

Sword of Orthodoxy – Special and Optional Rules Page

This downloadable .pdf file written by R. Ben Madison and Bob Kasten provides special and optional rules for White Dog Games' game "Sword of Orthodoxy." An index to the rulebook is also provided for player use. The file is updated as of the date at the bottom of each page. Always use the most recent update!

Sword of Orthodoxy – Millennium Scenario Game Setup

The Scenario begins on Turn 15, in the year 1000, during the reign of the Emperor Basil II.

Place Turn Chits 15-28 in the Turn Chit Cup, and discard all the other Turn Chits. Now set up:

- (1) **"Factions"**: All Factions are placed in Constantinople.
- (2) **Path A Units**: Put the "Saracens" Tribe Tile in the Path A "Tribe" round box on the map, and turn all Path A Armies to their weak ("man") side. Put the two strongest Armies in the Zone box for Path A, and other Armies in Path A Reserves.
- (3) **Path B Units**: Put the "Normans" Tribe Tile in the Path B "Tribe" round box on the map, and turn all Path B Armies to their weak ("man") side. Put the strongest three Armies in the Zone box for Path B, and the rest in Path B Reserves.
- (4) **Path Γ Units**: Put the "Bulgarians" Tribe Tile in the Path Γ "Tribe" round box on the map, and turn all Path Γ Armies to their weak ("man") side. Put the two strongest Armies in the Zone box for Path Γ, and the rest in Path Γ Reserves. Put one **Monastery** in the Path Γ box.
- (5) **Path Δ Units**: Put the white "Armenia" Army in Lesser Armenia.
- (6) **Path E Units**: Put the gray "Buyid" Army in Melitene, and one **Akritai** in Cappadocia.
- (7) **Path Z Units**: Put the tan "Saracens" Army in Cilicia, and one **Akritai** in Ephesus.

(8) **Outpost Tiles:** The “Sicily” Outpost Tile goes in its box near Italy. All other Outpost Tiles remain on the Counter Tray. The “Lazica” Outpost Tile goes in the “Greek Fire” box (northeast corner of map). *You have the ability to use Greek Fire!* Place the **Egypt Muslim** Tile in the Egyptian Religion round box.

(9) The “**Mean Pope**” Tile goes in the Pope box on the map, the “**Khan!**” goes in the Syria Homeland, and the **Caliph** goes in the Persia Homeland.

(10) Put the “Macedonian” purple **Dynasty Tile** in the Dynasty box on the map, and put the Komnenid, Laskarid, and Palaiologian Dynasties in the Dynasty Cup. All other Dynasties stay on the Counter Tray. *When the purple Dynasties are all gone, remember to put all 14 Dynasty tiles back in the Cup and use their **black** sides when drawn.*

(11) Put the dark gray “Basil” **Basileus Tile** in the Basileus box on the map. The other 5 dark gray Basileus Tiles go in the Basileus Cup. The gold “Basileus” Tile goes in Constantinople. The “**Kiev**” Tile goes in the Kiev box, “Pagan” side up.

(12) Discard the “Σ” **Patriarchs**. From the six remaining, put a random **Patriarch** in the Patriarch box on the map (he has no effect the first Turn). The other 5 Patriarchs go into the Patriarchs Cup.

(13) On the Omnibus Markers Track, **Schism** is at 5, **Nike** is at 3, and **Solidus** is at 3.

(14) The “**Africa/Crete**” Tile goes on its “Crete” side in Zone A. The “**Italy/Balkans**” Tile goes on its “Balkans” side in Zone B. Put the “**EO +1**” Tile in the “Bulgarian Church” box next to Zone Γ.

(15) The two “**Colonists**” Tiles go in Damascus (Z) and Nisibis (E). Put the “**Military Event ■**” Tile in the little holding box on the “Military Events” display on the map. *Now you’re ready to play!*

SPECIAL SCENARIO RULES:

- 1) Ignore Leadership Phase (6.0) on Turn 15. All leaders start in place.
- 2) Crusades: The **first** time a Shield is drawn, Crusades begin (5.3.2).

Sword of Orthodoxy: Optional Circled Random Events

If you are using Optional Rule 5.3.8, apply the following optional random events when the corresponding circled letter appears on the current Turn Chit or Synopsis of Histories result. The symbol “■” indicates events found on the Synopsis. Other events are on the Turn Chits. *There are still some “TBA” (To Be Announced) events... feel free to suggest some on The Games of Ben Madison page on Facebook!*

- Ⓐ – **Earthquakes** strike Constantinople! Roll a die and place the “Theodosian Walls” Faction Tile in the corresponding box of the Omnibus Track. *It costs that many \$ to build it back.*
- Ⓑ ■ – **Justa Grata Honoria:** The Basileus’ cousin proposes marriage to Attila the Hun, leading to diplomatic chaos. If the Huns are currently on Path Γ, roll a die and reduce the number of Barbarian Armies on that Path by the number rolled (you must leave one remaining). *This can only happen once.*
- Ⓒ – **Fiscal Reforms** improve the economy. Roll a die and earn that many Solidus.
- Ⓓ – **Porphyrios the Whale:** Reports of sea monsters terrorize fleets. No Stolos can be placed on the map this Turn. Return any that are there to the “Lurking” round box.
- Ⓔ – **Pirates from Pisa:** If the “Holy Land” Outpost is on the map, lose \$2 from treasury.
- Ⓕ – **Khazar Allies.** If drawn from Turn 5 to 14, you earn 3 free attacks on Paths ΔEZ.
- Ⓖ – **Dark Ages:** If drawn from Turn 10 to 13, remove the University to the Counter Tray. The decline in urban living in the Empire leads to a collapse in formal learning.
- Ⓗ – **Christian Refugees** from the East help revive Byzantine scholarship. If the University is not on the map, you can build it for \$3. If it is on the map, roll a die and earn that many Solidus.
- Ⓘ – **Cyril and Methodius:** If Kiev is Pagan, roll a die; it goes Orthodox on a ☩.
- Ⓢ ■ – **TBA**
- Ⓚ – **Dynasty Overthrown!** If the Pope is Mean, he intervenes to back a usurper who promises to recognize Rome as the supreme ecclesiastical authority. Discard the existing Dynasty and draw a replacement, but reduce Schism to zero.
- Ⓛ – **Trading Rights:** If drawn on Turns 15 to 19, Venice wins concessions and tax-free trading rights, including turning part of Constantinople into an Italian Hong Kong. Earn one free Hospital, but lose \$3 from your treasury.
- Ⓜ – **Malik Shah:** If the “Seljuks” are on the map when this Chit is drawn, you can spend any number of saved Solidus and roll a die. If the die roll is lower than the amount you spent, you strike a deal with Malik Shah, ruler of the Seljuks, to join forces against rebellious Seljuk clans in Anatolia. If you succeed, **retreat** all Seljuks back to the “Mountain” spaces on Paths ΔEZ, and likewise retreat any Muslim Colonists on those Paths to the “Mountain” spaces. *Units only retreat, they do not advance.*
- Ⓝ – **Catholic vs. Orthodox Riots** in Constantinople. Place one Riot (if possible) there.
- Ⓞ – **Mongol-Crusader Alliance:** If the Mongols appear on the map *this Turn*, discard all Muslim Colonists on Mongol Paths from the game.
- Ⓟ – **War of the Sicilian Vespers:** If there are Latins in Constantinople, get +1 DRM for any

attacks against them this turn. *Infighting among the post-Crusader Latin powers in the Mediterranean spills over into Constantinople.*

Ⓢ – **1381-1420:** Possible alliance with France against the Ottomans? TBA

Ⓡ – **Council of Florence:** If drawn on Turn 24-27, and you control no “Mountain” lands in the East, roll a die and earn that many \$olidus, but discard all Monasteries from the game. *The Basileus agrees to recognize the supremacy of the Pope in exchange for Western aid, turning the Orthodox Church against the Monarchy.*

Ⓢ ■ – **409-500:** TBA

Ⓣ ■ – **501-590:** TBA

Ⓤ ■ – **581-660:** TBA

① ■ – **Revolt of the Optimatoi:** Élite troops revolt over pay and treatment. TBA

② ■ – TBA

③ ■ – **Paulicians!** Dualist forerunners of the Cathars... this hurts you. TBA

④ ■ – **Blachernae Church Miracles:** Frequent miracles surrounding an icon of the Theotokos (Virgin Mary) inspire Orthodox devotion. Roll a die to reduce Schism.

⑤ ■ – **Heresy Trials:** Politically motivated charges against academics drive scholars into hiding. If the University Tile is on the map, roll a die and place it that many Turns ahead (it returns on the resulting Turn).

⑥ ■ – **Comet: Portent of Doom!** -1 DRM to the *first* Attack you make this Turn.

⑦ ■ – **Galata Tower:** Genoese rebuild Constantinople’s magnificent Galata Tower. Earn \$1.

⑧ ■ – **Tamerlane!** If the Ottomans are on the map, roll a die and add the number of “Mountain” Themes you control (max: 3). On a 7+, Tamerlane devastates the Ottomans and then dies. Replace any Ottomans on Paths Δ, E, and Z with Armenians, Buyids, and Nomads respectively.

⑨ ■ – **Better Cannons!** Pay \$2 to roll a die. On a ☰, you now get a +1 DRM for battle on every Path, not just on Path B.

ERRATA:

Rule 11.3 needs to be clarified. “Muslim Colonists” on the map do not move unless the hostile Army ruling their Path is also Muslim. The rule should read as follows:

[11.3] **Muslim Colonists** (Clarification): “Muslim Colonists” on the map may advance at this time. If the next Theme closer to Constantinople is under **Muslim** rule (i.e. the Army on the Path is Muslim – 9.1.1), roll a die; on a ☰ move the Tile one box closer to Constantinople (10.6.7). If the Army on the Path is the **Seljuks**, don’t roll the die – just move the Colonist forward one space.

If your rulebook is dated 2025, the rulebook already includes the revised wording of 11.3.

Minor Errata and Typos:

[6.1] Change “Counter Tray” to “Omnibus” in rules Case 6.1 section in Red which states: “Return all “Riots” to the Counter Tray, along with one Faction of your choice (they were the ones

rioting!).”

[6.7.4] The blue text example in 6.7.4 is incorrect. It should state:

Example: On Path C, the hostile Saracens are in Melitene, which means the enemy controls 3 spaces (Melitene, Nisibis, and Persia). Since 3 spaces means a tie, roll a die; you roll a  – this means you are “winning” on that Path, so you put your -1 “Dynatoi” Tile down in the Path C Homeland.

[7.1] The blue example text in case 7.1 cites Patriarch Neophytus. That name is no longer used in the game.

[11.6] should say the Stolos goes back to the Lurking Box.

Typo: On the Sequence of Play chart, the “Enforce Orthodoxy” section refers to 10.3.1 (Saints). This should say 10.9.1.

Typo: The Sequence of Play card has a typo that states Nike above 3 can reduce Schism.

OPTIONAL RULES:

[A] **“Calling a Council”:** Instead of drawing a random Turn Chit (Rule 4.1), you (as Emperor) have the option of “calling an Ecumenical Council” to deal with the fracas *du jour* in Christian theology (see 5.3.1). This will always blow up in your face, but calling it at a time of your choosing can be better than letting it blow up at random.

To “call a Council”, just keep drawing random Turn Chits until one appears with a Council event (5.3.1). This is now your official Turn Chit for the Turn (4.1); put the rest of the ones you just drew back into the cup.

[B] **Delaying a Council:** *This is kind of the reverse of the preceding rule.* If you draw a Turn Chit with an Ecumenical Council, you can choose *not* to call a Council, and put it back in the cup to draw another Chit. (If the next Chit you draw has a Council, you’re stuck with it.)

[D] **Justinian and Civil War:** Rule 6.1.1 explains that a “Civil War” drawn on Turn 3 has no effect. This is to keep it from interfering with the rise of Justinian. If you want to allow the possibility of Justinian’s reign degenerating into civil war, use this rule:

If a “Civil War” icon appears on the Turn Chit drawn on Turn 3, conduct an ordinary Civil War (6.1.1). The Justinian Dynasty is considered the “incumbent”. If the Justinian Dynasty is victorious in the Civil War, return the would-be usurping Dynasty to the Dynasty Cup and proceed with the Turn. If the usurping Dynasty wins, discard both the Justinian Dynasty Tile and the “Justinian” Gray Basileus Tile; now draw a new Basileus to lead the newly established Dynasty, and proceed with the Turn. *Justinian and his family never get the chance to lead Byzantium to greatness!*

[E] **Italy Is Important:** In the basic game the Pope is removed from play when the “East-West

Schism” Tile is drawn. A more historical rule is that you don’t remove the Pope from play until both (a) the East-West Schism is drawn, and (b) the “Balkans” Tile is face up on Path B. *The Byzantine military presence in Italy kept the Papacy at least more aware of events in the East. After the fall of Byzantine Italy in the 900s, the Papacy began to see the Eastern Church as even more distant and mysterious, and thus worthy of contempt.*

[F] **Historical Patriarchs:** Instead of randomly selecting Patriarchs, the following list gives you one great historical Patriarch associated with each 40-year Turn period. Simply skip the random Patriarch selection process and apply the automatic modification (add to Schism or income) listed below for each listed Turn (*e.g. +1 Schism on Turn 2 for Acacius*).

- | | |
|---------------------------------------|--|
| (1) Nestorius: +0 | (15) Sergius II: +1 \$olidus |
| (2) Acacius: +1 Schism | (16) Michael I Cerularius: +1 Schism |
| (3) Menas: +1 Schism | (17) John VIII Xiphilinos: +1 \$olidus |
| (4) John IV Nesteutes: +1 \$olidus | (18) John IX Agapetos: +1 \$olidus |
| (5) Sergius I: +1 Schism | (19) Michael III of Anchialus: +1 \$olidus |
| (6) Paul II: +1 \$olidus | (20) John XI Bekkos: +1 Schism |
| (7) George I: +2 \$olidus | (21) Manuel I Charitopoulos: +0 |
| (8) Germanus I: +1 \$olidus | (22) Joseph I Galesiotes: +1 Schism |
| (9) Tarasius: +2 \$olidus | (23) John XIII Glykys: +0 |
| (10) Methodius I: +1 Schism | (24) John XIV Kalekas: +1 Schism |
| (11) Photius I: +1 Schism | (25) Matthew I: +1 \$olidus |
| (12) Ignatius: +1 Schism | (26) Gennadius Scholarius: +3 \$olidus |
| (13) Nicholas I Mystikos: +1 \$olidus | (27) Dionysius I: +1 \$olidus |
| (14) Polyeuctus: +2 \$olidus | |

Historical note: If using the “Historical Patriarchs”, here is some biographical information on each of them. *Thanks to Bob Kasten.*

- Nestorius (428–431) - His tenure led to the Nestorian Schism.
- Acacius (471–489) - Known for his role in the Acacian Schism due to the Henotikon.
- Menas (536–552) - Associated with the Three Chapters controversy.
- John IV Nesteutes (582–595) - Significant for the monastic reforms and his role in early Christological disputes.
- Sergius I (610–638) - Promoted Monothelitism, which later was condemned.
- Paul II (641–653) - During his time, the Lateran Council dealt with Monothelitism.
- George I (679–686) - His time saw the condemnation of Monothelitism at the Third Council of Constantinople.
- Germanus I (715–730) - Opposed Iconoclasm, leading to his resignation.
- Tarasius (784–806) - Presided over the Second Council of Nicaea, ending the first period of Iconoclasm.
- Nicephorus I (806–815) - A strong opponent of Iconoclasm.
- Photius I (858–867, 877–886) - His election led to the Photian Schism with Rome.
- Ignatius (847–858, 867–877) - His conflict with Photius was central to the Photian Schism.
- Nicholas I Mystikos (901–907, 912–925) - Known for his diplomacy and attempts at healing the

schism with Rome.

- Polyeuctus (956–970) - His time was marked by the growth of monasticism.
- Sergius II (1001–1019) - His tenure saw the continuation of Byzantine influence in the Church.
- Michael I Cerularius (1043–1058) - Associated with the Great Schism of 1054.
- John VIII Xiphilinos (1063–1075) - Known for his legal reforms.
- John IX Agapetos (1111–1134) - His time saw attempts at reconciliation with Rome.
- Michael III of Anchialus (1170–1178) - His reign was relatively peaceful.
- John XI Bekkos (1275–1282) - Promoted the Union of Lyons, which was contentious.
- Manuel I Charitopoulos (1240–1255) - Patriarch during the Latin Empire's rule over Constantinople.
- Joseph I Galesiotes (1266–1275, 1282–1283) - Involved in the controversial Union of Lyons.
- John XIII Glykys (1315–1319) - His time was marked by internal church politics.
- John XIV Kalekas (1334–1347) - Involved in the Hesychast controversy.
- Matthew I (1397–1410) - His term was during a period of Ottoman expansion.
- Gennadius Scholarius (1453–1463, 1464–1465) - The first patriarch under Ottoman rule.
- Dionysius I (1466–1467, 1488–1490) - Served multiple terms and was known for his resistance to Latin influence.

[G] Anatolian Plateau: The colonization abilities of the Seljuks in Rule 11.3 are simple but a little too impressive. Instead, only apply the magical colonization ability of the Seljuks on **Path E**.

[H] Armenians and Ottomans: When the “Armenian Revolt” Synopsis Event occurs, roll one die for every Muslim-controlled Land (not including Homelands) on Paths Δ, E, and Z. If **any** of the dice comes up as a 3, do not deploy the Armenians – just leave the Saracens on the map. (*The existing “Armenian Revolt” rule makes the ultimate appearance of the Ottomans a little too unlikely, mathematically.*)

SWORD OF ORTHODOXY RULES INDEX:

Abandon Outposts [10.2], [11.4]
Africa Retreat [12.2]
Akritai [10.3], [10.4.2]
Alexandria (\$) [8.4.1]
Anarchy [6.1]
Armenian Revolt [8.4.1]
Armies, Byzantine ~ [10.0]
Armies, Barbarian ~ [2.4.1], [9.2]
Army Strengths [2.4.1]
Army [9.1], [10.6]
Attack DRMs [10.6.6]
Attack Rolls [10.8]
Attack Barbarians [10.6]
Attacks [10.6]
Balkans Retreat [12.2]
Baptism of Rus' [8.4.1]
Barbarian Advance [9.2], [9.3]
Barbarians [2.4.1], [8.4.1], [9.0]-[9.4]

Basileus Economic Skill [6.2]
Basileus Missions [10.7]
Basileus Military Skill [6.2]
Basileus Religious Skill [6.2]
Basileus (Gold) [see Gold Basileus]
Basileus [2.5], [6.2], [10.7]
Basileus (Gray) [see Gray Basileus]
Black Dynasties [6.0]
Bulgarian Theme [10.6.6.1]
Bulgarians [????]
Bulgars [8.4.1], [10.6.6.1]
Buyids [5.2.3]
Byzantine Outposts [10.1]
Byzantine Empire, History [1.0], [2.0]
Byzantine Music [5.5]
Byzantine Action Phase [10.0]
Byzantine Politics [6.2.1]
Caliph Effects [9.5]

Caliph [10.7.3]
 Caliph [2.8], [7.3], [9.4], [11.8]
 Carthage [5.2.3], [8.4.1]
 Catholic Charity [8.4.1]
 Chi (X) [1.2]
 Chit-Based Events [5.3]
 Chit Draw [4.0], [4.1]
 Chits [see Turn Chits]
 Christian Tiles [6.7.2]
 Chronographia [2.3], [5.1], [5.2]
 Civil War [5.3.5], [6.1.1]
 Colonists [2.8], [10.6.7], [10.7.11], [11.3]
 Constantinople [2.2.2], [9.6], [10.6.9], [12.1]
 Constantinople: City Defense [9.3]
 Constantinople Betrayed [5.4.2]
 Coptic Revolt [8.4.1]
 Council of Chalcedon [5.2.1]
 Council of Ephesus [5.2.1]
 Counter Tray [3.1]
 Crete Retreat [12.2]
 Crossed Swords [6.1.1]
 Crusade, First [5.5.1]
 Crusader Attacks [5.5.2]
 Crusader Shields [5.3.2]
 Crusaders in Constantinople [5.5.2]
 Crusades Continue [5.4.2]
 Crusades Begin [5.4.1]
 Crusades [5.3.2], [5.4], [8.4.1]
 Crusades Table (p. 24)
 Cups [2.1]
 David the Builder [8.4.1]
 Delta (Δ) [1.2]
 Die Roll Modifier (DRM) [1.1]
 DRM [1.1]
 Dynastic Abilities [6.1]
 Dynasties, Color [6.0]
 Dynasty [3.2], [6.1], [6.8]
 Dynasty, New [6.1]
 Dynasty Overthrow [6.1]
 Dynatoi [6.7], [10.7.8], [10.10]
 East-West Schism [5.3.3]
 Eastern (ΔEZ) Advances [9.3]
 Eastern Theater [2.2.1]
 Ecumenical Councils [5.2.1], [5.3.1]
 Egypt [2.7], [11.4], [11.5]
 Egypt: Conversion to Islam [11.4]
 Egypt: Coptic Revolt [8.4.1]
 Egyptian Outpost [11.4]
 Egyptian Religion [2.7], [11.4]
 Egyptian Grain (\$) [8.4.1]
 Egyptian Apostasy [11.4]
 Empires in Rubble [2.8], [8.3]
 Enforce Orthodoxy [10.9]
 Ephesus/Chalcedon [5.2.1]
 Excubitors [10.6.2]
 Factions [2.2.2], [10.12], [12.1]
 Fall of Rome [8.4.1]
 Fire Icon (Social) [5.3.7]
 Fitna [7.3]
 Free Attacks [5.5.1], [10.8]
 Game Map [2.2]
 Game Turn 1 Special Rules [6.0]
 Gamma (Γ) [1.2]
 Göktürks [8.4.1]
 Gold Basileus [2.5], [6.2.3], [10.7], [11.10]
 Gray Basileus [6.2]
 Greek Letters [1.2]
 Greek Blue Banners [8.4.1]
 Greek Patriôtes [5.3.4], [10.6.6.2]
 Greek Fire [5.3.4], [10.1], [10.5], [10.6.5]
 Greeks [8.4.1]
 Hagia Sophia [10.12]
 Henotikon [8.4.1]
 Heretical (Σ) Patriarchs [6.3]
 Holy Land [5.4.1]
 Holy Roman Empire [8.4.1], [12.2]
 Homelands [2.2.1], [6.7.2]
 Horse Tribes [2.4.1]
 Hospital Effect [9.5.2]
 Hospitals [9.5.2], [10.3], [10.4.1], [10.7.9], [11.10]
 Iconoclasm [8.3]
 Income Calculation [7.0]
 Islam [2.8], [5.2.3], [8.3]
 Islamic Armies [8.3], [9.1.1]
 Isolated Monasteries [9.7]
 Italian Outposts [10.1]
 Italy Retreat [12.2]
 Jihad [8.3]
 Justinian [5.1], [6.2]
 Kastron [5.3.4], [6.6], [9.5.5]
 Khan Roll [7.2]
 Khan! [7.2], [9.4], [10.7.3]
 Kleidíon (Battle) [8.4.1]
 Kyiv [8.4.1]
 Landing in Egypt [5.4.2]
 Latins & Riots [10.6.3], [10.6.9.1]
 Latins in Constantinople [10.6.3], [10.6.9.1]
 Lazica [10.5], [10.5.1] [5.3.4], [10.5], [10.6.5]
 Leadership Phase [6.0]
 Legislate [10.7.8]
 Lombards [8.4.1]
 Lurking Box [10.6.5]

Magister Militum [5.2.2], [10.8]
 Magyar Princess [8.4.1]
 Magyars [8.4.1], [9.5.3]
 Man Tribes [2.4.1]
 Map Themes [2.2.1]
 Map Zones [2.2.1]
 Map [2.2]
 Mean Popes [6.4]
 Migration Events [5.2.3]
 Military Events [8.3], [10.6.2]
 Monasteries [9.7], [10.3], [10.14], [11.1]
 Mongols [5.2.3], [11.7], [8.4.1]
 Mountains [9.5.1]
 Muslim Armies [8.3], [9.1.1]
 Muslims [2.8], [11.3]
 Mutilation [6.2.3]
 Naval Reforms [10.7.5]
 Nestorius [6.3]
 New Pope [6.4]
 New Patriarch [6.3]
 New Dynasty Roll [6.1]
 Nice Popes [6.4]
 Nike: Spending ~ [10.15]
 Nike [6.1], [6.8], [10.6.1], [10.15]
 Normans [5.2.3]
 Ostrogoths [8.4.1]
 Ottoman Empire Table (p. 24)
 Ottomans [8.4.1]
 Outposts [10.1], [10.2]
 Outposts, Abandoning [10.2]
 Pandiakterion [see University]
 Parts List [2.1]
 Paths [2.2.1]
 Patriarchs: Heretical [6.3]
 Patriôtes [5.3.4], [10.6.6.2]
 Paying Tribute [6.5]
 Pechenegs [8.4], [8.4.1]
 Persians [8.3]
 Pi (II) Social Skills [11.9]
 Pi (II) [1.2]
 Plague [8.4.1]
 Political Events [8.4]
 Pope [6.4]
 Pornocracy [8.4.1]
 Prop Units [9.5.3]
 Purple Dynasties [6.0]
 Random Barbarians [5.3.6]
 Ravenna [8.4.1], [12.2]
 Red Disk Chits [5.3.4]
 Reforms [5.3.4]
 Religious Events [6.7]
 Reserves [2.2.1]
 Retreat [12.2]
 Riots [6.1], [8.4.1], [10.6.3], [10.6.9.2]
 Rise of Islam [2.8], [5.2.3], [8.3]
 Roman Empire Split [1.0]
 Rotrude [8.4.1]
 Round Letter Events [5.3.8]
 Rubble Levels [2.8], [8.3], [10.11]
 Saints [10.9.1]
 Saracen Attacks [2.8], [8.3]
 Scheming Empress [6.2.2]
 Schism Level [2.6], [5.2.1], [5.3.1], [10.9]
 Schism [10.2]
 Scholar Emperor [8.4.1]
 Seize Outposts [10.1]
 Seljuks [8.4.1]
 Serbs [8.4.1]
 Setup Phase [3.0], [3.2]
 Shift Forces [10.13]
 Sicily [8.4.1]
 Siege [9.3], [9.6], [12.1]
 Sigma (Σ) [1.2]
 Sigma (Σ) Patriarchs [6.3]
 Silkworm Heist [8.4.1]
 Skanderbeg [8.4.1], [9.5.3]
 Slavery [10.7.9]
 Slavs [8.4.1]
 Social Icon (Fire) [5.3.7], [6.7]
 Social Skills [11.9]
 Social Tiles (Christians/Dynatoi) [6.7.2]
 Social Tile Effects [6.7.4]
 Social Tile DRMs [10.6.4]
 Social Tiles: Placement [6.7.1]
 Stolos (Fleet) [8.4.1], [10.6.5]
 Strategic Retreat [12.2]
 Strategikon [8.3]
 Sword Icon (Red) [10.6.8]
 Synopsis [8.0]
 Taurus Mountains [9.5.1]
 Taxation Phase [7.0]
 Theaters (Map) [2.2.1]
 Themes [2.2.1]
 Theodosius [6.2]
 Tiles (defined) [2.4]
 Tribes (ABI) [2.4.1]
 Tribute [6.5], [9.5.4]
 Tricameron [8.4.1]
 Triumph of Orthodoxy [6.3]
 Turn End Phase [11.0]
 Turn Chits [2.3], [5.0]
 Turn Chits & Armies [9.1]

Turn Start Phase [5.0]
University [5.4.2], [10.7.12]
Uprising of Asen & Peter [8.4.1]
Venice [8.4.1]
Victory Conditions [12.0], [12.3]
Victory and Defeat [12.0]
Victory Points [12.3]
Walls of Theodosius [10.12]
War in the East [2.8], [8.3]
War in the East Table (p. 24)
Western Theater [2.2.1]

Western (ABT) Advances [9.2]
White Huns [8.4.1]
X Social Skills [11.9]
Zoë and Theodora - [6.2.1]
Zones [2.2.1]

© 2025 R. Ben Madison and White Dog Games.
Date of issue: 1 March 2025. Ignore any previous version!

Player Advice by *Bob Kasten*

(Spoilers!)

If something in the is possible in the game it is usually worth doing at some point. Explore all options and do not ignore anything.

Push very hard for Reforms as quickly as possible. This is crucial.

Get the Monasteries up and running as soon as possible so gold can be banked in big \$\$\$ turns.

In the early game, escape the frequent Plague via Hospitals. Use the Basileus as much as possible.

Keep Hospitals, Akritai, and lots of attacks in the far east to keep the Persians at bay and ease the Saracen and Seljuk pressure when or if it happens.

Get rid of the Vandals whenever possible and make use of the Excubitors, Akritai, and Magister Militum to get high value attacks.

Converting Kiev to Orthodox before the Mongols destroy it can be well worth it if you have the \$\$.

It's often a good idea to let Zones A and B fill up with low quality armies so as to have a higher chance of success using the Magister Militum's free attacks to run up Nike and Solidi. Try to never end a turn with more than 3 Armies in A and B, and Γ.

The West can usually be kept under control relatively easily. But be mindful of a double deploy when a Rex shows up!

Don't worry too much about Factions. It ends up being easier to attack armies via shifting forces than it is to spend 5 gold on replacing Hagia Sophia. Factions will get burned up defending the city from Saracens. But you want to put a high priority on not ever allowing siege attempts. It consumes expensive Factions and runs the risk of a sudden death loss.

End a Turn with no less than \$2 to purchase a Tribute on Path C when you end with 4 Armies there, or have Armies in the East 3 Themes or less away.

NEVER end a turn with Schism above 5!

Rules Questions and Answers:

[5.1] - The Caliph and KHAN! tiles can remain in the Chronographia until the Taxation Phase when their placement is rolled. Alternatively, one could place these tiles on the map, but off to the side, as a reminder that they get “placed” (per 7.2 and 7.3) in the Taxation Phase. Both are functionally identical gamewise.

[5.4.2], wherein the Latin Crusaders land in a Coptic controlled Egypt and gain a foothold such that the Egypt Outpost is again available (and can be abandoned again). The Holy Land Outpost comes into the availability pool upon the First Crusade, and the only way to lose it is to Abandon it.

[6.7] - A Dynatoi/Christian tile coming off the Chronographia should return to the counter tray. (Note that the Commit Basileus rule that moves a Christian/Dynatoi tile to the Chronographia is to reduce the maximum number of “Socials” that can be deployed to the map.)

[8.4.1] - For Synopsis of Histories Events, the Events occur in the order listed, and are usually applied immediately.

[8.4.1] - Kleidion and Tricameron are special cases that allow an attack on the last Army in the applicable Zone (which is normally prohibited). That attack still costs \$1 as it is necessary to defeat that Army to win the event. With a Stolos it becomes necessary to defeat both the Stolos and the Army and therefore the cost is \$2.

[8.4.1] - Rotrude Synopsis Event is a player choice/option: roll for money; or roll for lower schism (but only if the Pope is Nice).

[9.4] The Caliph roll and placement are done in the Taxation Phase, and the determination for Fitna/Caliph and the associated \$1 Fitna bonus is done at that time. Subsequently, in the Barbarians Phase, a determination is made whether an advancing Path is Muslim [as implied in 9.4] and whether the extra Caliph advance applies. An example is when, in the Synopsis Phase, an event changes a Saracen Army to a non-Muslim army (i.e., Armenian), the extra Caliph advance is NOT made by that non-Muslim Army.

[9.5] - Taurus Mountains and Hospitals need to be applied first per 9.5.1 and 9.5.2 on Paths in the East. Prop Units occurring in Zone B in the West need to be resolved first. After that, Kastrons and/or Tributes can be used in any order you choose.

[9.5.2] *Clarification:* Hospital clarification: when a Hospital defends against an advancing Army, exactly as a Taurus Mountain, it is NOT flipped to Used. It can be used in this defensive role repeatedly as long as it is in controlled territory. The Hospital is only flipped to Used when Cure Basileus is invoked.

[10.3] - A Hospital used in defense is not considered “Used”. It just remains there, even if under enemy occupation. You can choose to pick it up and rebuild it somewhere else, or, if you recapture the Land it's in, it functions normally the next time the enemy enters that land. It is “Used” when healing the Basileus.

[10.4.2] *Clarification:* Akritai can affect the “winning/losing roll” by one pip (your choice) on a Social Event, but not the “which Path” roll.

[10.6.5] - The Stolos returns from the Chronographia and is placed in the Lurking box in the Turn Start Phase which is the Stolos start position. The Stolos, whether located in the Lurking box or the counter tray, is game-functionally equivalent. The Lurking box is merely a convenient map location for the tile when it is not deployed to a Barbarian Army.

[11.5] When Egypt is on Path Z, “Egypt is already conquered” but 11.5 still applies as the Egypt Outpost would flip to the "Fallen" state, and is therefore no longer available to be abandoned. Remember that this case handles both the conquest of Egypt as well as the availability of the Outpost. As well, a “Barbarian” in game terms is any Army on a Path or Zone.

[Historical information on the back of Turn Chits] – The “Ecumenical Council” Turn Chits have information on the back. This just tells you something about the historical doctrines debated at that Council, and has no game function.