



Example: Imperial player plays “Reinforcements” and uses 3 AP for Plea for Funds. The d6+d6 result is 8, so the roll was successful. Imperial player gets 3 Money and moves the Plea marker onto space 2 of the Plea Track.

Place Cannon - Cost: 3/5/7 AP

This action allows the Imperial player to build a new Cannon that can be used later in the round to attack the Wall. It may only be built in the mainland area, on a space in the 3 rows closest to the Wall. The exact cost of the action depends on where the Cannon will be built. Building on the 3rd row from the Wall (Row 6) costs 3 AP; on the 2nd row from the Wall (Row 5) costs 5 AP; adjacent to the Wall (Row 4) costs 7 AP. Cards give at most 4 AP, so Preparation will be necessary to build in the closer two rows.



Besides paying the AP cost, 3 more requirements must be fulfilled to build a Cannon:

- a) The Imperial player must have an available Cannon in the Camp.
- b) There must be an Imperial unit in the space where it will be built.
- c) The space cannot already have a Cannon.

When building a Cannon, take it (black triangular prism) from the Camp and put it in the selected space. Cannons cannot be moved.



Example: The Imperial player plays **Captain Mahmud** for its 4 AP. He uses 4 of those, as well as 1 from his Preparation track to reach the 5 AP he needs, and builds a cannon in the second row (Row 5).

Insurgent Player's Actions

Regroup - Cost: 1 AP

The Insurgent player chooses 1 of their units and moves to any space in the City (Row 2 or Row 3) or to an island in the Lagoon. The spaces within the City (Wall and southern beach part) have a limit of 2 units. The 3 islands have a limit of 1 unit. If any space has reached its limit, no further units may be moved into it. An Insurgent unit cannot move into a space with an Imperial unit.

The Insurgent player may not move units to the mainland beyond the Wall, nor to water spaces within the Lagoon (those surrounding the islands and those outside of the City in the south – Row 1), nor to spaces with an Imperial unit. The Insurgent player may move a unit to a previously Imperial-controlled island that currently has no Imperial unit in it, to regain control of the island.

Cannons are not units and may not be moved.



Example: With no unit left in the fort, the Insurgent player plays "Yusuf Pasha" and uses the first AP for regrouping and moves 1 unit from the western end of the Wall ① to the fort ②.

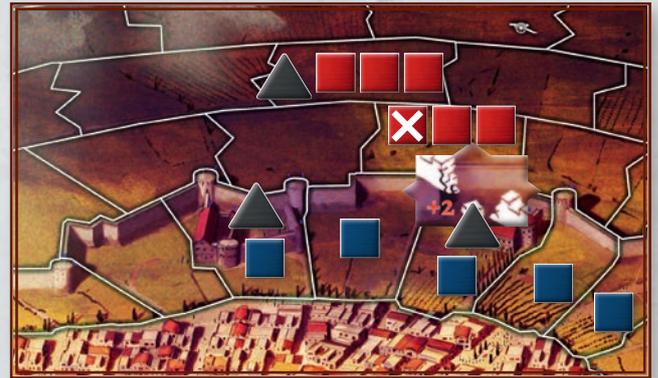
Attack - Cost: 1 AP

An Insurgent unit may attack Imperial units in an adjacent space. The Insurgent player declares the attack and rolls one 8-sided

die (1d8). A result of 6, 7 or 8 succeeds and removes one Imperial unit from the target space. If that was the last unit in its space, the Insurgent player may either increase their own Morale by 1, or lower their opponent's Morale by 1.

IMPORTANT: An Insurgent unit may perform multiple attacks in the same turn - there is no limit.

If the attacked Imperial units are in a space on the Wall (Row 3) or southern beach part (Row 2), a roll of 5 or higher succeeds.



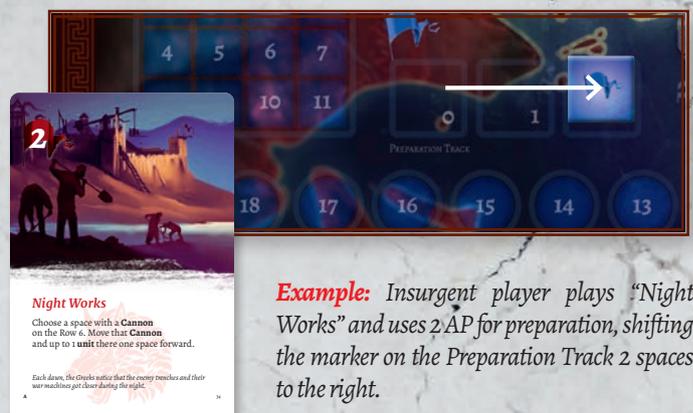
Example: Continuing the previous example – the second and third AP is used to attack the Imperial units next to the Wall. The first roll is 3 (no effect) and the second roll is 6, resulting in 1 Imperial unit eliminated.

Preparation - Cost: 1 AP

The Insurgent player may „store“ AP in order to use them in a future turn. The Insurgent player moves their marker on the Preparation track, one space to the right.

In a future turn, if the Insurgent player is unable to perform an action due to their card not providing sufficient AP, they may use the stored AP by shifting the marker on the Preparation Track to the left as many spaces as the difference to obtain the remaining AP.

IMPORTANT: A player may only spend Preparation AP to perform actions he would otherwise be unable to perform. Since all cards provide at least 2 AP, the only actions that may use Preparation AP are **Raid** (when distance is greater than 2), **Plea for Help from the Government**, **Repair Wall**, **Train Civilians** and **Build Cannon**.



Example: Insurgent player plays "Night Works" and uses 2 AP for preparation, shifting the marker on the Preparation Track 2 spaces to the right.

Support Area - Cost: 2 AP

The control of each area in the Surrounding Areas Map is determined by the color of its tile and the number of Support markers on it. Areas under Insurgent control have their tiles and Support markers with the blue side face-up; areas under Imperial control have their tiles and Support markers with the red side face-up.

When the Insurgent player performs the **Support Area** action, they check the condition of the area they want to perform it on:

- ✂ If it is already under their control, they add another Support marker on it with the blue side up.
- ✂ If it is under Imperial control and it has any Support markers on it, they remove one Support marker.
- ✂ If it is under Imperial control but with no Support markers on it, they turn the tile over so that the blue side is now face up - **the area is now under Insurgent control**.

There is a limit of 5 Support markers per area. If an area already has 5 Support markers, trying to add another has no effect.



Example: The Insurgent player plays “Raise Morale” for its 3 AP. 2 AP are used for Support at Sea. The tile is turned to the blue side.

Raid - Cost: Distance from the Wall

The Insurgent player may choose one of their units on the Wall to raid Imperial units that are further away in the mainland. The AP cost is the distance from the raiding unit's space to the target space. For example, a raid against a space in the 3rd row from the Wall will cost at least 3 AP. The path between the raider's space and the target space can have no Imperial units.

The Insurgent player rolls an 8-sided die (1d8). A result of **5 or higher** succeeds and removes one Imperial unit from the target space. If that was the last unit in its space, the Insurgent player may either increase their own Morale by 1 or lower the Imperial player's Morale by 1.

A Raid can also be performed around the island of Klisova if the Insurgent player controls the island and the Imperial player has units on the outer water ring but not on the inner one. The cost in that case is 2 AP.

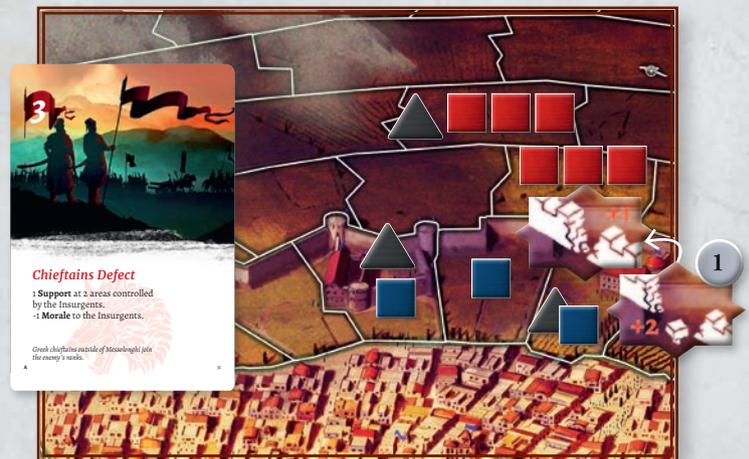
IMPORTANT: A Raid may not be performed on spaces adjacent to the Wall - only Attacks may be performed by the Insurgent player against units there.



Example: The Insurgent player plays „Aqueduct Destroyed” for its 3 AP and performs Raid on a lonely unit in the Row 6. The units is 3 areas away from the Wall, so only one Raid attempt can be performed. The result is 7 and the Imperial unit is eliminated. Since it was the last unit in its space, the Insurgent player decides to lower the Imperial morale by 1.

Repair Wall - Cost: 4 AP

The Insurgent player chooses a damaged or destroyed Wall space which has an Insurgent unit, and repairs the space by flipping or removing its damage marker: if the space was *destroyed* it becomes *damaged*, and if it was *damaged* it becomes normal.



Example: The Insurgent player wants to repair a destroyed fort. He plays “Chieftains Defect” for 3 AP and adds 1 AP from the Preparation track (lowering it to 0). The Destruction marker in the middle of the Wall is now turned over to its Damaged side 1.

Train Civilians - Cost: 4 AP

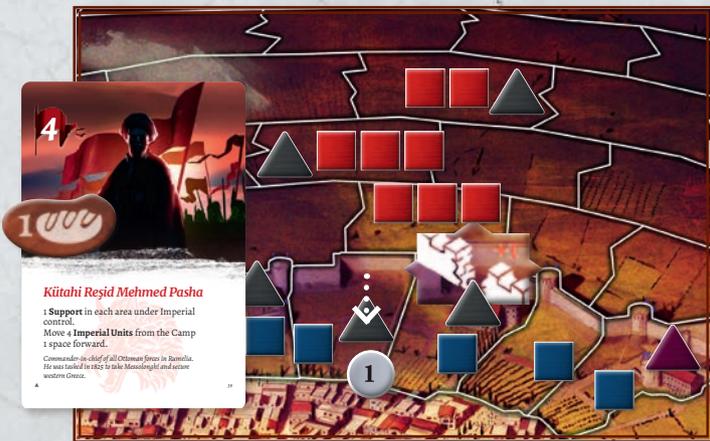
The Insurgent player can train civilians to use weapons and help defend the city. The Insurgent player removes 1 Civilian cube from the City and adds a new unit to any space in the City (Row 3, Row 2 or an empty island, except for spaces occupied by Imperial units).



Example: The Insurgent player plays the “Abandoned Cause” card for its 4 AP and trains 1 Civilian, removing the white cube and placing the blue one in the unoccupied damaged area of the Wall.

Build Cannon - Cost: 4 AP + 1 Supply

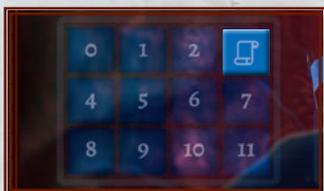
The Insurgent player may use this action to build additional Cannons. There must be an Insurgent unit in the space where the Cannon will be built, and there can't already be a Cannon there. The space may be on the Wall, in the southern City (Rows 3 and 2), or on an island. When building a Cannon, put it (black triangular prism) in the selected space. Cannons cannot be moved.



Example: The Insurgents play the card *Kütahî Resîd Mehmed Paşa* for its Action Points (AP) and use them to build a Cannon in the middle of the Wall 1. They also pay 1 Supply.

Pressure the Government for Help - Cost: 3 AP

At the end of each round, the Insurgent player will ask for help from the Government located in the city of Nafplio. In the beginning, the Government most likely won't bother, but after a lot of pressure it may eventually give in and provide some help.



This action moves the marker on the Insurgent player's Pressure track 1 space forward. At the end of the round, when the check for the success of the

plea is made (see 5.5.2), the dice roll will have a bonus equal to the number on the Pressure track. *E.g. if the marker is on the 3rd space, then a bonus +3 is added to the roll.*

After a player finishes their turn, play goes to the opponent.

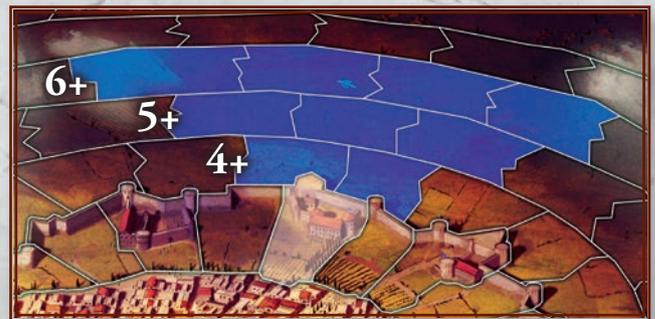
End of Action Phase

After each player plays 7 cards, the phase is over. Each player has one card remaining in their hand for the next round. If the player going second plays on their last turn a card for AP with an Event beneficial to the opponent, then the opponent, even though they already played 7 cards, may discard the last card in their hand to apply that Event. In this case, the opponent draws 8 cards in the next round instead of 7 (so that both players have 8 cards).

4.4. Cannons

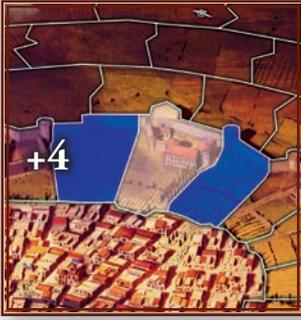
In this phase, both players' Cannons fire. The Imperial Cannons go first and then the Insurgent Cannons. Each player on their turn, selects their Cannons one by one (in any order they want) and announces where they will fire. A Cannon must have a friendly unit in its space, otherwise it does not fire. The spaces that a Cannon may target are shown in the images below:

Insurgent Cannon's possible targets



Imperial Cannon's possible targets





A Cannon on a Wall space may fire at an adjacent Wall space; each die roll of 4 or higher causes a hit.

However, if the Imperial player has units on the Wall, in a space with an Insurgent Cannon in it, they may NOT fire that Cannon.

For each shot, the player rolls 2 6-sided dice (2d6). The distance which the Cannon fires determines each die's chance of success. A Cannon firing at an adjacent space, causes a hit for each die result of 4 or higher. At a target 2 spaces away, each die roll of 5 or higher hits. At a target 3 spaces away, each die roll of 6 or higher (because of Allied +1 bonus, which makes 7 possible) hits.

Please note that the mainland rows are numbered in a way indicating the necessary roll (4, 5 or 6) for a successful hit when firing at/from a space in that row.



If both dice roll high enough numbers, the shot scores 2 hits.

During the Period B, Allied units appear. They are more experienced with Cannons. A Cannon fired with an Allied unit in its space **has a +1 bonus on its rolls**.

The Insurgent player starts the game with a **special Cannon, the „Bombard”** in the 3rd fort. This Cannon is more powerful and has a longer range. It has a bonus of +1 to each roll and may also fire on units in the Row 7) following the radial pattern that the Cannons' range has).



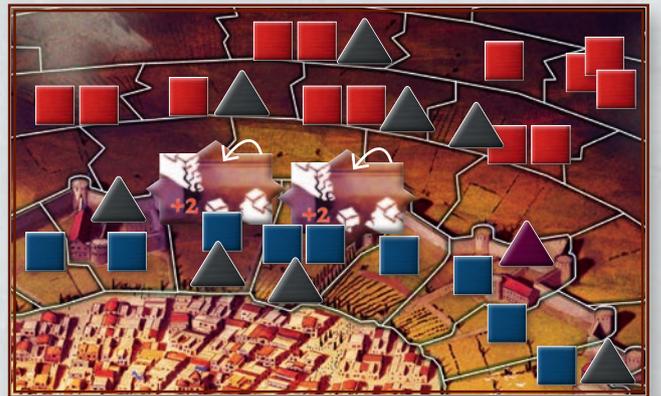
A Cannon on an island may only fire at the spaces surrounding it, following the same rules. The only exception is a Cannon on *Marmarou*: it can fire at some spaces on the mainland, as shown in the image to the right. When firing towards these five spaces, only rolls of 6 are successful. Similarly, if the Imperial player has a Cannon in one of those spaces, it may fire at the Insurgent player's unit on *Marmarou*, and only hits with a 6.

4.4.1. Imperial Player's Shots

When the Imperial player fires against a Wall space, each hit causes destruction: the first hit makes the space **damaged** (place a Damaged marker on it) and a second hit makes it **destroyed** (turn the marker to its Destroyed side).

If the wall on that space is already destroyed, each hit removes an Insurgent unit in that space. If there are no units there, a Cannon in that space is removed. If there is no Cannon, there is no effect.

When a shot from the Imperial player **destroys** a space on the Wall *or* causes the last unit in a space to be removed (regardless whether there is a Cannon), the Imperial player may either increase their own Morale by 1 or lower the Insurgent player's Morale by 1.



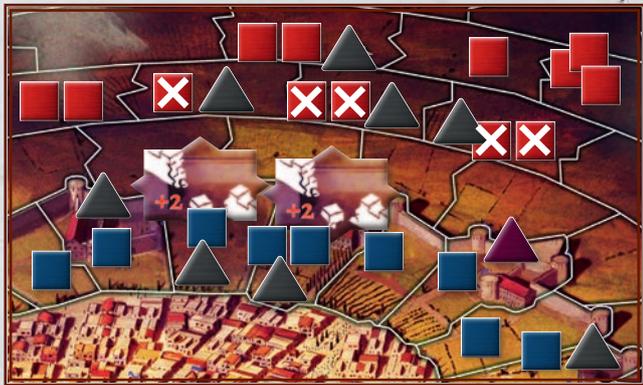
Example: The Imperial player has 3 cannons in the second row. He rolls for each of them and the result is two more hits on the two damaged spaces. As a result, each of them becomes destroyed (which will allow for enemy units to climb on them). This also causes the Insurgent player to lose 2 Morale.

4.4.2. Insurgent Player's Shots

When the Insurgent player fires, each hit removes an Imperial unit in the target space. If there are no units there,

a Cannon in that space is removed. If there is no Cannon, there is no effect.

If the shot causes the last unit in a space to be removed (regardless whether there is a Cannon), the Insurgent player may either increase their own Morale by 1 or lower the Imperial player's Morale by 1.



Example: The Insurgents' cannons fire next and their result is equally catastrophic. A total of 5 Imperial units are removed and three spaces are left with no units leading once again to Morale changes. The Insurgent player ponders whether to „undo“ his loss and regain Insurgent Morale, but instead decides to pressure the Empire and have it lose 3 Morale instead.

4.5. Replenishment

In this phase the players gain rewards based on the areas that are under their control in the Surrounding Areas map, and may also spend resources based on their current status.

Symbol Explanation



The player increases their Supplies by 1



The player increases their Morale by 1



The player gains 1 new unit
(The Insurgent player places a new unit anywhere in Row 3 or Row 2 or the islands; the Imperial player places a new Expeditionary unit in the Camp)



The player gains 1 new Cannon
(The Insurgent player places it anywhere in Row 3 or Row 2 or the islands; the Imperial player places it in the Camp)



The Imperial player places 3 Expeditionary units (from outside the game – not from the Camp) on the space surrounding Vasiladi.

Players perform the following steps in order:

4.5.1. Imperial Player

- ✂ The Imperial player checks which areas are under their control in the Surrounding Areas map and **gains the rewards listed on them** (see table above), adding Supplies and any new units and Cannons in the Camp (except for possible Expeditionary units around Vasiladi).
- ✂ They **pay for their mercenary troops, lowering their Money by 4 in Period A and by 6 in Period B**. If they don't have enough Money, then the unpaid difference causes removal of that many Imperial units from the map, and the loss of 2 Imperial Morale (regardless of exactly how much money was missing or many units were removed).
- ✂ They **reduce their Supplies by 8 in Period A and 12 in Period B**. If they don't have enough Supplies, they reduce their Morale by the difference.

If Imperial Morale is too low, some units may desert - check the current space on the Morale track and remove the indicated number of Imperial units from the Map.

IMPORTANT: If the Imperial Morale ever drops to 0, the game immediately ends, and the Insurgent player wins.

4.5.2. Insurgent Player

- ✂ The Insurgent player counts their units and Civilian cubes on the map. They then **set their Population track** to this value.
- ✂ They check which areas are under their control in the Surrounding Areas map and **gains the rewards listed on them** (see table below), adjusting their Supplies and Morale accordingly, and placing any new units anywhere on the Wall, on the City Beach, or on islands (except for spaces occupied by Imperial units).
- ✂ **They reduce their Supplies by their current Population number**. If they don't have enough Supplies, they reduce their Morale by the difference.

IMPORTANT: If the Insurgent Morale ever drops to 0, the game immediately ends, and the Imperial player wins.

- ✂ **Pressure the Government for Help.** Roll the two 6-sided dice (2d6), add their results plus the current number on the Insurgent Plea track.

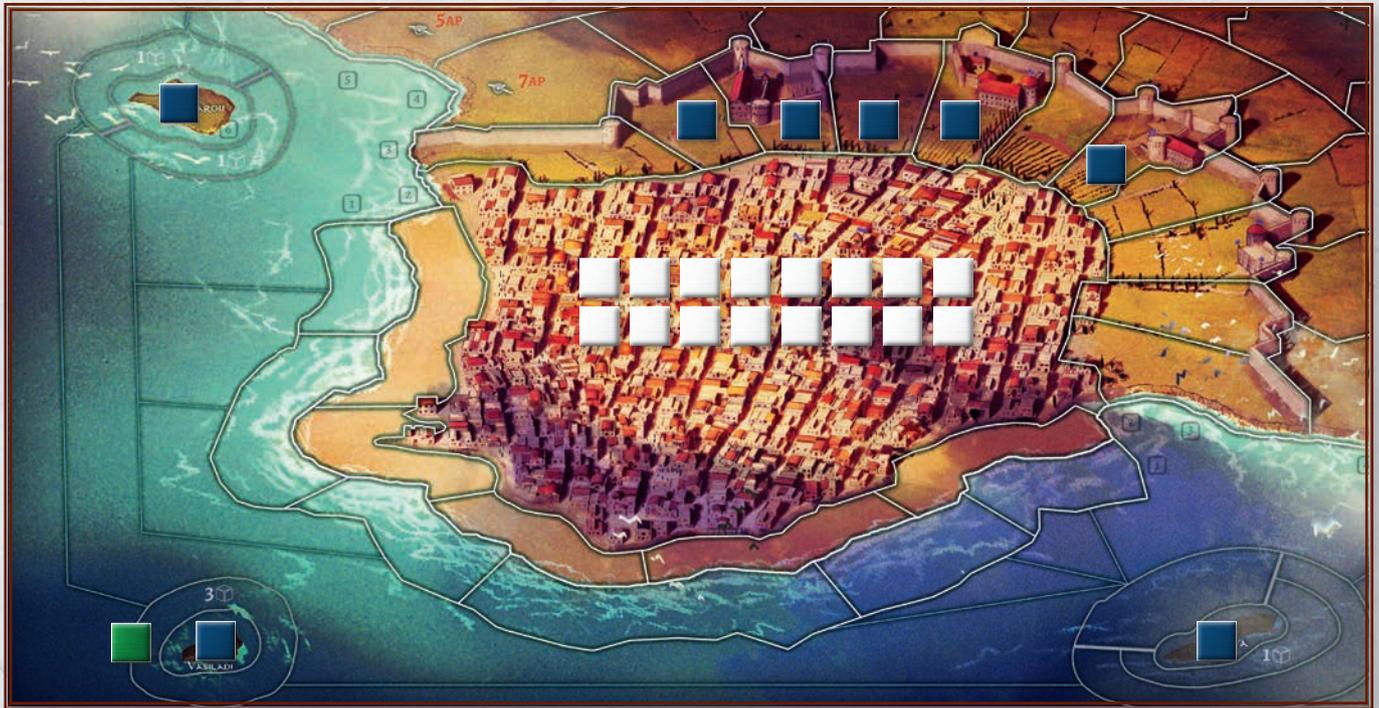
If the final sum is 12 or higher, their Plea was successful. The Insurgent player receives from the Government 6 Supplies, adds 2 more units inside the City, and increases their Morale by 2. Then remove their marker from the Plea track - the Insurgents cannot plea for help again for the rest of the game. If the final result is less than 12, the Plea is unsuccessful (the Insurgent player doesn't gain anything), and the marker on the Plea track is moved 1 space forward.

Example: At the end of Round 4, the Imperial player is in a bit of trouble. While he gets 5 Supplies from the areas he controls, 2 more units and a cannon, his money is very low.

He would also get 3 units in Vasiladi but he already has an Allied unit there so Expeditionary units cannot enter the space (they will be available for placement next turn as well).

He needs to pay 6 money and only has 4, meaning he loses 2 Units as well as 2 morale. He also spends the hefty amount of 12 Supplies, leaving him with only 2 for the next round. If this siege isn't over soon, he won't be able to last much longer!

The Insurgent on the other hand checks his population and sees that it is now 24 (16 civilians + 8 units), and sets the Population track to 24. He now needs to spend 5 food to feed his people and only gets 2 from the map (mainly due to the loss of the Sea). While he is now able to do so, he knows he won't be able to keep up with this for long. He also checks to see if there has been any response to his pleas for help. He rolls 2 dice but gets a 4 which is way lower than what he needed.



5 PERIOD CHANGE

The first 3 rounds in the game represent the 1st Period (A) of the siege, when only Expeditionary units attacked the city under the leadership of Kutahi. In November of 1825, Ibrahim arrived with many Egyptian units and ships. This event marks the beginning of the 2nd Period (B) and brings with it some changes in the game:

The Imperial player receives:

✂ **10 Allied units in the mainland area.** The Imperial player may place them anywhere within 2 rows of the Camp. No more than 3 units can be in each space, and Expeditionary and Allied units cannot co-exist in the same space. In the rare case that not all 10 Allied units can be placed in spaces, the Imperial player places as many Allied units as possible, then puts the remainder in the Camp.

- ✂ **5 additional Allied units in the Camp.**
- ✂ **4 immediate free Support actions at Sea.**
- ✂ **6 Supplies**
- ✂ **8 Money**
- ✂ **+4 on Imperial Plea track**

Moreover, from that point onward, the costs that the Imperial player must pay at the end of each round also change, to **6 Money** (instead of 4) and **12 Supplies** (instead of 8).

In Period B, **Expeditionary and Allied units cannot coexist in the same space.**

However, when moving 2 spaces, they are allowed to move through spaces containing the other party's units without stopping there.

Example: The Empire gets +8 Money, +6 Supplies, +4 Support at Sea, +4 in his Plea track for money, 10 Allied (Egyptian) units spread in the two rows closest to the Camp and 5 more Allied units inside the Camp.

The Insurgent player gets:

- ✂ **10 Civilians** that decide to enter the City in order to protect themselves.
- ✂ **+1 on the Insurgent Plea track**

Example: The Insurgent player gets 10 more Civilians in his city and gets +1 in his Plea track (moving it to 3).

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Designer's Note:

*I would like to dedicate this game to my mother who recently passed away.
You will be forever missed.*

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Petalas



Anatolikon



Sea



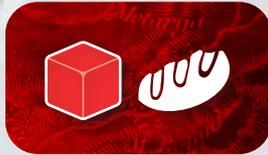
Zygos



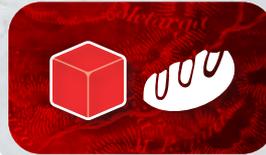
Gouria



Kryoneri



Petrochori



Patra



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