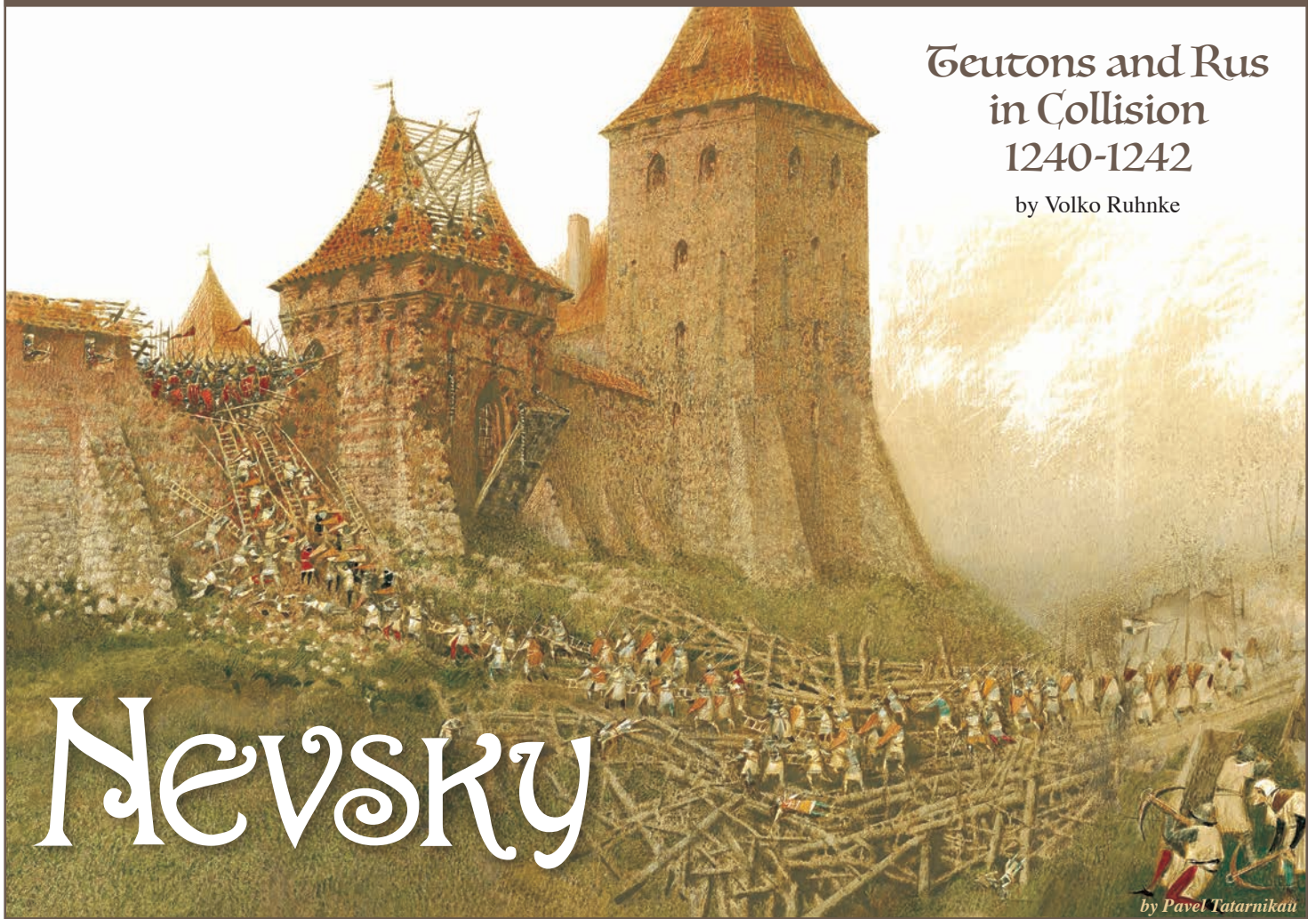


Teutons and Rus
in Collision
1240-1242

by Volko Ruhnke



NEVSKY

BACKGROUND BOOK

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NEVSKY—Some Play Hints

By Wendell Albright with Peter Wagner

You've opened the box, stickered the Lords, punched the markers, laid out the map, and read the rules. Now what? Here are some hints for what to actually DO with your forces in *Nevsky*.

First – How big of a force do you need? Lords with six or fewer units only require one Provender if they move or fight. So, do you REALLY need that Vassal that brings you to seven units? Sometimes, the answer is going to be yes – you want a large force to intimidate the enemy or Storm a City or maybe back the enemy into a corner where they have to stand and fight. Just remember that, when you've got Hermann or Aleksandr all maxed out, somebody's going to have to feed those extra soldiers.

Second – Are you ready to Campaign? You can do what we did the first time we played *Nevsky* and send a force of Teutonic Knights boldly into Novgorodan territory in the middle of Winter with little Transport and not much Provender. And then you can find your little army dissolving (Disbanding) quickly for lack of supplies. Worse yet, if you are far enough away and poorly equipped, you can even end up Disbanding permanently – which is bad.

So, before making any incursions, assess your Assets. What's the Season? (Foraging is much easier in Summer.) Where do you think you are heading? How big is your force? Depending on the Season and what your force does, you can get some Provender (and victory points) by Ravaging enemy territory – but you still may need to use some of your Muster actions to lay on some Transport, and do some Supply actions to give you a reserve of Provender so you don't have to come dashing home hungry, chased by wolves.



Pay attention to your Lords' surroundings. A couple of ways – first, be careful to have a clear path for Avoiding Battle or Retreating if defeated. And also consider how a Lord can be in a position to delay the enemy by being in what you think will be his path; sometimes delaying an enemy by offering Battle can be more important than avoiding a defeat.

And pay attention to where you expect your Lords to END the Campaign, because THAT will determine whether or not individual Lords can do anything in the following Pay and Muster phases. It's fine to go out and Ravage enemy lands and Storm their Castles – in fact, that's how you win – but if a Lord needs to Muster for some reason, he will have to end up in a Friendly space. And if you want to Pay a Lord with Loot to extend his Service, you will also need a Friendly space. Outside of your home country, a Conquered Stronghold is the only place that gives you the ability during Muster to

add Capabilities and Levy Vassals. So, keep that in mind.

This is easier for the Teutonic Knights; those small Russian Forts are relatively easy to Storm. But they aren't auto-wins; we have more than once ended up with Hermann deep inside Rus, sitting embarrassed outside of an enemy Fort at the end of a Campaign, unable to Muster because the small Russian garrison had managed to repel Hermann's Knights. One hint: you can't Forage at a captured Stronghold deep in enemy territory if you Ravaged the surrounding countryside before Conquering it....

One thing to do in Muster is add Capabilities; they are really important. So, assuming you didn't end your Campaign sitting forlornly outside of an enemy Fort and you can Muster, look at the situation and what a Capability might do, either for a specific Lord or for your side. But remember – when you take a Capability, you are taking the EVENT on that card out of play. Not to say you don't ever take a given Capability – maybe BALTIC SEA TRADE is important enough for the Coin it can generate to forego the possibility of drawing an OSILLIAN REVOLT that could force Andreas to Disband. But look at both halves of the card when deciding whether to take a Capability – and remember, you can discard a Capability later on.

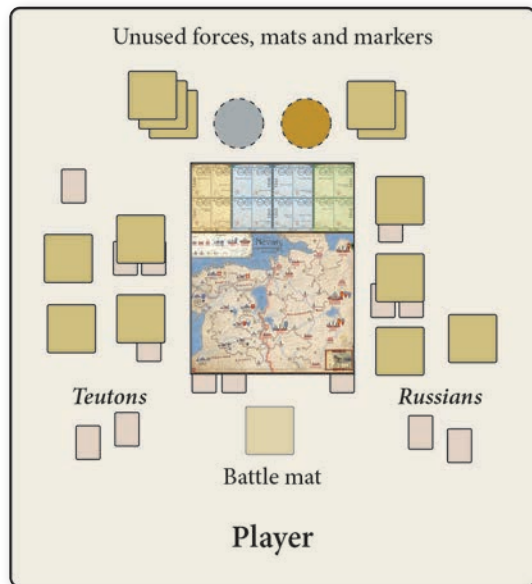
That said (and depending very much on what scenario you are playing), we suggest that the Teutons usually should have the WILLIAM OF MODENA Capability in play. The extra command action he can confer to a Lord during the Campaign is very valuable, as is his ability to bring in a Lord without having to make a roll against his Fealty. Also, if the Danish princes Knud & Abel or Heinrich are in play, the TREATY OF STENSBY makes them a lot more effective – but that does, alas, remove the GRAND PRINCE event that can delay entry for Aleksandr or Andrey.

ARCHBISHOPRIC is really nice for the Russians, since it ramps up Novgorod's ability to provide supplies to all of their Lords. Particularly in a longer scenario, look at giving STONE KREMLIN to one of your Lords like Domash – what's nice about this is you can improve the defenses of a couple of your Strongholds (Novgorod for one!), and then later on discard the card by taking other "This Lord" Capabilities. SMERDI is another interesting Russian Capability, allowing you (at the cost of Commands) to get some additional arrow-fodder (no cannons involved at the time) if you expect a Battle or a Storm. And, in our view, the Russians should nearly always take the BLACK SEA TRADE Capability; one Coin a turn is a lot of flexibility in extending Lords' Service, and the BLACK SEA TRADE is harder for the Teutons to disrupt than the BALTIC SEA TRADE.

This is the 13th Century, not a time of centralized states, and all of these Lords have other things to do. If you want to keep them in the field, you're going to have to Pay them to extend their Service. Keep an eye on the Calendar to see when each of your Lords' Service (and that of Vassals, if using the advanced rule) is due to end. If it's soon and you don't want to let them Disband, you may have to plan on finishing the Campaign in a suitable place – you can only use Loot in Friendly spaces, and Loot (especially for the Teutons) is easier to obtain than Coin.

You will also have to decide whether you even WANT to keep a Lord on the map. Lords like the Karelians and Rudolf can cycle on and off fairly quickly, but if Andreas or Andrey leave, they will be gone for quite a while taking care of other pressing business – so you probably don’t want to let them go if you can avoid it. If, however, a Lord has been mauled in battle, letting him Disband is a way of allowing him to replenish his forces – though obviously this is more of a consideration in the longer scenarios, where there is more time to Disband and return. Though you cannot voluntarily Disband a Lord or keep him from Feeding with his own Provender, you can take actions (such as Marching once Provender and Loot are gone) that will push his Service toward Disbanding.

Finally, if you are the Russians and you’re playing the full-length scenario, don’t despair. Early campaigns are going to be tough as Hermann, Andreas, and Rudolf run around Ravaging and Storming. But the Veche gives you some advantages in keeping your Lords in the game, and once Aleksandr and Andrey are summoned and build up their forces, they can turn the tide. Remember – this game is called *Nevsky* for a reason!



Solitaire NEVSKY

Nevsky includes no solitaire system, but a single player readily can handle both sides. Set up the table as suggested in the illustration above and alternate in the Teutonic and Russian roles by the normal sequence of play. The only information that one side hides from the other will be Held Event cards (3.1.3) and Command Plan card stacks (4.1). Keeping these cards face down whenever playing the other side can help you forget their contents. Alternatively, keep all these cards face up throughout play – doing so somewhat alters decision-making, but the game will still work well. Either way, simply alternate making the best decisions that you can for each side with the information that you have available.

Examples of Play

These examples, while not exhaustive, walk through the game’s core procedures plus a few potentially tricky cases. Rules references appear in parentheses.

Setup

Nevsky scenarios should set up quickly because Lords start with just the initial Forces, Assets, and Vassal Service markers shown on their mats (see 2.1 and 6.0). Lords at start have none of their Vassals Mustered, so no Vassal Forces, and no Special Vassal markers (Summer Crusaders or Steppe Warriors, 1.5.1) unless and until they receive the necessary Capability cards.

It may also speed setup to note that all scenarios start Service markers as if on-map Lords had just Mustered the previous turn (placing the markers the number of boxes ahead of the scenario’s starting box equal to each Lord’s Service rating less one) or in the Calendar’s last box if reaching it.

Setup will vary, though, based on what players select for their Lords’ starting Transport, and then by the first Levy’s draw of some random Capabilities.

The first illustration shows the Russian player’s area after setting up the Watland scenario and drawing Capability cards during the initial Levy (see next page). The Russians begin with just one Lord Mustered, Domash. Note that he starts with five forces units on his mat—his household retinue, if you will—but no Vassal forces Mustered, only their three Service markers in the Assets & Vassals box indicating that they are Ready to be called.

Domash’s mat allows him to begin with any four Transport, including Ships. The Russian player has chosen to start Domash with three Sled markers and one Ship marker (even though the Ship will not be useful until later in the scenario).

Levy

Each 40-day turn in *Nevsky* comprises a Levy phase and then a Campaign phase; a pair of 40-day turns make up a Season (2.2.1). Each turn, players first Levy to mobilize various resources then plan and run a Campaign of movement of forces and supplies (3.0). During Levy, each side and its Lords and higher authorities will receive potentially helpful random cards, check whether already Mustered Lords can continue to Campaign, and then Muster additional Lords, Vassal forces, Transport markers, and Capability cards.

NOTE: Keep the Sequence of Play aid sheet handy while proceeding through Levy. The top half of the sheet lays out all its steps.

Arts of War: Capabilities. To start the first Levy of a scenario, each side shuffles their Arts of War deck and randomly draws two Arts of War cards as Capabilities (lower half of the cards, 3.1.2). Drawn “No Capability” cards do nothing. In this case, the Russians draw LUCHNIKI and STEPPE WARRIORS.

- The first card, LUCHNIKI, says “This Lord” and may be given to Domash (as shown by his coat of arms appearing on the

Capability section of the card), so the player tucks this card underneath the bottom edge of Domash's mat. Had the card been a This Lord Capability that was limited to Lords other than Domash (look at a DRUZHINA card, for example), the player would have had to discard it and move on to the second card draw without redrawing the first Capability card.

- The second card, STEPPE WARRIORS, does not say “This Lord”, so the player tucks it under the Russian edge of the board. Even though the Capability applies only to the Lords Aleksandr and Andrey and neither is currently Mustered, the player keeps the Capability because it is not a This Lord card (3.1.2). There will be later opportunities to discard this Capability if the player wants to do so (4.0, 4.9.3), or Aleksandr or Andrey may join the fray and use it. Note that if Aleksandr had started the scenario Mustered, the player would add Aleksandr's Steppe Warriors Special Vassal Service markers to his mat as an immediate benefit of that Capability (3.4.2).



Russian player area after setup of the Watland scenario and the initial Arts of War random draw.

Arts of War: Events. At the outset of each Levy phase after the first of the scenario, players randomly draw two Arts of War cards as Events (upper half) instead of Capabilities (3.1.3). Each player shuffles together all Arts of War cards of that side not currently in use—that is, all Arts of War cards except currently Mustered Capabilities and currently Held Events (3.1.1). There will always be three No Event cards in the Event draw deck.

For purposes of our playthrough, presume that play has reached the second 40 Days. First the Teutons then the Russians draw two Arts of War cards, look at them (without revealing them, in case of Hold cards), and implement them one by one, as applicable. Events either take effect immediately and are discarded at once (for example, several Events that say “on Calendar”), stay in force and in play for the rest of the current Levy phase and/or through the ensuing Campaign (if they say “this Levy” or “this Campaign”), or stay face down in the player's area for later use at the player's discretion (“Hold”, 3.1.3). “No Event” means that nothing happens.



Using the same situation as our setup example above, after the Teuton player draws, the Russian player draws DEATH OF THE POPE and HILL.

The Russian player first looks at the top card of the Russian Arts of War deck, in case it is a Hold card that will be kept secret. DEATH OF THE POPE is not a Hold Event, so the player reveals it. This Event has both immediate and lingering effects. If the Teutonic Capability WILLIAM OF MODENA is currently in play (previously Mustered, thereby putting the Legate pawn in play, 1.4.1), the Teuton player must immediately discard it and set the pawn aside. The Event remains face up for the remainder of the Levy (“this Levy”), blocking Teutonic Lords from Levying WILLIAM OF MODENA. You may wish to place the Russian Event card near the Teutonic player as a reminder. At the end of the current Levy, the card returns to the Russians' Arts of War deck.

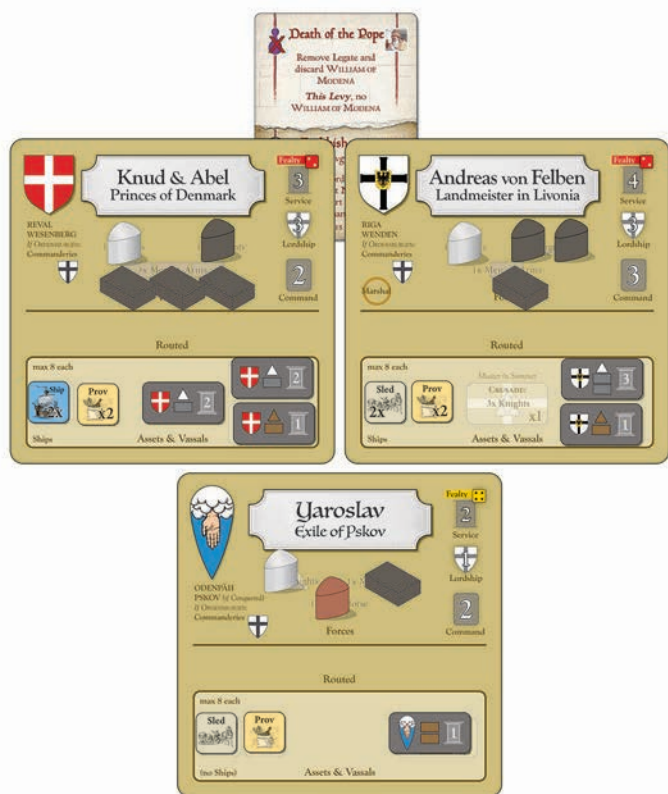
By the way, the absence of the DEATH OF THE POPE card from the Russian Arts of War deck in the upcoming Muster segment will temporarily prevent the Russians from obtaining the ARCHBISHOPRIC Capability featured on the same card (R15). Players may NOT decline Events to keep the Capability available (1.9.1, 3.4.4).

The second card, HILL, is a Hold card, so the Russian player looks at it and keeps it, face down, for possible later use or discard.

NOTE: Should you have a question about how to implement the text on any card, consult the “Tips” for that Event or Capability in the Arts of War section of this background booklet for help.

Pay and Disband. After drawing random cards, the Levy phase includes an opportunity to Pay Lords to stay in the fight followed by a check of whether any Lords Disband (3.2-3.3). This Pay and Disband procedure works the same as during a Feed/Pay/Disband segment at the end of each Command card (4.8). Refer to the Feed/Pay/Disband section later in these Examples of Play for details.

Muster. The main part of the Levy phase is the Muster segment, when Teutonic and Russian Lords who are already Mustered one by one use their Lordship rating to call upon other Lords to join them or to mobilize their Vassal forces, Transport, or more Capabilities (3.4). Let's stick with the Watland scenario as our example but switch sides to walk through a Teutonic Muster.



Teuton player area before the first Levy's Muster.

The Teutons start the scenario with three Lords already Mustered. A key restriction on Lords building up during Levy is that they must start the Muster segment already in the field and in a Friendly Locale—that means, in their own side's territory (for the Teutons, Livonia or Estonia), or at a Stronghold that belongs to them in enemy territory because they have Conquered or built it, and not involved in a Siege. That is so for all three Teutonic Lords here. The pro-Teuton Yaroslav, for example, is in Russian territory but at the Conquered Stronghold of Pskov.

Let's look at the Teuton player's area at this moment (above). Each of the Lords on the map has his mat (1.5.2) with starting Forces, Assets, and Vassal markers (6.0).

- The two Lords with starting Transport options, Andreas von Felben and Yaroslav, have selected Sleds—sensible, as the Season is Winter. Knud & Abel meanwhile always start with Ships.
- Andreas is missing one Vassal Service marker: this Crusaders Special Vassal appears only via the CRUSADE Capability card (1.5.1, 3.4.2).
- For our example, the Russian Event DEATH OF THE POPE is in effect, blocking WILLIAM OF MODENA for this Levy phase (3.1.3).



Teutonic Lords at the start of the Watland scenario.

Because these three Lords are all in Friendly Locales, the Teutons may now have each in turn Levy Vassals, Transport, Capabilities, or other Lords (3.4). Let's stick with **Andreas**, who will use his Lordship rating of "3" (shown in the kite-shield shape on his mat) for three Levy actions.

The Teutonic player wishes to use Andreas's first Levy action to add a Capability card (3.4.4). The player searches through the Teutonic Arts of War deck to pick out ORDENSBURGEN. This Capability does not say "This Lord", so the player tucks the card half-way under the western edge of the game board to show that the card simultaneously affects all the Lords indicated by the coats of arms in the (lower) Capability section of the card—here "ALL" Teutonic Lords. As long as it is in play, ORDENSBURGEN adds an extra Seat at each of the Teutonic Knights' Commanderies, depicted on the map with small black-cross-on-white Seat symbols (1.3.1, not to be confused with Teutonic master Andreas's larger, more ornate symbols at Riga and Wenden).



The coats of arms on the card also restrict which Lords may Levy the Capability in the first place (even if not "This Lord"). Andreas is included within "ALL" on ORDENSBURGEN, so he was indeed allowed to bring the card into play (3.4.4).

The player next would like to add another Teutonic Lord to the map. Checking the Calendar, the player sees the Heinrich and Rudolf cylinders are in or left of the current box, meaning they are Ready to Muster (3.4.1). The player will use Andreas's next Levy action to try to coax Heinrich to the fight.



Calendar showing two Teutonic Lords Ready for Muster on the Levy of turn 4.

Checking Heinrich's mat (or the Lords reference sheet), the player sees by Heinrich's orange "Fealty" die symbol that he requires a roll of "3" or less for him to Muster. The player rolls a die and fails on a roll of "5".

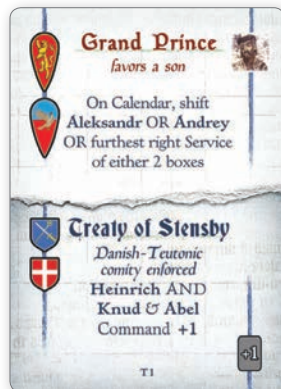
Intent on adding Heinrich to the fray, the player has Andreas expend his third and final Lordship action to try again. This time the player rolls a "2"—Heinrich Musters.



The player takes Heinrich's cylinder from the Calendar and places it with Andreas's at Fellin, so that Heinrich can follow the Marshal Andreas on Campaign without delay. Lords Muster at their own Seats; Heinrich is able to Muster at Fellin (instead of Leal) only because that Stronghold counts as a Seat for Heinrich (3.4.1) via the ORDENSBURGEN card.

The player then puts Heinrich's rectangular Service marker on the Calendar, four boxes ahead of the current box 4 into box 8 (because Heinrich's Service rating shown on his mat and on the Service marker is "4"). Heinrich's mat joins the Teutons' side of the table, outfitted the same way as if set up for a scenario, with initial Forces, Assets, and Vassal markers indicated (3.4.1). Note that Heinrich may not use his Lordship this Muster segment since he did not begin the Levy phase on the map (3.4).

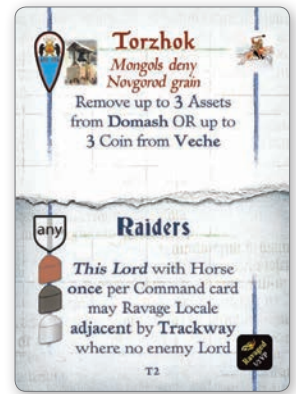
With Andreas done for the segment, the player chooses Knud & Abel to act next. The player uses the first of three actions to obtain TREATY OF STENSBY, allowed because **Knud & Abel** have their coat of arms on the Capability (3.4.4). Even though it was Knud & Abel who Levied it, the Capability will help Heinrich also, since this is not a "This Lord" card and Heinrich's blue coat of arms is shown on the card.



With two Lordship remaining, Knud & Abel next Muster one Vassal ("Dietrich von Kivel") by sliding that Service marker from the Assets & Vassals holding area of the Lord mat forward into the Forces area and placing the depicted Forces on (or near) the marker, in this case, one Knights unit and one Men-at-Arms unit (3.4.2). Finally, the Danes add one Sled as their third Levy action (3.4.3).

Lastly, **Yaroslav** with his Lordship of "1" selects and Levies the Teutonic RAIDERS Capability. Raiders includes the text "This Lord", so the player tucks the card half-way under the bottom edge of Yaroslav's mat, instead of under the map board as for ORDENSBURGEN and TREATY OF STENSBY. Each Lord may have at most two such This Lord Capabilities (3.4.4).

The **Russians** would do their Lords' Muster next (3.4). However, we will skip discussion of Russian Muster here so that we can move on to the next and final step of the Levy phase, Call to Arms.



NOTE: The Russian player can shorten play time by going ahead with Russian Muster while the Teutons player carries out Teutonic Muster.

Call to Arms. In our case, the Teutons skip this entire phase because the WILLIAM OF MODENA Capability and therefore the Legate pawn are not in play (3.5.1). The Russians, however, have some options....

Russian Call to Arms represents the influence of the Novgorod Veche (noble assembly) as a higher political authority. The Russian player has one "Conquered IVP" victory point marker in the Veche box on the game board, representing the degree of Novgorod's independence from Russia's princes such as Aleksandr. During Call to Arms, the Russian player may either expend a VP marker for a Levy benefit, decline to Levy a prince who is Ready to gain a VP marker, or do nothing (3.5.2).



Checking the Calendar, the Russian player sees that neither prince—nor Andrey nor Aleksandr—is Ready: both their cylinders are in boxes to the right of the current Levy (3.4.1). Therefore, no decline of Ready princes for added VP is possible (3.5.2).

The Russians could just hang on to the Veche VP that they have. But seeing Heinrich added to a menacing number of Mustered Teutonic Lords, the Russian player decides to spend 1VP to automatically Muster a Ready Russian Lord, in this case Vladislav. The player puts Vladislav's cylinder at his Seat at Ladoga, his Service marker in box 7, and his mat at the Russian side of the table with initial Forces, a Sled and a Provender, and his four Vassal markers. This costs the Russians the removal of the Conquered IVP marker that starts this scenario in the Veche box. The player slides the white Victory marker from box 1 off the game board and sets it aside.

Discard. Levy is now over, so the players flip the "Levy" turn marker over to "Campaign" (2.2.2) and discard the DEATH OF THE

POPE “This Levy” Event card to the Russian Arts of War deck (3.1.2, 3.5.3). Then, at the beginning of the Campaign that immediately follows the Levy, the players check their Capability cards along their board edge (those Capabilities that are not “This Lord” at Lord mats). They must discard any in excess of their total Lords on the map (4.0). The Teutons have two such cards, ORDENSBURGEN and TREATY OF STENSBY, compared to four Lords Mustered: room to spare. The Russians still have STEPPE WARRIORS that they drew during scenario setup (6.0) compared to two Lords on map: there is no excess here, so the card is not discarded.



Teuton player area at the end of this Levy.

March, Feed, Sail

A common action for Lords to take in a Campaign phase is to move, usually by Marching along Waterways and Trackways connecting map Locales (4.3). Here, let us suppose that the Teutons are on their third Command card of Winter; it is Andreas, who now gets three Command actions, as shown by the numeral in the card-shaped symbol on his Command card and on his mat and by a numeral on his cylinder as well (4.0, 4.2.1).



NOTE: When selecting and executing Command actions, refer to the Commands sheet of the foldout.

Andreas earlier moved up from Fellin with Heinrich toward the border, to Dorpat. The Teutonic player now wants Andreas to use one action each to:

- March along the river and lakeshore Waterway from Dorpat to the Russian Town of Gdov (4.3.3). *NOTE: This single long Waterway also connects Dorpat to Narwia in the north and Uzmen in the south, as shown by its white path.*
- Ravage Gdov (4.7.2).
- March onward to Attack the Russian Lord Domash in the Plyussa River Region (4.3.4); see below.



Andreas is a Marshal, so he will opt to take Heinrich along on his March as a part of his army at no extra cost in actions (4.3.1 Group March).

Lords can only March with Provender (food and other supplies) if they have enough Transport to carry it (4.3.2). Let’s have look at Andreas and Heinrich’s Assets. With earlier Levy (3.4.3) and Supply or Forage (4.6, 4.7.1) actions, they have acquired more Transport and Provender, respectively, as shown below. Located together, the two Lords will share all these Assets as they are needed (1.5.2 SHARING).



March in Winter. Each type of Transport is usable only in certain Seasons (1.7.4). The bottom edge of the Calendar shows reminders of this restriction. Since it is Winter in our case, Marching can use Sleds but not Carts, Boats, or Ships. That gives our Marching group a total of four Sleds to carry six Provender: the group can March but is “Laden” because it has more Provender than usable Transport,

though not more than twice as much (4.3.2). Laden March costs double the Command, two actions per move to adjacent Locale. March with more than twice as much Provender as usable Transport is not possible at all.

In this example, Andreas and Heinrich would not be able to carry out the desired March to and Ravage of Gdov and onward March to Plyussa River with all their Provender because the move to Gdov would use two actions and the Ravage one action, leaving Andreas no more Commands on this card.

To make it all the way to Plyussa on Andreas's card, the Lords would need first to discard Provender down to the amount of usable Transport that they have between them. That means throwing away the excess two Provender, let's say two of Heinrich's four. The Teutonic player is allowed to discard these Assets only because doing so will enable them to undertake an Unladen March (1.7.2 Greed).

Presume that the Teutons do that, March along the frozen Waterway to arrive at Gdov with four Provender, then Ravage Gdov. In addition to placing a ½VP "Ravaged" marker, the Ravage of a Town awards Andreas one Provender and one Loot (4.7.2). While this booty would be welcome for Feeding and Paying his soldiers, it poses renewed problems for the intended March to Plyussa:

- The addition of a fifth Provender to the group once again exceeds its four Sleds.
- The Loot (mainly livestock on the hoof) will cause all further March to be Laden, regardless of Transport (4.3.2).

With the booty, the Laden March along the frozen Trackway westward would cost two actions, and Andreas only has one left on this Command card. The Teutons have two options: sit tight at Gdov (perhaps using Andreas's Sleds and remaining action to bring up some more Provender from the ORDENSBURGEN Commanderies at Fellin and Adsel or Leal, 4.6), or dump the just-gained Provender and Loot to press the Attack on Domash.

March in Summer. Now let's leave that Winter scene and instead consider the same situation and objective but in Summer. Boats and Carts are now usable to haul Provender during March, Boats along Waterways and Carts along Trackways (1.7.4). Presume that the change of Seasons has seen to the replacement of Andreas's four Sleds with two Carts (4.9.2 Plow and Reap), so that this army has two Carts, two Boats, two Ships, and six Provender between Andreas and Heinrich.

Now the same March-Ravage-March discussed above would require discard of all but two Provender. The Carts are useless along the Waterway to Gdov, and the Boats are useless along the Trackway to Plyussa. The group's Unladen March could carry only two Provender in Boats on the Waterway to Gdov; the Carts then could carry the same two Provender on the Trackway to Plyussa.

March in Rasputitsa. Now suppose that it is not yet Summer but instead Rasputitsa. The ice has thawed but the roads and tracks have not yet dried out. The March along the Waterway to Gdov could be accomplished just as in Summer, discussed above, with Boats. But Carts are not yet usable at all; indeed, there is no Transport that helps along Trackways in the mud of Rasputitsa. In the case

of our Teutonic army seeking to Attack across the Trackway to Plyussa, any Provender would prevent March entirely, because one Provender is more than twice the zero usable Transport on Trackways in Rasputitsa (4.3.2).

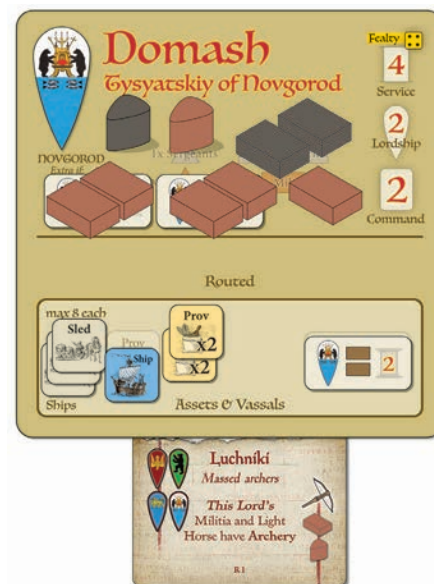
Andreas and Heinrich could still make it Plyussa in a single Command card: they could discard all their Provender to cross the Trackway from Gdov. But they then would arrive in the face of the enemy with no supplies at all.

As an aside, just one more Command action (for example, from the Legate, 4.2) to get Andreas to a total of four actions, would enable the Teutonic group to take their Loot with them along the Trackway from Gdov in a two-action Laden March—most of the "Loot" would be walking itself on four legs! The Loot would then Feed Andreas's troops (4.8.1, see below).

Avoid Battle. Let us return to our example of March in Winter and suppose that Andreas and Heinrich do go all the way to Plyussa River. They are Approaching an enemy—Domash (4.3.4). The Russian player may now choose to have Domash stand and fight or to Avoid Battle. If Domash were at a Friendly Stronghold, another option would be to Withdraw inside, but Plyussa River is just a Region not a Fort or City.

If the Russians decide to stand, an immediate Battle would result, and that Battle would end actions on Andreas's Command card, even had he not just used his last (4.4, 4.4.5). In our case, the Russian player instead decides to back away and not risk a fight.

A Defending Lord may not Avoid while Laden and to Avoid Battle gives up any Provender beyond usable Transport and any Loot to the Approaching Lords as Spoils (4.3.4). Let's see what Domash has for Transport and Assets....



It is Winter, so Domash can use his three Sleds. With four Provender, he still would be Laden and so could not Avoid Battle. The Russian player discards one of Domash's Provender to enable him to Avoid Battle with three Sleds carrying three Provender (1.7.2). The Approaching Teutons receive the discarded Provender (4.3.4)—the Teutons player decides to add it to Andreas's mat.

Lords Avoid Battle to an adjacent Locale but not in the direction of the enemy’s Approach nor to an Unbesieged enemy Lord or Stronghold (4.3.4). That rules out Domash Avoiding west to Gdov or north to Narwia, where Knud & Abel are. Domash could move south to the Zhelcha River or east to the Town of Zheltsy, further into the Russian interior.

The Russian player moves Domash to Zheltsy and marks the cylinder “Moved/Fought”. With all of Andreas’s actions expended, the players move on to that Command card’s Feed/Pay/Disband step (4.8).

NOTE: We provide “Moved/Fought” markers as an aid. Place them onto Lord cylinders as they move or fight, then remove them as they Feed. Alternatively, simply keep in mind which Lords would be so marked and therefore must Feed.



Feed. At the end of each Command card, both players check whether any of their Lords moved or fought—those Lords now need to Feed their troops (4.8.1, see also 4.8.2 Pay and Disband). In our Winter March and Avoid Battle example, the Teutons Andreas and Heinrich Marched, while the Russian Domash Avoided Battle. All three Lords at the end of Andreas’s Command card will consume Provender and/or Loot.

Refer back to the mats shown above and recall that the two Teutonic Lords discarded down to four Provender between them, so as to be able to March Unladen using their four Sleds. Andreas has four Forces units to Feed, and Heinrich as three (their combined total of units does not matter for Feed, 4.8.1). Each Teuton Lord has between one and six units and so will require one Provender (or Loot, but they have none). They eat their own Assets before sharing, so each mat here loses one Provender.

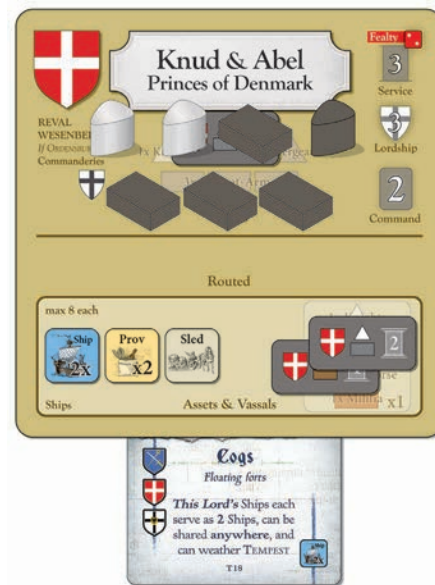
Domash, you will recall, discarded down to three Provender to Avoid Battle with three Sleds. All those Mustered Novgorod Militia bring his Forces total up to nine. With more than six units, Domash will now consume two of his three Provender.

All three Lords involved in movement have met their needs to Feed and therefore suffer no adverse shift of Service on the Calendar.

Sail. Now presume it is Summer or Rasputitsa—the sea is open (1.7.4)—and Knud & Abel are up on a Command card. The Teutonic

player wishes to Sail them from Narwia to Neva to Conquer the Trade Route there. This action will take up the entire Command card, regardless of the number of Command actions on it (4.7.3). The Sailing Lord(s) must start the Command card already at a Seaport Locale (and not inside a Besieged Stronghold).

Sailing also requires enough Ships to carry not only any Provender and Loot that the Lords have but also all their Horse units (as horses, especially heavy warhorses, take up a good deal of space in the hold or on deck!). Let’s have a look at what Knud & Abel will be taking with them, and what sort of transport fleet they have....



Knud & Abel started with two Ships and then Levied COGS, which doubles the effectiveness of those Ships to the equivalent of four Ships (among other benefits). With a Mustered Vassal adding to their initial Forces, Knud & Abel have two Knights units and one Sergeants unit, a total of three Horse units for which they will need Ships to Sail. In addition, they have two Provender, requiring another two Ships.



That makes five Ships needed and effectively only four on hand. To Sail, Knud & Abel will need first to discard one Provender to bring Assets in line with the amount of Transport available (1.7.2).

This requirement poses a challenge, because Knud & Abel will arrive at Neva with just one Provender to then Feed seven units—having moved on their card—and with no actions left to Supply or Forage. As a result, the Knud & Abel Service marker will shift one

box left on the Calendar, even after consuming their last Provender, which they may not hold back (4.8.1).

Supply and Forage

During Levy, players form and expand armies under their Lords, including Forces and Transport. But it is only during Command that players in *Nevsky* in effect move supplies to their armies—whether by Ravaging enemy land or through Supply or Forage actions. Here we examine the main actions that gather Provender.

Supply. Unbesieged Lords can use Supply Command actions (4.6) to add Provender to their own mats, drawing from Supply Sources—Seats, Seaports, or Novgorod, depending on the situation—and implicitly moving those supplies with their Transport.

Return to our example of Knud & Abel at Narwia. It is Winter, so Sleds are the only usable Transport; Seaports add nothing (1.7.4). With two Sleds, Knud & Abel from Narwia could reach their Seat at Wesenberg to obtain one Provender with each Supply Command action (4.6.1–4.6.3). With four Sleds, they could reach Reval as well, for a total of two Provender per action. Note that the Sleds can serve for both Supply Sources at the same time, one Sled per intervening Way (even on separate Ways, if needed). A fifth Sled would not help because there is no other Supply Source, and anyway at most two Seats per Supply Command provide Provender.



NOTE: “Supply Source” markers are merely an aid. Use them only as helpful.

Consider that Knud & Abel could use multiple Supply actions on a single Command card. Each action in this circumstance would add another two Provender to their mat.

Were it Rasputitsa or Summer, Knud & Abel could use up to two of their Ships directly at the Seaport of Narwia to add one Provender each per Supply action (4.6.1, 4.6.3), plus—in Summer—up to two Provender from their Seats (one per Seat), provided they had the Carts to reach them. Provender from Ships represents materiel from across the sea for the Teutons and from the interior of Rus for the Russians. Unlike Sleds, Carts, or Boats that help create a Supply Route, Ships in effect serve as generators of one Provender each at a Port. The theoretical maximum then of a single Supply action is to add four Provender: two from Seats and two from Ships.

Forage. Sometimes distances to Supply Sources are too great for the Transport that is usable. Lords in that case might be able to gather Provender locally rather than bringing it up from the rear. Each Forage Command action adds one Provender to the Foraging Lord’s mat, provided that the Lord is Unbesieged, his Locale is not Ravaged (4.7.2), and it is either Summer or the Lord is in a Friendly Stronghold. (4.7.1)



Returning once again to our situations above, presume that Andreas after Ravaging Gdov Marched on to Plyussa River without Heinrich, and that Russian Lord Vladislav of Ladoga Marched up to Kaibolovo Fort. Which of the six Lords shown could Forage where they are in Summer?

The only restriction on Forage Locales in Summer is that they not be Ravaged (4.7.1, 4.7.2). So here any of these Lords could obtain Provender with Forage actions in Summer except Heinrich in Ravaged Gdov and Yaroslav in Ravaged Pskov. Note that Yaroslav in this situation may as well use Supply actions instead of Foraging anyway, as he has a Seat in Pskov—so it is a Supply Source for him—and Ravaged Locales do not interfere with Supply Commands (4.6).

Who here could Forage in Winter or Rasputitsa? Only Vladislav at the Russian Fort of Kaibolovo: he is at a Friendly Stronghold that is not Ravaged (4.7.1). (Yaroslav, again, could simply use Supply actions at Pskov, even if he had no Transport, 4.6.)

Battle

Whenever Lords Approach a Locale with Unbesieged enemy Lords who decline to or are unable to Avoid Battle or Withdraw (4.3.4), a Battle immediately results. Suppose in our earlier example of March in Winter that Andreas and Heinrich were able to pursue Domash all the way to Zheltsy, and that the Russian player decided to stand there in defense.



The players mark the Attack space with a Battle marker (or simply keep in mind that that is where the Battle is occurring) and then array their Lords for Battle (4.4).

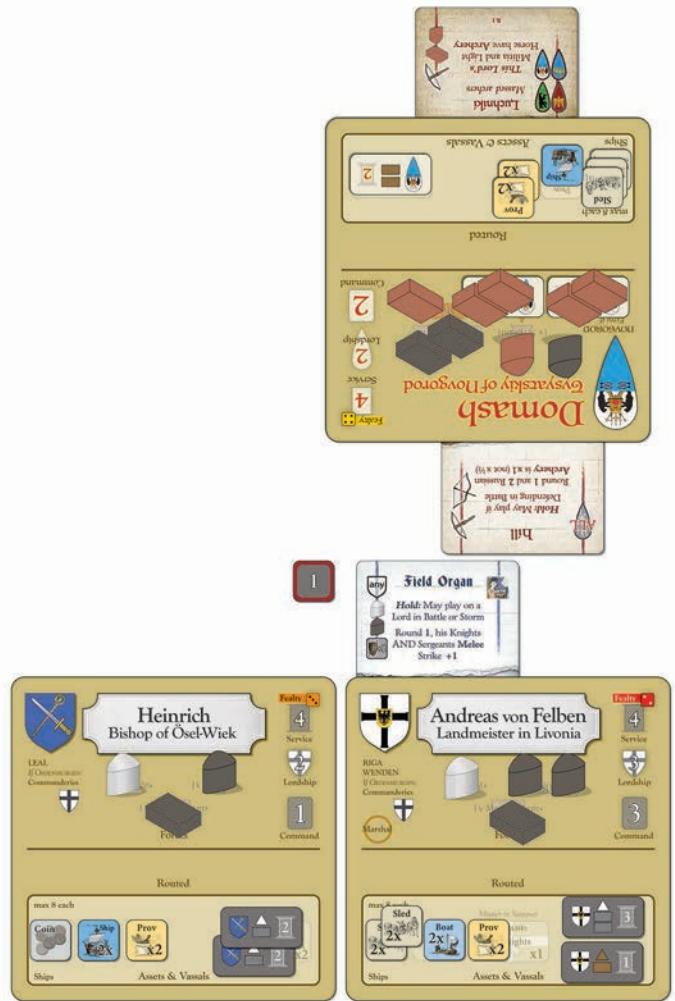
The players either would set the Battle mat between them and place the Lord cylinders on that as shown—whether Heinrich is on the left or right will not matter against the lone Russian Defender—or slide the participating Lords’ mats to a Battle area to the side of the game board to face the forces off directly (2.1.1, 4.4.1). (The meaning is the same, so the choice is just a matter of preference and table space.)



Above is the Battle mat as it would appear and below the alternative of mats Arrayed for Battle.

NOTE: When fighting a Battle or Storm, refer to the Battle and Storm sheet and the Forces and Strongholds charts on the play aid foldout.

For purposes of illustration, let’s give each side a Held Event card that they will use in this Battle (3.1.3). Presume that the Teutons in an earlier Levy’s Event step had drawn FIELD ORGAN and that the Russians have HILL. The Attackers deploy their Lords and play any Held Events as desired first (4.4.1).



The Teutons first reveal FIELD ORGAN and tuck the card under the upper edge of Andreas’s mat (whether in a Battle Array or still in the Teutonic player’s Mustered Lords area) to show that Andreas’s Forces will benefit from this Event (1.5.2). The Russian Defender then does the same, in this example, with the HILL card for Domash.

The combatant Lords are now Arrayed to proceed with Round 1 of Battle....

NOTE: We provided plain numbered markers as aids; here we show them used to mark Battle Rounds.

Round 1. Reading down the Battle and Storm sheet (and rule 4.4.2), we see that a Battle Round begins with an opportunity to Concede to end the Battle after this Round and then to Reposition Lords to fill openings. Conceding can be key to a Lord surviving defeat in Battle (see 4.4.3 SPOILS and 4.4.4 Losses). But neither side is ready to give up the fight here. And no Lords Rounded yet, so no Repositioning occurs.

So we begin with the meat of it: the Forces of the Battling Lords Strike one another, beginning with Archery, Defender then Attacker. The Russian LUCHNIKI Strike first:

- Checking the card text and the Forces chart, with the LUCHNIKI Capability, each of Domash’s Militia and Light Horse units Strikes with ½ Hits during Archery, rounding the total up. Six

units usually would cause three Archery Hits.

- But Domash has the Hill Event and it is Round 1. The Event text says that his Archery is “x1 (not x½)” during Rounds 1 and 2. Domash Strikes the enemy with six Archery Hits.

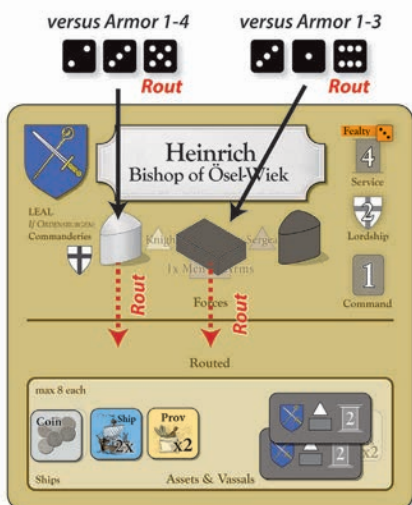
On the Battles sheet, at the bottom of the Strike row, we see that each Strike step (such as the current Defenders’ Archery) generates Hits, then rolls Protection for the units taking Hits, then Routs units failing those die rolls (4.4.2 STRIKE Initiative).

The targeted side gets to choose which units will take the Hits—representing which units first expose themselves to danger by approaching the enemy, and so on (4.4.2 ASSIGN HITS TO UNITS).

When one side has more Lords in Front than does the other, the extra Lords Flank the enemy—meaning simply that his Forces Strike and absorb Hits along with the closest Front Lord who is directly opposite an enemy (4.4.2 STRIKE Flanking and APPLY HITS TO LORDS). The Teuton player now gets to choose, one by one, which units of which Lord will roll Protection against the Archery Hits.

The Teutons choose to have Heinrich’s Knights unit be the first to take the Archery Hits—in hopes that a valiant stand by the heavily armored elite will encourage more of the others to keep the field. The Forces chart shows that Knights have Armor “1-4”, meaning that a die roll of 1, 2, 3, or 4 enables them to absorb a Hit without Routing (4.4.2 PROTECTION and ROLL BY HIT Armor). The Teuton player begins to roll dice, one for each Hit (see below). The first two rolls are between 1 and 4, but the third roll exceeds that range, so Heinrich’s Knights piece slides back into the “Routed” section of his mat.

The Teutons player selects Heinrich’s Men-at-Arms unit to take the next Hit with Armor 1-3, which it absorbs on a “3”, then another, which is also luckily absorbs on a “1”, then the final Archery Hit, whereupon a roll of “6” Routs it.

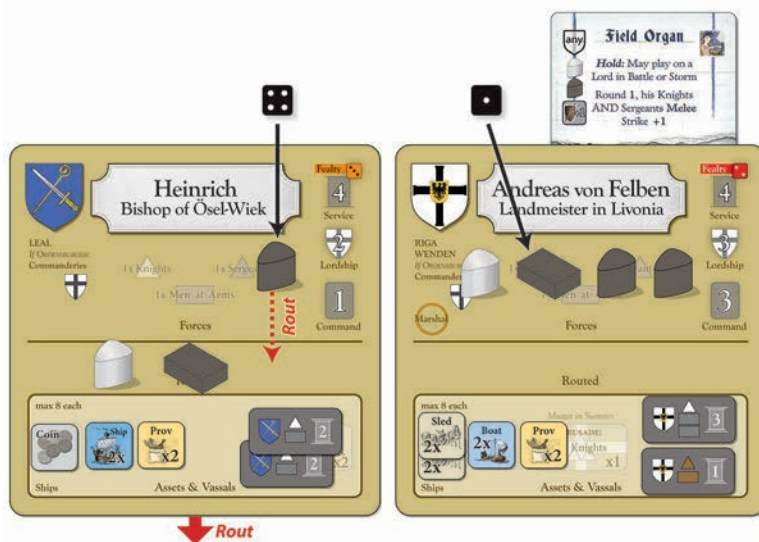


When all of the units on a Lord’s mat Rout, the Lord Routs also and is effectively out of the Battle (4.4.2 ROUT). In this case, Heinrich has hung on through the Archery from the Hill only because he still has a troop of Sergeants who have not Routed.

NOTE: To speed dice rolling in large engagements, the player taking Hits may predesignate dice and roll several Hits at once. Dice colors can designate the order in which dice rolls will apply. For example, if applying three Hits to two Knights and one Men-at-Arms, the player could roll two black dice and one white die, declaring in advance that the Knights will absorb as many Hits as able until Routed and that the black rolls will precede the white roll.

Next up would be the Attackers’ Archery, but the Teutons have none. (For Teutons in Battle, as opposed to Defending a Stronghold, that requires the BALISTARII Crossbowmen Capability.) The next step is Melee by Defending Horse (4.4.2 STRIKE Initiative). Domash’s Sergeants and Light Horse units Melee Strike for 1½ Hits, rounded up to 2 Hits.

The Teutonic player takes the Hits first on Heinrich’s Sergeants, preserving Andreas’s Horse to make the most of FIELD ORGAN. With a first roll of “4”, however, the Sergeants Rout and with them Heinrich. The player must immediately remove Heinrich from the Array (4.4.2 ROUT), leaving Andreas a second Hit to absorb. Still favoring Andreas’s hardhitting Horse, the player takes the final Hit with Andreas’s Men-at-Arms Foot unit; it holds with a “1”.

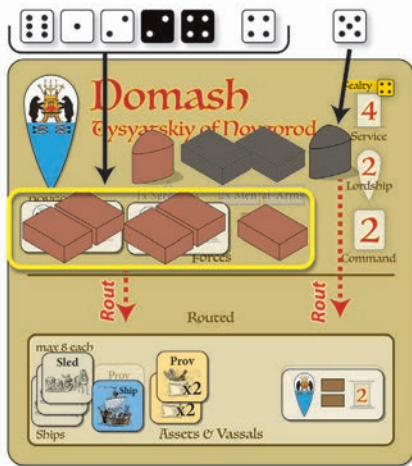


Attacking Horse Strikes next: that’s Andreas’s Knights and two Sergeants. The Forces table shows that Knights units Melee for two Hits each in Battle (representing their heavy chargers and couched lance on the attack) and Sergeants for one. That would be four Melee Hits against the Russians. But in Round 1 the text of FIELD ORGAN (music to inspire Andreas’s horsemen) adds another +3 to that total for the three Horse units: seven Hits all together.

The Russian player decides to put Domash’s Militia out front to absorb the blows, in order to save his Men-at-Arms and Horse who will be more potent in their upcoming Melee Strikes than the Militia. Militia per the Forces table are Unarmored and withstand a Hit only on a Protection roll of “1” (4.2.2 ROLL BY HIT).

The Russian player rolls five dice at once for the first five Hits applied to the Militia, to see if any Militia stand (see illustration next page). A single “1” among those dice means only one Militia stands

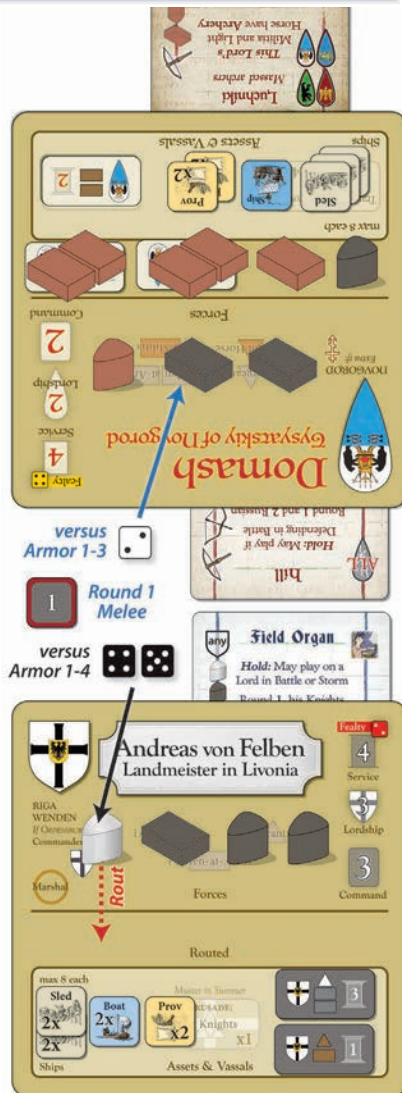
the blow to roll another die; the sixth roll then Routs it on a “4”. Domash has absorbed six of seven Hits and opts to take the final Hit with his mounted Sergeants, so that the remaining Armored Foot will be able to Strike in the next step of Battle. Unfortunately for the Russians, the Sergeants with Armor 1-3 roll a “5” and also Rout.



NOTE: When the order of die rolls does not matter, roll several dice at once to speed play.

The last two Strike steps of the Round remain: Defenders’ and then Attackers’ Foot Melee. Domash’s Men-at-Arms Strike for two Hits on Andreas. This time, Andreas’s Knights—who have already Struck this Round—step forward to take the blows; rolls of “4” and then “5” absorb both Hits but result in Rout of the Knights unit. Andreas’s Men-at-Arms then Strike but fail to Rout Domash’s Armored counterparts (see illustration at right).

Round 2. With Unrouted Lords on both sides, the Battle continues into a second Round, starting again with the option to Concede the Field (4.4.2 NEW ROUND). The Teutons as Attacker declare first that they they will not Concede. The Defending Russian player decides that Domash has done enough to blunt the Teutons’ advance and should not risk the worst effects



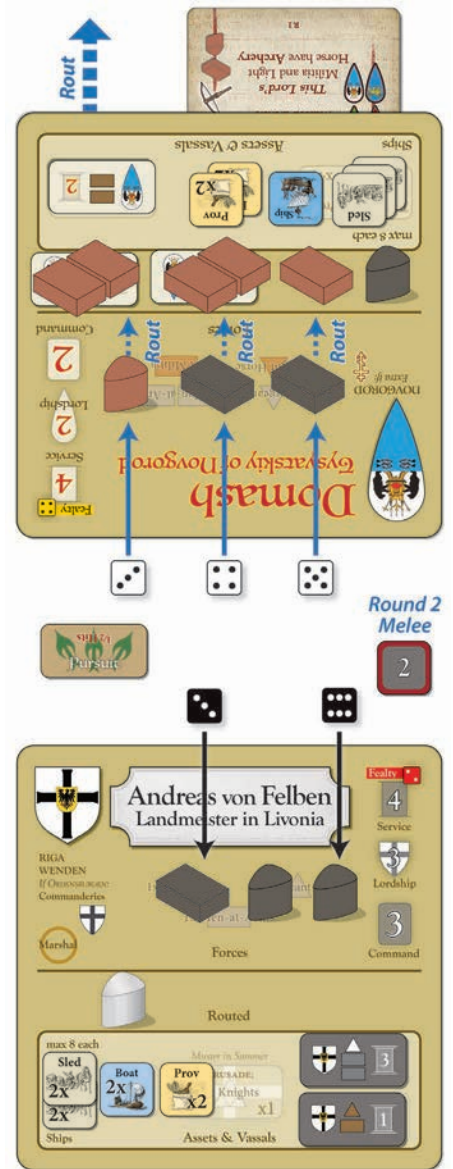
of any bad luck in the rest of the Battle: the Russians Concede and place the Pursuit marker pointing from Andreas to Domash. The Russians will Strike at half strength and lose the Battle at the end of this Round, but they will reduce their Losses of units and Spoils given up to the enemy.

There is no need to Re-position, as both remaining Lords are already front and center. Since the FIELD ORGAN Event by its text affects only Round 1, the Teutons player goes ahead and gets it out of the way, returning it to the Teutonic Arts of War deck.

Domash retains his LUCHNIKI Capability, so starts the Round’s Strikes with Archery from his lone Light Horse unit (4.4.2 STRIKE Initiative). Halving for Pursuit (4.4.2 TOTAL HITS) now applies, and the HILL still does in Round 2, resulting in a ½ Hit, rounded up to 1 Hit. The Teutons roll Armor with a Men-at-Arms and avoid Routing on a “2”. That’s it for Round 2 Archery, so the Russians discard the HILL card.

The next Strike this Round is Melee by the Defending Horse, Domash’s Light Horse again, for 1/2 Hit, halved to 1/4 for Pursuit, rounded up to one Hit. The Teutons roll with their Foot unit, last in Initiative order, so that the mounted Sergeants will be sure to Strike. A roll of “3” for the 1-3 Armored Men-at-Arms again succeeds in fending off the blow.

The two Teutonic Sergeants units Strike and, with a dash of good fortune for the Teutons, manage to Rout the Light Horse and then one of Domash’s two Men-at-Arms. The last Russian unit standing applies a full Hit in Attacking Foot Melee, halved for Pursuit and rounded back up to 1 Hit, Routing a Sergeants unit. The final step of Round 2 then has the Teutonic Men-at-Arms Strike and, with a failed Russian Protection roll of “5”, Rout Domash’s last troops. The Battle ends because one side Conceded, but had the Russians not done so, it would have ended now anyway with Domash’s Rout.



Retreat. Tracking down the Battles column of the Battle and Storm table to the Ending Battle/Storm section, we see that first the Losers must Retreat or Withdraw (4.4.3). There is no Stronghold at the Battle Locale, so Domash must now Retreat to an adjacent Locale using a Way other than that used by the Teutons to Approach (4.4.3 RETREAT, WITHDRAWAL, OR REMOVAL). He could join his compatriot Vladislav at Kaibolovo to the north. But the Russian player opts to fall back on Novgorod, moving Domash to Sablia.

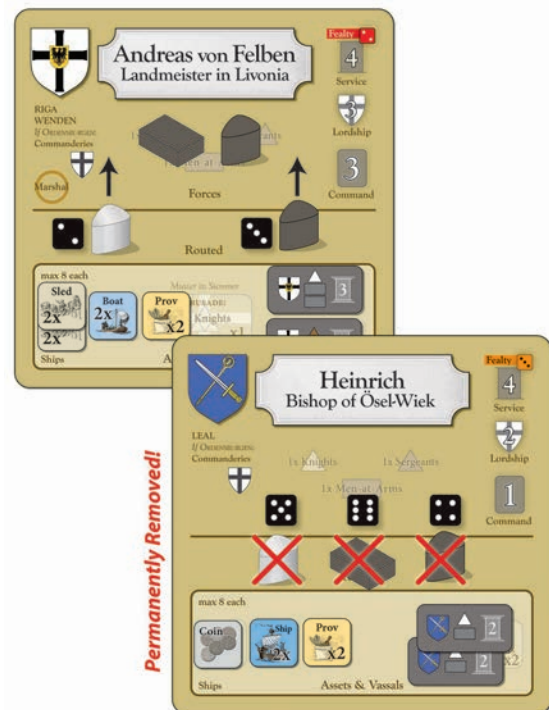


Losses. Next, both sides check for Losses—whether any of their Routed units are removed as casualties of the Battle (4.4.3 LOSSES). Players roll one die for each unit and compare to the unit’s standard Protection range (1-4 or 1-3 for Armored and 1 for Unarmored). Now the Russians having had the prudence to Concede pays off: Forces that Retreat because they lost the Battle without having Conceded keep only the units rolling a “1”! Conceding the Field represents assigning a rearguard to ensure an orderly retreat and protection of one’s baggage train.



The Russian player rolls five dice (at the same time to speed play) for the five Routed Militia, saving two of them; two dice for the Men-at-Arms in this case save both, while both Horse units are lost and removed.

The Teutonic player rolls for Andreas’s units, gets lucky, and recovers all of them to good order (as illustrated above right). But Heinrich suffers disaster: unlucky rolls remove all three of his units—Heinrich falls in Battle and is permanently removed from the game (4.4.4)!



The player removes Heinrich’s cylinder from the map, his Service marker from the Calendar, and his mat from the Teutonic player area (1.5.1 DISBANDED). Heinrich’s Assets are lost.

Spoils. The only transfer of Assets from one side to the other in this case derives from Domash’s Retreat: Retreating Lords get away with their Assets only if they Concede, and even then may only take what they can carry Unladen (4.4.2 SPOILS). Domash has three Sleds to haul his Provender away with him to Sablia, but he had four Provender. The excess—one Provender—goes to the victors, so is taken from Domash’s mat and added to Andreas’s.

Service. But that is not the end of the damage to Domash. Because he Retreated (rather than Withdrawing into a Stronghold at the Battle Locale), his Service will be curtailed (4.4.2 SERVICE). The Russian player must roll a die and shift Domash’s Service marker leftward on the Calendar a number of boxes equal to half the roll, rounded up. The player rolls a “3” and shifts Domash’s marker from box 7 to box 5—the very next 40 Days! Had the roll been a “5” or “6”, Domash’s Service would have shifted into the current Campaign, and (in this situation) only expenditure of the Veche’s Coin could have prevented Domash’s Disband at the end of the current Command card (3.2.1, 3.3.2)!

Aftermath. The final business from this Battle is to end the Command card (Andreas was out of actions anyway) and Feed/Pay/Disband. Both Andreas and Domash either moved or fought—they both did both—so each must Feed his troops (4.8.1). Neither has more than six units on his mat, so each consumes just one Provender—Andreas the “Prov” marker that he just claimed from Domash! Andreas’s activation is over.

NOTE: Unless using the advanced Vassal rule, Mustered Vassals' Service markers stay in the Forces or Routed area of their Lord's mat—it does not matter which—to show they already Mustered.

The Teutonic attack weakened the enemy's resolve and enabled Andreas to draw nearer to Novgorod. But Bishop Heinrich fell in the bloody victory. Andreas—unlike Domash—is now on enemy ground and will need to conquer a Russian Stronghold or return to Friendly territory on his final card if he is to participate in the next 40 Days' Levy (3.4).

Siege and Storm

Taking an enemy Stronghold involves some combination of Siege—developing works around the fortification and perhaps seeking to starve it into Surrender—and Storm—assaulting it with force of arms (4.5.1-4.5.2). Sometimes, the Stronghold is defended only by its inherent Garrison; sometimes, enemy Lords have Withdrawn inside to defend it or for sanctuary against a stronger enemy.

NOTE: Refer to the Commands table when selecting Command actions such as Siege or Storm (below) and to the Storm column of the Battle and Storm table for the details of the fight in Storming a Stronghold.

For our example, Knud & Abel have Approached Vladislav at Kaibolovo Fort, and the Russian player has elected to have Vladislav Withdraw inside instead of Battling in the field or Avoiding away (4.3.4). Vladislav had earlier improved Kaibolovo's defenses with the **STONE KREMLIN** Capability (1.9.1, 3.4.4) and Foraged to build up a stock of Provender (4.7.1).

Besiege. Upon Vladislav's Withdrawal inside, the Teutons player places a single Siege marker on his cylinder (4.3.5). The Russian Lord and Fort are now Besieged. Starting the Siege ends Knud & Abel's actions for that card (4.3.5 **ENCAMP**). Knud & Abel Marched, so they must Feed; Vladislav neither moved nor fought so does not Feed (4.3, 4.8.1).

Vladislav on any of his Command cards that come up while he is Besieged will only be able to Sally—Attack his Besiegers in Battle—or, far more likely, Pass (4.2.2, 4.5.3, 4.7.5). A Besieged Lord may use a Command card to place a Walls +1 marker with **STONE KREMLIN**, but Vladislav has already placed the maximum one such marker per Stronghold with that Capability.

The Teutons' next Command card is Andreas, so the player Marches him up to join Knud & Abel in the Siege. Simply arriving at an existing Siege adds no Siege marker, nor does it automatically end the moving Lord's actions (4.3.5). Andreas could use any remaining Commands to Storm, Supply, Ravage, or—if Summer—Forge (4.5.2, 4.6, 4.7.1, 4.7.2).

The Teuton player decides to wait for a better developed Siege before risking a Storm (see below) and instead to have Andreas gather Provender. Presume it is Rasputitsa or Summer: Andreas with a Boat can reach the Seaport at Luga Trade Route to share Knud & Abel's Ships for two Provender per Supply action (4.6.2-4.6.3); his Seats are too far away to add yet more. Andreas then Feeds his

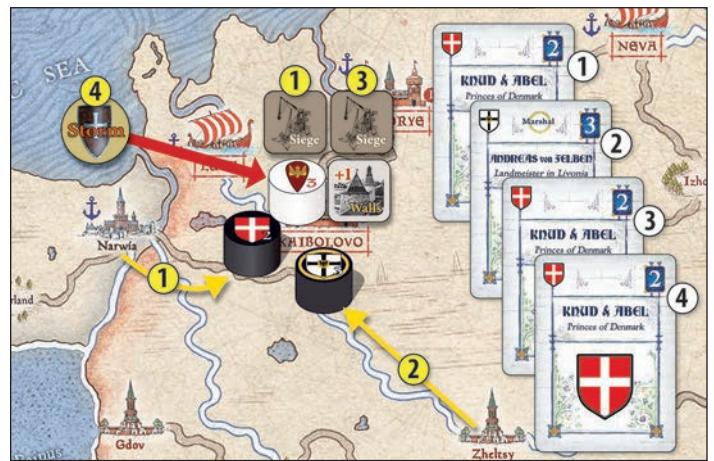
Troops, expending one of those Provender (4.8).

Siege. Knud & Abel are again up on the Teutons' next card. The player has them use their entire Command card to undertake a Siege action (4.5.1). Sometimes, the Garrison may Surrender the Stronghold by rolling equal or lower than the number of Siege markers (see the Commands table or 4.5.1 **SURRENDER?**). With a Lord inside however, there is no Surrender.

Next, if the number of Besieging Lords is at least as great as the Stronghold's Capacity, Siege adds a second Siege marker (4.5.1 **SIEGEWORKS**). The Besiegers are extending and improving their trenches and perhaps adding fancier works such as siege engines, ramps across ditches, or mines under the walls. There are two Besieging Lords outside the 1-Capacity Stronghold (as shown on the map and on the Strongholds table): more than enough, so the player adds a second Siege marker.

Siege counts as fighting for everyone present (4.5.2 **MOVED/FOUGHT**), so Knud & Abel, Andreas, and Vladislav all now must Feed (4.8).

Storm. After whatever happens on the intervening Russian Command card, the next Teuton card is again Knud & Abel. This time, the Teuton player judges the Siegeworks built up enough to Storm Kaibolovo. Unlike Siege, the Storm requires just one action on the card; however, it will end the activation (4.5.2). The player has Knud & Abel use their first Command (or first two with **TREATY OF STENSBY**) to add some more Provender with Supply, then Storm as their final action.



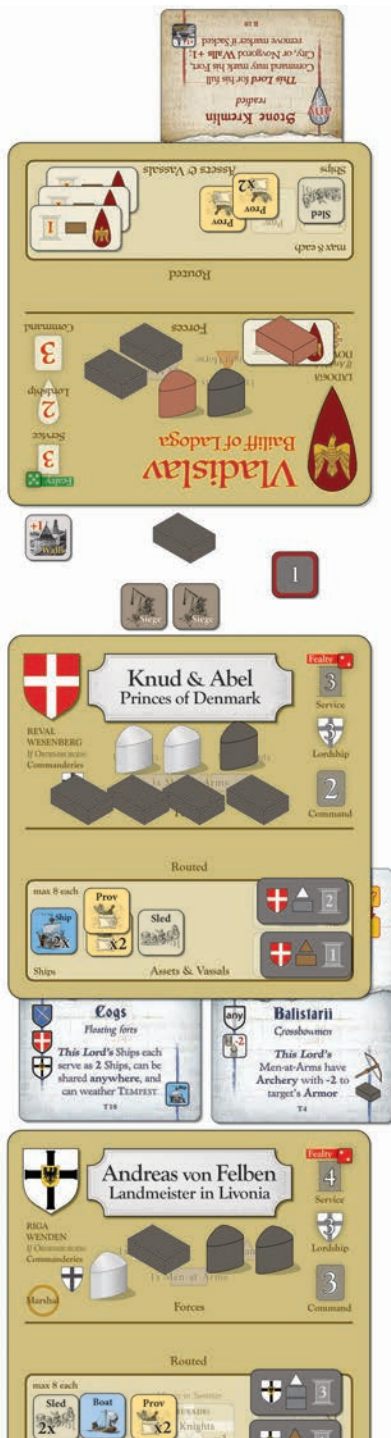
Referring to the Storm column of the Battle and Storm table shows that Lords Array for Storm as for Battle, with a few twists (4.5.2)—

- Only one Lord fights in Front; others are in Reserve.
- The Siege markers there help protect the Attackers.
- The Defender gets Garrison units.

The players put the Storm marker at Kaibolovo and Array their Lords for the Storm as shown next page.



Knud & Abel as the active Lord must be the Front center Attacker, with Andreas in Reserve and able to move up against the Fort only later (4.5.2 **ARRAY**, 4.4.2 **REPOSITION**). The Attackers will benefit from Walls 1-2 due to the two Siege markers



markers, so the Garrison's Archery must first penetrate Walls 1-2. A roll of "3" fails to stop the crossbow bolts, and the Attackers must absorb the Hit with a unit.

In Storm, the Attacker must take Hits with Armored units before others (4.5.2 STRONGHOLD EFFECTS). Knud & Abel's units are all Armored anyway. The Teutons choose a Knights unit, which can withstand the Hit on a "1" or "2" instead of the usual 1-4 (Forces Table, Knights Protection; 4.5.2 GARRISON FORCES DURING STORM). The player rolls, and the Knights Rout on a "4".

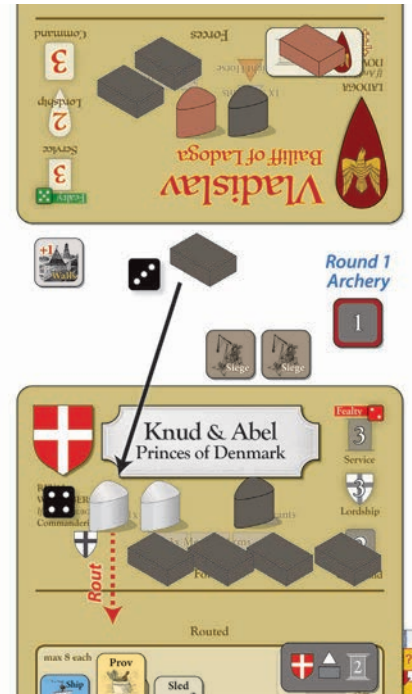
(4.5.2 SIEGEWORKS).

For our example, we have presumed that Knud & Abel Levied BALISTARII Crossbowmen earlier (3.4.4) and that Vladislav had Levied some Vassal Militia (3.4.2).

The Defender, Vladislav, benefits from a Garrison of one Men-at-Arms unit (as shown on the Fort row of the Strongholds table). The Garrison Men-at-Arms will absorb Hits before Vladislav's Forces have to and have Archery with -2 to enemy Armor—they are Crossbowmen (4.5.2 GARRISON).

Round 1 Archery. Storm proceeds very much like Battle (4.5.2), so we will focus here on what is different. The first difference: there is a Defending Garrison that shoots Archery with -2 Armor (4.5.2 GARRISON FORCES DURING STORM). A Defending Lord with a Crossbowmen or Archers card would add to that Defending Archery step. Here, we get just the Garrison's ½ Hit, rounded up.

A second difference, both sides are protected by a Walls effect (4.4.2 ROLL WALLS, 4.5.2 STRONGHOLD EFFECTS and SIEGEWORKS). The Attackers have two Siege



The Danes' Men-at-Arms now respond with Attackers' Archery from their Crossbowmen. Four units Strike for two Hits that must first get past the Stronghold's Walls. The Strongholds table tells us that Kaibolovo Fort has Walls 1-3. STONE KREMLIN has modified that by +1 to Walls 1-4. The Russian player rolls two dice; rolls of "3" and "5" mean that the Walls have stopped one of the two Hits. (By card text, the -2 of Crossbowmen applies only to unit Armor, not to Walls.) The Garrison is out front, in effect, so the Defender must choose it to take the Hit; if it Routs, it is removed for this Storm (4.5.2 GARRISON FORCES DURING STORM). Here, the Armored unit rolls a "2" and is gone (Armor 1-3, with -2 for Crossbowmen). That exchange ends Archery.



Round 1 Melee. In Storm, all units of a side Melee at the same

time—Horse and Foot does not matter, as the men are not on their horses (4.5.2 STRONGHOLD EFFECTS). Walls, including Siegeworks, operate the same way against Melee as we just saw against Archery.

Vladislav’s four Melee Hits first roll against the Attackers’ two Siege markers (Walls 1-2, 4.5.2 SIEGEWORKS) and then against the Protection of whatever Armored units the Teutons player chooses to take the Hits that make it through. An average result here would Rout one or two of Knud & Abel’s units. For example, the Siegeworks manage to blunt one of the four Hits, Sergeants take one Hit and Rout on the second, then the Knights brave the final Hit.

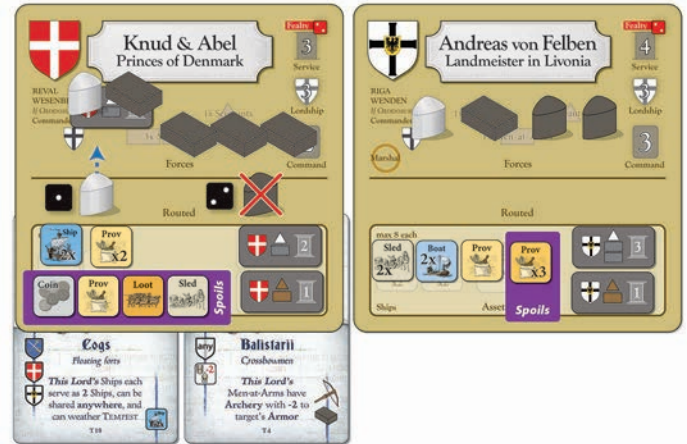
Knud & Abel finish out the first Round’s Strikes with five Hits from their five Unrouted units. Note that Knights cause two Hits each in Battle but only one in Storm—no charging lances here on the rampart (Forces table, Knights Strikes). We can expect Kaibolovo’s Walls 1-4 to block over half of the Hits, then Vladislav’s Armored units (if the Russian player chooses them) to withstand half of those getting through. Rout of one defending Armored unit would be an average result. Let’s say the Teuton player gets lucky and Routs both Russian Men-at-Arms.

Round 2. Having arrived at the end of Round 1, notice that the Battle and Storm table shows different entries for the two types of engagement. In Storm, the number of Rounds is limited by the number of Siege markers placed, and a Storm that ends before all Defenders Rout is lost by the Attackers (4.5.2 ENDING THE STORM). Also, the Attacker has the ability to end the Storm early by Conceding; the Defender does not.

If you work out our situation for Round 2 of the Storm of Kaibolovo, you should conclude that the Attackers—who will lead off the Round with their Crossbowmen—have just an iffy chance of Routing Vladislav on this second Round. If they fail, the Storm is over and Kaibolovo will have held. (As an aside, Archery Hits making it past the Defenders’ Walls could still fail to Rout the Unarmored Militia or Light Horse on a “1”, the same as for the Armored Sergeants. By card text, the 2 of Crossbowmen affects only Armored not Unarmored Protection.)

Sack, Losses, Aftermath. Let’s presume Vladislav does Rout. Tracking down the Storm column of the Battle and Storm sheet tells us that the Defenders have lost and Kaibolovo is Sacked: Vladislav is permanently removed from the game and awards Spoils to the Teutons; the Fort is Conquered and similarly awards Spoils (4.5.2 SACK).

The Russian player sets aside Vladislav’s cylinder, Service marker, and mat. From the mat, the player returns Vladislav’s STONE KREMLIN card to the Russian Arts of War deck, gives Vladislav’s Assets to the Teuton player, and sets aside the rest of the items from the mat—Vladislav’s units and Vassal markers (1.5 DISBANDED).



The removed Lord’s Assets except for any Ships, in this case one Sled and three Provender, become Spoils distributed among the Storm’s victors, here Knud & Abel and Andreas (4.4.3 SPOILS, 4.5.2 SACK). The Teuton player decides to give the captured Sled to Knud & Abel and all three Provender to Andreas, placing the Asset markers received from the Russian player onto the Lord mats accordingly (4.4.3 SPOILS). See the mats illustrated above.

Further tending to the mats, the player rolls for Routed units, to determine which are removed as Losses from the fight, similar to Losses after a Battle (4.4.4). In Storm, however, each Attacking unit must roll a “1” to survive, regardless of their usual Protection (4.5.2 ENDING THE STORM). Our example shows some lucky Danish Knights managing to survive the ordeal but the Sergeants not.



On the map, the Teuton player marks Kaibolovo with a black “Conquered 1VP” marker and on the Calendar chalks up one added victory point for the Teuton side. The Russian Fort is now a Teutonic Stronghold, meaning it is Friendly for the Teutons (1.3.1 FRIENDLY): they can Pay Lords with Loot there (3.2.2), Levy there (3.4), and Forage there in any Season (4.7.1, since they declined to Ravage the Locale before Conquering the Fort). However, they may no longer Ravage there, because Ravaging at one’s own Stronghold or Friendly Locale is prohibited (4.7.2)—the Lords will now rule that land as their own; wrecking it would harm their income!

Command actions are automatically over after the Storm, even if Knud & Abel did have actions left (4.4.5 Aftermath Recovery, 4.5.2 ENDING THE STORM and SACK).

Both Attacking Lords Fought in the Storm—including Andreas even though he stayed in Reserve (4.5.2 ENDING THE STORM, 4.8.1)—so each consumes Provender to Feed their surviving Troops. The player removes the Moved/Fought marker(s). Presuming neither side wishes to Pay Lords nor must Disband any at this time (4.8.2), the Command card is done.

Pay and Disband



We wrap up our sample play with a look at Pay and Disband. At the end of each Command card (whether or not anyone had to Feed) and during each Levy, both sides get an opportunity to expend Coin or Loot to extend their Lords' Service, then must Disband those who are at or beyond their Service limit (3.2, 3.3, 4.8.2). This way, players are forced to Disband Lords only when they run out of the resources needed to entice them to keep the field.

Let's say it is the start of a new Levy, the first of Late Winter 1241. The players finished the previous 40 Days for box 4, flipped the "Campaign" marker there to "Levy", and advanced it into box 5 as shown in the Calendar situation above (2.2.2, 4.9.4). They then drew Events (3.1.3), which included a Russian draw of BATU KHAN, shifting Andreas's Service marker leftward from box 6 to box 4 (representing central Europe pleading with the Teutonic Knights to help stem the Mongol advance).



The next Levy step after drawing Arts of War Events is Pay (3.2). Both sides now have some Service issues to tend to. Let's have a look at each.



Yaroslav is at Pskov with one Coin marker on his mat. He obtained

the Coin with an earlier Tax Command (4.7.4), let's say, taking advantage of the fact that Pskov when Conquered serves as a Seat for him (1.3.1 SEATS). Yaroslav's issue is that the Levy marker has advanced on the Calendar into the box holding his Service marker. Without Pay, the immediately following step of the Levy will result in his Disband (3.3). His marker is in the same box, so the player would take his cylinder from the map and place it on the Calendar two boxes ahead, into box 7, because Yaroslav's Service rating is "2", as shown on his Service marker. His mat and Service marker would be set aside, and he would again become Ready for Muster two Levies hence (3.3.2) – Yaroslav's Service does not last as long as other Lords, but he can be recalled sooner.

On Friendly ground in a Conquered Stronghold, Yaroslav could expend Loot, but he has none. To keep him in the fight, the player spends the Coin from Yaroslav's mat to Pay Yaroslav himself to stay Mustered (his troops also are receiving pay). The one Coin spent shifts Yaroslav's Service marker one box to the right, into box 6, enough for him to stay in action for now (3.2.1).

The other Service marker in the current Levy's box is Domash. He is at Sablia with neither Coin nor Loot. Coin and Loot can Pay Lords only at the same Locale (1.5.2 SHARING, 3.2.1, 3.2.2). But there is one exception: Coin from the Russian Novgorod Veche box. The Russian player can deliver Veche Coin to any Lords anywhere who are not under Siege.



The board's Veche box currently has one Coin in it. The Russian player has the choice of spending it to pay Domash or to Disband him. If Domash Disbanded, his cylinder would go four boxes ahead on the Calendar, to box 9, which is beyond the end of the scenario underway (Watland). Therefore, the player decides to Pay the Coin for Domash, and his Service shifts to box 6.



Now a complicated situation at Kaibolovo. Here Teutons Andreas and Knud & Abel have begun a Siege of the Fort with the Russian

Lord Vladislav inside. Knud & Abel have obtained a Coin from some earlier Spoils or Tax, while Andreas has Loot that he brought along from his Ravage of the Town of Gdov, hoping to use the Loot to Pay either himself or Knud & Abel (3.2.2).

Unfortunately for that plan, the Teutons in this case failed to complete their Siege. Loot can only be used at Friendly Locales (3.2.2, the Lord is distributing livestock and other goods locally), and a Siege Locale is not Friendly to either side (1.3.1 FRIENDLY).

Even worse, the KHAN's sudden intervention in faraway parts of Europe has created a crisis for Andreas. If he does not receive some material encouragement to stay with the Russian adventure right now, he will be off to fight Tatars for good: his Service marker is in box 4, left of the current Levy, and a Disband step will immediately follow this Pay step (3.3).

The Teutonic player faces an unpleasant choice: allow Andreas to Disband permanently (3.3.1 Beyond Service Limit) or Share Knud & Abel's only Coin with Andreas to slide Andreas's Service marker right one box into box 5—the current Levy. Spending the Coin would not prevent Andreas from Disbanding, only keep his cylinder on the Calendar for a possible future re-Muster. Because Andreas's cylinder would go four boxes ahead—beyond the end of the scenario, the same as discussed above for Domash—the player opts to have Knud & Abel hold on to their Coin; Andreas departs the game.



Meanwhile, Vladislav inside the Fort is fine: his Service marker is still to the right of the Levy marker; he is content to keep up his resistance. Note that, were his Service instead now in box 5, he would Disband normally, even though under Siege (3.3.1, representing captivity and release, negotiated parole, or some such terms). His cylinder would go on the Calendar and his Assets would be discarded, with no Spoils to the Besiegers (similarly to Conquest of a Stronghold by Siege, 4.5.1 SURRENDER? Terms). Note also that Vladislav Besieged could pay himself Coin, had he any; but the player could not spend Veche Coin on him while he is under Siege (3.2.1).

Campaign Synopsis

Here we summarize the historical campaigns depicted in the game's scenarios. The calendar timeline in the center spread of this booklet adds detail.

Pope Gregory IX had by 1240 through his legate William cobbled together an alliance among the fractious kings, bishop-princes, and Teutonic warrior-monks of the Baltic. The diplomatic success coincided with a Mongol devastation of Russian principalities that made a Latin crusade on schismatic Novgorod seem feasible. The project would result in almost two years of campaigning that would go far beyond the usual raids and counter-raids between crusaders and Russians and climax in a storied battle along the frozen shore of Lake Peipus.

The Swedes struck first, with an amphibious landing on the mouth of the Neva in high summer, intent on choking Novgorod's Baltic Sea trade and perhaps on conquering their way up to Ladoga and then toward the great river city itself. But Novgorod's prince, Aleksandr, quickly assembled its fleet of Russian river boats to throw the Swedes back into the sea and out of any further part in the drive on Rus.

After this inauspicious preamble to the crusade, it was Russian fractiousness that would set the stage for the main contest. Not long after Aleksandr's victorious return to Novgorod, he and the city's ruling nobles quarreled, and he left for his homeland to the east, his father's Grand Principality of Vladimir-Suzdal. The resulting command vacuum left Novgorod the Great far less agile when the need arose to respond to the Teutonic storm then brewing.

Pleskau. Livonian bishop Hermann of Dorpat and his brother-in-law, Russian prince and outcast of Pskov Yaroslav, had raised an army—probably including Danes as well as crusader-knights that the Teutonic Order had taken in from the over-zealous and now dissolved Brethren of the Sword. In late summer 1240, they marched on Novgorod's allies in Pskov (Pleskau in German), seizing the city's border stronghold of Izborsk.

The Pskovans, intent on retaking their fort, put their own army into field battle against the invader. It was a mistake. Their defeat was catastrophic, striking down their commander Gavriilo and scattering their remnants deep into Rus.

The Teutons arrived at Pskov's gates, spent a week ravaging the surrounding area, and obtained the city's surrender—perhaps by treachery of Yaroslavites within the walls, perhaps in the straight-forward wish of what must have been a minimal garrison to avoid a bloody storm and sack.

Watland. Over the winter into 1241, the Teutons and Danes pressed along the Baltic shore into the Vod region (Watland in German), ostensibly to convert the pagan tributaries of Novgorod living there and in the surrounding lands. At Koporye, on or near the site of a Novgorodan outpost with access to the sea, the crusaders by the spring erected a new castle. From there, they ravaged the Luga River approach to Novgorod, reaching Russian towns just short of the great city and carrying off so much livestock that no plowing could be done in the spring.

The nobles of Novgorod swallowed their pride and called upon Suzdalia to send Aleksandr and his dedicated *druzhina* warriors to their rescue. The Grand Prince for reasons of his own offered instead a younger son, Andrey, but the Novgorodans declined and held out for the victor of the Neva.

The Teutons meanwhile suffered their own disagreements, as turmoil in Denmark upon the death of King Valdemar drew his sons home to contest the throne. Livonian Bishop Heinrich departed for Italy to seal the Teutons' claims to all the way to Karelia, but the northern crusaders' control would never reach the Neva let alone beyond it. Larger priorities loomed for the Teutonic Knights—particularly the march of Batu Khan's Mongol army toward central Europe.

Return of the Prince. By the summer of 1241, either the Mongol pressure on Suzdalia had ebbed enough, or the Teutonic pressure on Rus had built enough, that Novgorod's *veche* assembly and its ally to the east finally came to terms. Aleksandr resumed his rule of the city and led a campaign by the Novgorodans and their northern tributaries to drive the Latin invaders out of Vodia. His army succeeded in the conquest of Koporye castle, whereupon Aleksandr paroled some of the garrison's Teutons, took others prisoner back to Novgorod, and hanged Vodians and Estonians as traitors.

Aleksandr's reconquest in the north compounded other problems for those Teutonic Knights still intent on any project in Rus. Gregory had died, depriving the northern crusade of a great advocate. Meanwhile, the Order's deputy provincial master Andreas—who had been acting in the absence of the master, Dietrich—now faced the pull not only of calls for help against the Khan but a new Teutonic campaign against the Balts west of Riga that might help to one day

join crusader Livonia to Prussia in a grand crusader state. Then, in the winter, recently converted pagans on islands off Leal rose up against Bishop Heinrich, requiring Andreas to lead an army across the sea ice to subdue them. It would be up to Bishop Hermann to lead a response to Aleksandr.

Peipus. Reinforced by his brother Andrey, Aleksandr that winter marched a large Novgorodan army on Pskov and reconquered it, sending the garrison back to Novgorod in chains. He then pressed into Livonia—how deeply is in question—and used his army to ravage the countryside.

Hermann formed his own army to take on Aleksandr's and succeeded in catching and crushing a Russian advance column and killing its Novgorodan commander Domash. Aleksandr on his way back into Rus turned to face the pursuing Teutons at the Uzmen crossing at the southern neck of Lake Peipus (Chudskoye in Russia). Aleksandr drew his army up along the frozen marshy banks. There the Teutons attacked on April 5th, 1242, charging in a wedge.

Enveloped by the greater numbers of Russians and thinned by Aleksandr and Andrey's masses of archers, the Teutons routed, suffering losses as the enemy pursued them back across the ice.

The battlefield defeat, on top of the recent Teutonic reverses at Koporye and Pskov and of Aleksandr's raid on Hermann's lands, were enough seal the peace. Rome in any case was now focused on the selection of a new pope, while central Europe and Rus each sought their own recovery from the advent of Batu Khan. In the Baltic, Teutons and Russian exchanged prisoners but soon returned to incursions and raids in the manner of those of 1240-1242, across Baltic borders that survive to this day.



Nevsky's gameboard map in geographic context, including several off-map places cited in game materials such as the Arts of War

cards. Note that the game map draws Ladoga, Velikiye Luki, and Karelia in a bit to include them as Locales for maneuver.

Lord Histories

This historical background on Lords portrayed in the game expands on the play aid sheets showing the Lords in relation to one another. See *Selected Sources* later in this booklet regarding abbreviations given here in brackets.

The Teutons and Their Allies



Andreas von Felben
Landmeister in Livonia

From the Teutonic Knights' 1237 union with the Livonian Sword Brethren onward, a provincial master (*Landmeister*) commanded the Order's activities in Livonia. With some uncertainty regarding 1240-1242, it appears that the German Dietrich von Grüningen held the Livonian post, while his deputy, the Dutchman Andreas von Felben, acted in his stead during Dietrich's frequent absences. (For Andreas's coat of arms, we show the Teutonic Knights' cross with an eagle borrowed from the arms of the Teutonic Grand Master.)

Andreas's rise as a Teutonic Knight is obscure. He may well have served in the separate and more aggressive Livonian order of Sword Brethren. But whatever his previous loyalties, as Teutonic *Landmeister* he gave rather halting support to the crusade in Rus—at least whenever competing demands stretched the Order's military resources, which was often. From the Master's residence at Wenden, threats and opportunities to the west and south must have appeared more urgent or attractive than the over-ambitious project to east.

Andreas may have commanded during the 1240 campaign to Izborsk and Pskov, but he is not mentioned. References in the Livonian chronicle to "brothers" and in Novgorod's to "men of Fellin" in that war more likely meant local Teutonic Knights, especially ex-Sword Brethren. The Teutonic Order's role and therefore that of Andreas appears more prominent in the Livonian alliance that invaded the Vod region in spring 1241. For the Teutonic response to Aleksandr's 1242 incursion, Andreas stayed at Riga.

By the time of the Order's successes in the Vod, calls must already have been coming in to Riga and Wenden for help against the Mongol invasion of Latindom (see the History note for Russian Event #R10, *BATU KHAN—Mongols Turn West*). Closer to home, Master Dietrich in 1241 began assembling a Teutonic campaign to capture the lands west of Riga (#R17, *DIETRICH VON GRÜNINGEN leads Order to Kurland*). Even more pressing, a revolt in late 1241 by the still converting Baltic islanders of Ösel (Saaremaa) northwest of Riga drew Andreas's personal attention—indeed his command of a daring march across Baltic Sea ice—as the local bishop, Heinrich, proved incapable of suppressing his rebellious flock (#R9, *OSILIAN REVOLT*).

After the Teutonic debacle on Lake Peipus in April 1242, Andreas repaired briefly to his Dutch homeland, returning the following year as Dietrich's deputy once more and finally rising to become Livonian *Landmeister* in his own right by 1248.

[AS pp 141,154-165, 200-202; DN pp 14, 20-21, 51; EC pp xiv, 133; WU pp 94-100]



Hermann
Bishop of Dorpat

Chief architect of the Teutonic conquest of Livonia was a Lower Saxon cleric, Albert von Buxhövdn (Buxtehude), who eventually established a bishopric for himself at Riga. Albert doled fiefs out to his family from the conquered lands, making his brother Hermann Bishop of Leal and then, after its capture in 1224, of Dorpat in the Estonian region of Ugaunia. (Here we show Hermann's coat of arms as the earliest known for Dorpat.) With strongholds along the Russian frontier and a tie by family marriage to Russian enemies of Aleksandr from nearby Pskov, Hermann was a natural choice to command a Teutonic crusade into Rus.

Hermann had reason to look eastward. After Albert died in 1229, Hermann took over management of an alliance with Pskov through its ruler Vladimir Mstislavich. Another Buxhövdn brother, the knight Theodorik (Dietrich), had married Vladimir's daughter. When her brother Yaroslav clashed with Novgorod and the House of Suzdal, Hermann gave his brother-in-law and claimant to the Pskovan throne refuge in the Dorpat bishopric's other key stronghold, Odenpäh.

Dorpat and Odenpäh both already had featured in fighting between Teutons and Russians in 1220s and 1230s, and the 1240 and 1242 campaigns appear in local context very much a continuation. In addition to his ally Yaroslav's *druzhina*, Bishop Herman could call upon his own Teutonic vassals at Odenpäh, Helmold von Lüneburg and Johannes von Dolen, plus local Estonian auxiliaries. And behind Hermann stood the eager ex-members of the order of Sword Brethren—founded by his brother Albert back in Riga decades before.

Hermann led the crushing victory over the pro-Suzdal Pskovans in 1240 and an initially successful response to Aleksandr's incursion in 1242—achieving the ambush and destruction of a vanguard under the Novgorodan commander Domash as the Russians withdrew across Ugaunia. But Hermann drew blame for the final defeat at Peipus; as the *Livonian Rhymed Chronicle* summed it up:

The bishop did not sit still, but ordered his men to hurry to the Brothers' army and oppose the Russians. ... But they had brought along too few people, and the Brothers' army was also too small. Nevertheless they decided to attack the Russians.

[AS pp 124-137, 159-167; DN pp 11-14, 20, 41, 54-68, 84-85; EC pp 99, 133; WU pp 94, 98-100]



Heinrich Bishop of Ösel-Wiek

Around 1234, papal legate William of Modena arrived in Livonia seeking to calm feuds among the German crusaders and between them and the King of Denmark. The Livonian Sword Brethren, against the inclinations of the bishops and the Teutonic Order, had been seizing Estonian lands claimed by the King. As part of a larger accommodation, William soon installed a Dominican, Heinrich, in a new bishopric comprising parts of the large Baltic Estonian islands and the western Estonian mainland—areas variously under the sway of the Danes, the Bishop of Riga, and the Sword Brethren. (Heinrich's coat of arms here shows sword and crook from arms carved in the castle of a later Bishop of Ösel-Wiek and blue field from the seals of Ösel Island [Saaremaa] and its stronghold of Arensburg [Kuressaare].)

Heinrich was beset with challenges from within and without. Local vassals—the brothers Odward and Heinrich von Lode—initially rebelled against their new lord, requiring William to engage the Teutonic Knights in an alliance with Heinrich to help force the vassals back in line. When the Estonians of Ösel rose up in the winter of 1241-1242, it again took Teutonic Knights to quell the revolt. And Danish claims seemed ever in the mix: part of the arrangement that returned Estonian lands to Danish control was that the King would not attack Heinrich (see Teutonic Capability #T1 TREATY OF STENSBY – *Danish-Teutonic comity enforced*).

Heinrich brought a powerful fleet to the war with the Russians, useful in choking off their trade. Beyond that, Heinrich receives note more frequently for his efforts to secure his claims to conquests than for campaigning to conquer them in the first place. In April 1241 at Riga, he sealed an alliance with the Order that gave him a stake in the Vod (then in Teutonic hands) and Neva, Ingria, and Karelia (all still under Novgorod's sway). Heinrich then departed for Rome personally to obtain the Pope's approval on behalf of the Teutonic alliance that he be named Bishop of these yet-to-be converted peoples.

Heinrich's bishopric did participate in the Teutonic campaign into Curonia in 1241-1242. If he in the end never did rule over the Vodians, Ingrians, or Karelians, he did manage via his Teutonic alliances to fend off the Danes. A 1243 treaty reinforced mutual defense among the Livonian bishops and the Teutonic Knights, perhaps against the Russians in the aftermath of Peipus, but probably moreso against the Danes. Abel Valdemarsen, as King of Denmark, in 1251 finally relinquished claims to Ösel and Wiek.

[AS pp 142, 154-164; DN p57; WU pp 95-96]



Knud & Abel Princes of Denmark

In 1219, Danish King Valdemar II mustered his fleet, landed at Reval (Tallinn) on the Estonian coast, and began to fortify a stronghold there. With defeat of an Estonian army in battle, the King expanded Danish dominion and soon forced Bishop Albert of Riga to cede German claims to the northern Estonian regions of Harrien, Jerwen, and Wierland. But Albert's fanatical Livonian Sword Brethren were also blazing into Estonia—they seized Harrien and Wierland for themselves in 1225, then Reval in 1227. Only the death of many Sword Brothers in a 1236 debacle in Lithuania enabled papal arbitration to calm the crusader feud. Valdemar in 1238 by treaty gave up Jerwen but confirmed his claim to the rest of northern Estonia. (See Teutonic Capability #T1 TREATY OF STENSBY – *Danish-Teutonic comity enforced*.)

As part of the arrangement, the Pope expected of Valdemar that he would support the Teutonic Knights militarily in further crusades, including eastward into Rus, especially with his fleet. The King answered the call in 1240 by sending two of his sons, Knud and Abel, to lead Danish contingents, local vassals, and Estonian auxiliaries against Pskov. Knud was an older half-brother; son of the King by a mistress, his father had nevertheless for a time made him a Duke in Estonia. The younger Abel was one of several legitimate heirs to the throne. (We show their coat of arms as the *Dannebrog* cross for that symbol's legendary origin in Valdemar's Estonian crusade.)

After Pskov, a Teutonic push eastward along the Baltic coast aligned with the ambitions of the Danish King's mostly German vassals in Estonia, whom he distrusted after inheriting them from the Teutonic crusaders. While there is historical debate, Danish-ruled Teutonic vassals such as Dietrich von Kivel, potentate of nearby Wierland, and Otto von Lüneburg probably joined in the winter 1240 invasion of Novgorod's Vod protectorate and raising a crusader castle at Koporye to hold the area.

Unfortunately for the Danish enterprise in Rus, King Valdemar died in the spring, setting off an unraveling of Denmark as one heir rebelled against another. The older son Eric became king, but Abel, with Knud in support, returned home to oppose him, finally winning the throne for himself in 1250. (See Russian Event #R11 VALDEMAR – *Danish unrest after king's death*. In the game, Knud & Abel thereafter represent other Danish captains posted in Estonia and commanding Denmark's troops and vassals.)

A reference in the *Livonian Rhymed Chronicle* to the “the King's men” at the Battle of the Ice has led historians to reason Danish vassal participation in campaign of 1242 against Aleksandr; other historians dispute the conclusion. Regardless, the Danes proved unable to halt or overturn Aleksandr's reconquests. A century later, another King Valdemar sold Denmark's remaining claim to Estonia to the Teutonic Knights for 10,000 marks.

[AS pp 142-143, 154-162, 229-232; DN pp 41, 48-54, 59, 67, 81; EC pp 109-113, 133-134, 199-200; WU pp 91-95, 99]



Rudolf von Kassel Castellan of Wenden

The dawn of the 13th Century saw a blossoming Northern Crusade. Bishop Albert at Riga had discovered that he would need more than missionaries and peaceful persuasion to convert the Baltic pagans within his reach. German knights flocked to the Baltic as an easier sojourn and duty than the doomed reconquest of the faraway Holy Land might offer. But to conquer the Livs and Letts and keep them Christian, Albert needed a standing military arm to orient, organize, and buttress the seasonal crusaders.

The Bishop therefore invented his own order of warrior monks: the Livonian Sword Brethren (Brothers of the Knighthood of Christ in Livonia). He recruited to this Brotherhood those men of any social origin who were not just after a summer adventure and back home to Saxony but would swear to a lifetime of biting winters and rampart watches that promised more shivering than chivalry. Rudolf in the game leads survivors of this order.

It should not surprise us that this selection of warriors would be, as historian Eric Christiansen puts it, “a rough and ready lot”. In 1209, one such brother killed his order’s first master with an axe. Excessive violence against not only pagans but converts became so routine that the Pope’s legate William of Modena had to implore the Sword Brethren to be lenient in extracting tithes, lest their cruelty lead to relapses into paganism. And once settled into conquered forts near Rus, the Brethren led Baltic converts in looting and killing campaigns against Russian Christians as well. (See also Teutonic Capability #T7 WARRIOR MONKS and Event #T8 TEUTONIC FERVOR.)

Nor does it seem surprising in retrospect that this heavily armed and aggressive group should soon come into friction with the Bishop who created them, his brother Bishop Hermann, and their ostensible co-crusader, the King of Denmark. It was the Brethren’s progressive occupation—against the wishes of the Church—of Estonian lands claimed by the Danes that most bedeviled Legate William’s coordination of the northern crusaders in the 1230s. Only with the decimation of the Sword Brethren at the 1236 Battle of Saule in Lithuania was a solution in sight: agreement by the surviving Brethren to union with the Teutonic Order, as its new Livonian branch. This Livonia Order under new leadership made peace with Denmark and ceded back to King Valdemar most of the Brethren’s winnings in northern Estonia. (See Teutonic Capability #T1 TREATY OF STENSBY.)

The Teutonic Order thus made its proper entry into Livonia via the Sword Brethren. Indeed, the Teutonic Knights already may have in part been following the Brethren’s example in shifting their focus from regaining the Holy Land to converting the pagans of Prussia. The Teutonic *Landmeister* in Prussia took on the command of the Order in Livonia, and in 1238 Dietrich von Grüningen took on the separate office of Livonian Master.

Meanwhile, those former Sword Brothers who were most resentful of the new subordination resisted the authority of their new Teutonic Master and withdrew not only from Danish Estonia but

also from the vicinity of Riga to their own monasteries nearer the Russian frontier. The Teutonic shakeup had come at a time of larger Livonian tensions with the Russians, apparent Russian vulnerability from Mongol ravages, and a papal push for a crusade into Novgorodan Rus.

Beyond their Latin zeal and their bitterness over the cession to the Danes, financial need guaranteed that ex-Sword Brothers would jump at the 1240 *Drang nach Osten*. Gathered in monasteries and castles as dictated by missionary strategy, the Brethren lacked the lucrative, self-sustaining estates of typical feudal lords such as the prince-bishops. They had to expand to survive. Thwarted to the south by Saule and to the north by Stensby, a search for revenue in a press to the east beckoned as a best option.

A likely leader of these Teutonic malcontents for the 1240 to 1242 campaigns was Rudolf von Kassel. Rudolf had been a nettlesome local rival to Bishop Hermann and at a minimum held to the opposition faction within the Order’s post-merger leadership. (We show Rudolf’s coat of arms as the red sword and cross that the Sword Brothers wore on the shoulder of their white mantels, before trading them in for the black cross of the Teutonic Knights.) Rudolf commanded at Castle Wenden, a residence of the Sword Brethren Master and now of the Teutonic *Landmeister*, and from there must have retained some substantial lordship within the new Livonian Order. (A castellan, also called “constable”, was the governor of a castle and its district.)

Although references to Rudolf are sparse, he almost certainly led in answering his erstwhile opponent’s call from Dorpat for the Order’s help in the drive on Pskov in 1240. Former Sword Brothers took part in the Koporye campaign of 1240-1241, and Rudolf could well have led personally there also. Finally, the “Brothers” noted in the *Livonian Chronicle* as joining Bishop Hermann’s forces in opposing Alexander’s invasion of 1242 must have comprised mostly or entirely the adherents of Rudolf’s faction, as the *Landmeister* was busy in the west of Livonia. Disappearance of Rudolf from the records after the Battle of the Ice suggests that he fell there.

Blocked in the east, the Brothers fairly or not complained of halting support from the Bishops and the Teutonic Masters for the Russian venture. But Dietrich took the opportunity in the fanatics’ defeat, just as Legate William had before him, to clean house. Recalcitrant warrior-monks came to heel, and the Teutonic Order unified.

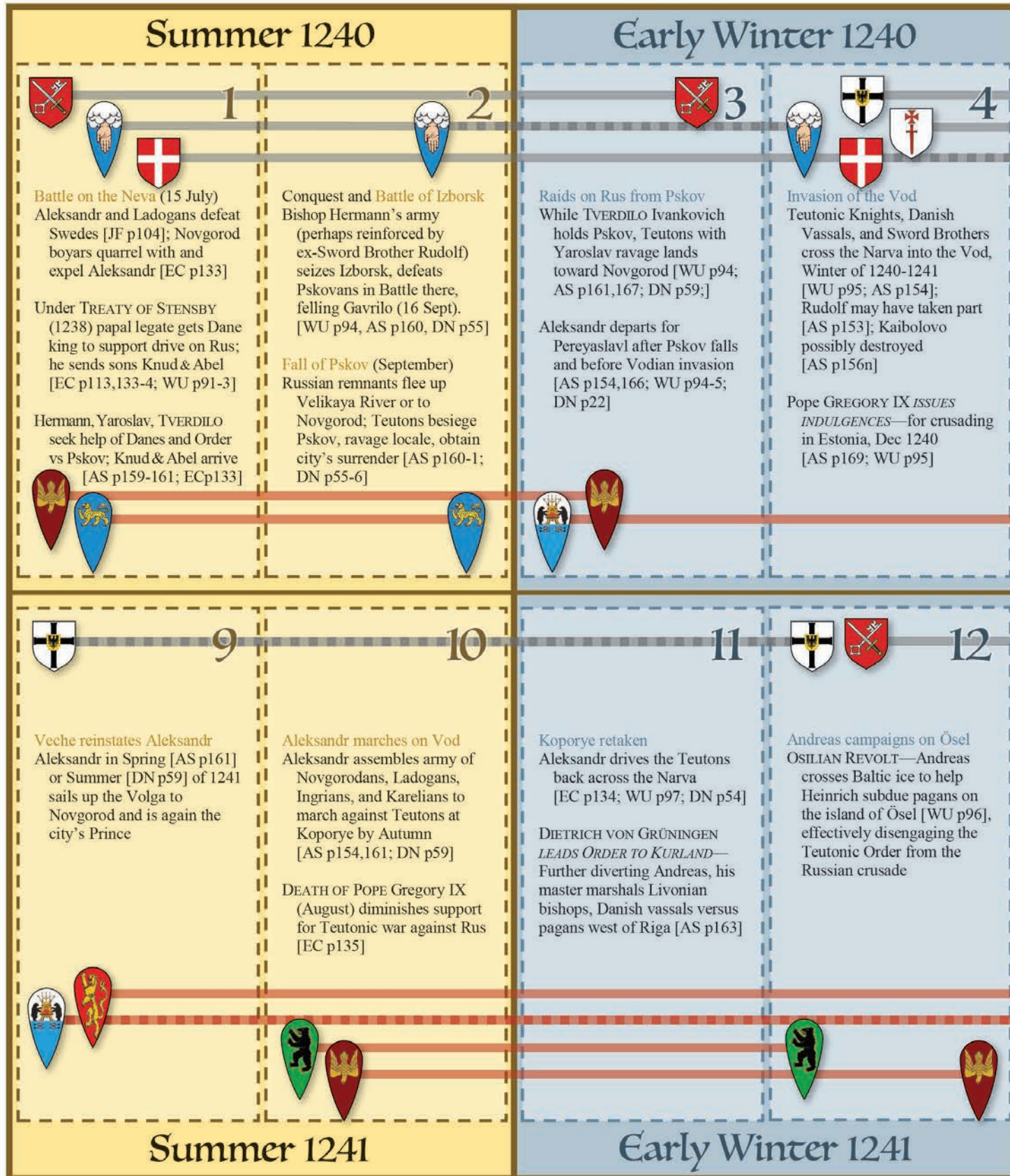
[AS pp 153, 159-160; DN pp 51, 67, 79; *Crusading and Chronicle Writing on the Medieval Baltic Frontier* pp 16-17, 34, 42, 80, 93, 131; EC pp xiv, 79-83, 99-100; WU pp 57, 84-88, 90-100]

continued on page 26



TIME LINE This calendar integrates available information and surmise on when Lords Mustered in game terms and in context of milestones in the conflict (see Campaign Synopsis). Solid lines

between coats of arms denote Service within the game's ratings, and dashed lines extended Service, such as via Pay. For source abbreviations, see Selected Sources.



Late Winter 1241

5



6

WILLIAM OF MODENA, *PAPAL LEGATE TO LIVONIA* may have returned to the Baltic frontier to organize the campaign against Rus [WU p95-6]

Koporye Conquered
VODIAN TREACHERY—Teutons take Koporye, plunder Vod, reach Ingria, early 1241 [EC p134; AS p154-5]

Novgorod again seeks help of Vladimir-Suzdal **VELIKI KNYAZ** Yaroslav Vsevolodovich [AS p161; DN p53]

Veche declines Andrey **GRAND PRINCE FAVORS A SON**—Yaroslav Vsevolodovich offers to send Andrey; Novgorodans hold out for Aleksandr [AS p161]

Teutons building at Koporye [AS p155; WU p95]

Ravage of Tesovo and Sablia
Teutons from newly conquered areas in the north raid toward Novgorod [WU p95; AS p154; DN p53]

Rasputitsa 1241

7



VALDEMAR, DANE UNREST AFTER KING'S DEATH—(March) Knud & Abel stay in Denmark to deal with threat of civil war [WU p95]

Koporye castle complete by April [WU p95; DN p53]

Heinrich at Riga on 13 April allies with Andreas, with sights on Vod, Ingria, Neva [AS p155-7]



8

Heinrich departs for Rome
HEINRICH SEES THE CURIA to secure claims to Rus after Teutonic successes in the Vod [AS p158; WU p95]

BATU KHAN, MONGOLS TURN WEST—After Mongols capture Kiev Autumn 1240, they press toward Poland, Hungary [AS p145; DN p57]; Andreas's zeal for the Russian crusade wanes after Spring 1241 [WU p96]

13



BATU KHAN, MONGOLS TURN WEST—Mongols by Spring 1242 deep in Poland, Hungary; Papacy asks Teutonic Order to come south to defend [EC p133]

Andrey joins Aleksandr from Suzdalia; they with Domash and Karelians march on Pskov and Livonia [AS p161,167; DN p41; WU p97]

14



Hermann raises defense army with Rudolf, perhaps Danes [WU p98; DN p67; AS p167]

Liberation of Pskov (5 March) Aleksandr besieges, conquers Pskov [AS p161; WU p97]

Raid on Livonia
Russians ravage Dorpat diocese [WU p98; DN p66], perhaps as far as Tolowa or Sackala [AS p161,167]

15



Hermann catches Aleksandr's army in Ugaunia returning with loot [AS p167]; **AMBUSH** crushes Domash vanguard at **BRIDGE** [AS p161; DN p58-68; WU p98]

Battle of the Ice (5 April)
A combined total of 1,000 to 6,000 Teutonic and Russian forces [AS p167; DN p41] battle at **RAVEN'S ROCK** near Uzmen [AS p161; DN p71]



16

With their defeat en masse at Lake Peipus (Chud)—Rudolf possibly among the slain [DN p79]—the Teutons must cede Pskov and their other conquests in Russia back to Novgorod [EC p135]; the Teutons and Rus see 20 years of peace [WU p99]

Late Winter 1242

Rasputitsa 1242



Yaroslav Exile of Pskov

Albert von Buxhövdén, Bishop of Riga, like any great feudal lord, furthered his family not only by enfiefing relatives with conquered land but also by marrying them into nearby princely houses. He persuaded his brother Theodoric (Dietrich) to marry a Russian princess, the daughter of the *Knyaz* (Prince) of Pskov Vladimir Mstislavich. The idea was to ally with Orthodox Christian Russians against pagan Balts. By 1212, Vladimir was helping Albert strengthen relations with another Russian, the Prince of Polotsk. Temporarily expelled from Pskov in 1213, Vladimir served as a bailiff for Albert, overseeing converted Letts in Catholic Livonia. As late as 1236, Pskovans fought alongside Sword Brethren in the Saule campaign in Lithuania.

But Christian comity waxed and waned as the Brethren goaded the Rigan Buxhövdén on to conquer ever more pagan strongholds and the Russian princes in and beyond Pskov grappled with how to respond to crusader encroachment. The Teutons conquered the Estonian forts of Odenpäh and Dorpat (Estonian Tartu, Russian Yuryev) from pagan Balts whom the Russians claimed as tributaries. Tensions built with raids and counter-invasions. By 1224, the fighting got bad enough to require a peace treaty among Riga, Pskov, and Novgorod that gave Pskov continued tribute from Balts in Livonia while confirming Theodoric at Odenpäh and his Buxhövdén brother Hermann at Dorpat.

Russian contention over whether to accommodate or fight the Teutons eventually played itself out in the larger dynastic struggle between the princely descendants of Mstislav Khrabry (“The Brave”)—especially his son Mstislav Udaloy (“The Bold”) and, in Pskov, his brother Vladimir—and those of Vsevolod III of Vladimir-Suzdal, with the latter house increasingly raising the banner of resistance. Vsevolod’s sons and grandsons by the 1230s sealed their grip on the thrones of Novgorod and Suzdalia to the southeast and with them their dominance of northern Rus.

In Pskov, Mstislav’s son Vladimir had reigned intermittently and mostly maintained the alliance with Livonia. But in 1232, Yaroslav Vsevolodovich from Novgorod saw to an internal takeover of Pskov. Vladimir Mstislavich’s own son Yaroslav—claimant to the Pskovan throne—reacted as his father had back in 1213: he fled west into Livonia, to Odenpäh to seek support from his German brother-in-law there and, through him, from his more powerful in-law, Prince-Bishop Hermann of Dorpat. (Here Yaroslav’s coat of arms draws from elements of the more modern seal of Pskov and its region.)

Yaroslav Vladimirovich and other Mstislavich partisans with German help in 1233 attacked Pskov via Izborsk but met defeat, with Yaroslav taken prisoner to Pereyasavl in Suzdalia. Vsevolod’s son Yaroslav counterattacked Dorpat and Odenpäh in 1234, and so it

went. Yaroslav Vladimirovich apparently was ransomed in 1235 or later and went right back to the pursuit of his claim to Pskov out of Odenpäh. Back in Rus, Yaroslav Vsevolodovich’s son Aleksandr became Prince of Novgorod in 1236.

Yaroslav Vladimirov, exile of Pskov, thus appears to have been another driver—along with papal legate William of Modena, Bishop Hermann, and the former Sword Brethren—of the Teutons’ 1240 invasion of Rus. His *druzhina* (princely retinue) probably took part in the Izborsk-Pskov campaign. His friends who had remained in positions of authority inside Pskov may have been important to its capture by and rule under the Teutonic victors. (See also Teutonic Event #T7 TVERDILO – *Pskovan ally*.) And he probably participated in subsequent Teutonic raids eastward to ravage Novgorodan Rus.

After the Teutons’ 1242 defeat at the hands of the Suzdalian Aleksandr and his brother Andrey, Yaroslav Vladimirovich appears to have remained tied to both Odenpäh and Pskov for a time, as his wife was murdered in Odenpäh by a stepson in 1243 and buried in Pskov. Yaroslav must have patched things up with Aleksandr, however, as each of them led Novgorodan forces in a 1245 campaign against the Lithuanians.

[AS pp 98, 107-129, 134-137, 160-167; DN pp 11, 18-20, 51, 54, 56; EC pp xvii, 99, 102; JF pp 45-57, 71-75, 104, 177; WU p94]



The Russians and Their Allies

Aleksandr Yaroslavich

Prince of Novgorod



The line of Vsevolod III “Big Nest” that in the 1230s won the Russian tug of war over Novgorod drew its strength from the Grand Principality of Vladimir-Suzdal – Suzdalia being a region east of Novgorodan Rus along transits to the bread basket of the interior and the trade of Asia, and Vladimir being its greatest city. (See also Russian Capability #R17 VELIKY KNYAZ.) Yury Vsevolodovich had ruled there as *veliky knyaz* (grand prince) from the 1210s. His brother Yaroslav was elected to the throne of Novgorod for a third time in 1230 and in 1236 saw to its transfer to his young son Aleksandr. (We show Aleksandr’s coat of arms as a lion rampant, from the arms of the city of Vladimir.)

The arrival in early 1238 at Vladimir’s city gates of the massive Mongol army of Batu Khan would have seemed to undo the

Vsevolodichi's aristocratic triumph. The Mongols quickly sacked Vladimir and an uncertain number of other Suzdalian towns, defeated Yury in a field battle that saw the Grand Prince beheaded, and took Novgorod's southeastern fortress of Torzhok. But with the spring thaw impeding the steppe warriors' advance on Novgorod, they departed as suddenly as they had appeared. Yury's brother Yaroslav Vsevolodovich inherited the grand principality with its sway over Novgorod largely intact. (See also Teutonic Event #T12 KHAN BATY – *Mongols' return feared.*)

Despite the Mongol sweep from the east and a building Teutonic crusade to the west, Aleksandr's first reign as Prince of Novgorod focused on a third threat: pagan Lithuanian incursions from the southwest. Aleksandr in response fortified Novgorodan Rus's upper Shelon River and in 1239 married into the Russian principality of Polotsk that lay astride the Lithuanian frontier. (See Teutonic Event #T15 MINDAUGAS – *Lithuanian chief raids Rus* and Russian Event #R8 PRINCE OF POLOTSK.)

The crusader threat materialized the very next year: Swedes landed near the mouth of the Neva in July 1240. Aleksandr promptly mustered Novgorodan and Ladogan forces and—almost certainly supported by a fleet of Russian boats and ships—moved down the Volkhov to surprise and rout the invaders where the Izhora River flowed into the Neva.

It was at his moment that Hermann of Dorpat and the Russian exile Yaroslav of Pskov marched on Novgorod's protectorate to its southwest. Apparently not much worried about the Teutonic advance—or perhaps manipulated by partisans of Yaroslav as a sort of fifth column in political support of the military thrust—a Novgorod *veche* (assembly) decided that, however ably Aleksandr and his *druzhina* (retinue) may have responded to the Swedes, they were no longer needed. The *veche* sent him and his Polotskan princess packing for Suzdalia (or perhaps it was he who decided to leave rather than face down the opposition).

Only when the Germans and Danes in early 1241 occupied and fortified Novgorod's tributary Vodia (German Watland) in the northwest did the city's nobles reconsider and appeal to the Grand Prince to send his son back again to their defense. After some months of haggling (see Andrey's history, below), Aleksandr returned as prince and that summer and autumn deftly expelled the invaders from the Vod, seizing the Teutonic stronghold at Koporye. Whether out of religious affinity or as a pragmatic means to ensure both Novgorod's hold on its territory and its future diplomatic relations, Aleksandr dealt more harshly with the pagan or recently converted Vodians than with the Teutons that he captured.



Reinforced from Suzdalia over the winter by his brother Andrey,

Aleksandr next marched on and made quick work of the enemy garrison of Pskov. Pressing on into Livonia in a raid of retribution, Aleksandr's string of combat victories saw its only break: a defeat of his advance column under the Novgorodan commander Domash in an ambush by Bishop Hermann's army. But the Teutonic win only set the stage for Hermann's pursuit of Aleksandr back to the Russian frontier and the Prince's famous stand and victory along the icy banks of Lake Peipus.

This time Aleksandr would remain Prince of Novgorod. But he soon also became embroiled in new dynastic struggle, this time within the House of Suzdal. Grand Prince Yaroslav died in 1246 while on one of his journeys to see the Mongols. His brother inherited the throne in Vladimir, but Andrey usurped his uncle in 1248—a breach not only of the traditional succession from brother to brother rather than father to son but also of older to next oldest, as Aleksandr and not Andrey was the elder of the two.

With the defeat of an anti-Mongol campaign by Andrey, Aleksandr succeeded his brother in 1252. Grand Prince Aleksandr well rewarded the Khan's support, even twice marching Vladimir-Suzdal's army on Novgorod to enforce Mongol authority on its citizens. Most of all, Aleksandr as Grand Prince protected and expanded the writ of the Church. And so, long after his death in 1263 (like his father, after a hard journey at the summons of his Mongol overlords), he acquired Orthodox sainthood. And with it, he obtained his legendary name that recalls the first of his victories over Latin invaders of the Northern Crusades.

[AS pp 154, 161, 166-167, 314-315; DN pp 21-22, 54-55, 59; EC pp xvii, 134; JF pp 79-81, 87-89, 97-121, 176; WU p97]

Andrey Yaroslavich Prince of Suzdal



After Batu Khan's army crushed north-Russian resistance in the Battle of Sit River in March 1238, Yaroslav Vsevolodovich became the new Grand Prince of Vladimir-Suzdal. Yaroslav had been absent from the Russian stand on the Sit, which may have helped him adopt the necessary accommodation with the new Mongol overlords of Rus. His then eldest son Aleksandr also had missed the Mongol onslaught, as he reigned in a city that had been spared, Novgorod the Great. The next son in line, Andrey, still under age, presumably had stayed home in Suzdalia or in the company of his father—first, as the Mongols burned through; then, as his older brother in 1240 famously met the Swedes on the Neva. (We borrow the coat of arms of the town of Suzdal for Andrey.)

By early 1241, the Mongols were gone from northern Rus; the Teutonic push on Novgorod had become the main concern for the House of Suzdal. Aleksandr was back home at Pereyasavl. The Novgorod *boyars* were calling on him to forget their quarrel of the previous year and return to the great city's defense. His father Yaroslav—for reasons of his own—instead offered up Andrey as the new Prince of Novgorod. Had Aleksandr refused? Was Yaroslav seeking to remind Novgorod's *veche* of his power? Or did the father

advance one son over the other in some foreshadowing of their later rivalry? (See Teutonic Event #T1 GRAND PRINCE *favors a son.*)

Regardless, Novgorod was not hard enough pressed by the Teutonic invaders to accept just anyone. The *veche* declined Andrey. Later that year, Novgorod got the prince it wanted. Aleksandr repeated his military performance of the previous year, this time against Germans and Danes, again without Andrey.

Not until 1242 did Andrey — now 20 years old or so — get his chance to lead men at war. Yaroslav sent him at the head of reinforcements for Aleksandr’s army, possibly including large numbers of horse archers, for the drive on Pskov.

We know of no separate maneuvers by Andrey, but the two brothers appeared to fight well together. (See Capability #R11 HOUSE OF SUZDAL). Andrey probably commanded a wing at the Battle of the Ice in April 1242. In contrast to the *Novgorod Chronicle* and the much later record of Aleksandr as a saint, the entry on the campaign from a Suzdalian chronographer gives Aleksandr no greater mention than Andrey:

Grand Prince Yaroslav sent his son Andrey to Novgorod the Great to help Aleksandr against the Germans, and they defeated them beyond Pskov on the lake and took many prisoners. And Andrey returned to his father with honor.

Shortly after Peipus, House Vsevolodovich returned to the question of the Mongols. Yaroslav in 1243 traveled to the court of Batu Khan’s “Golden Horde” in far-off Saray, adopting open submission. He died on an even more distant journey a few years later all the way to the Karakorum in Mongolia.

Andrey now made his move. He seized the throne in Vladimir as Grand Prince, usurping his uncle Svyatoslav by force of arms and bypassing Aleksandr. Andrey and Aleksandr then separately traveled to Saray and Karakorum, apparently each to obtain the Mongols’ support for themselves.

Andrey obtained his writ as Grand Prince, perhaps out of the higher Mongolian court’s suspicion of Aleksandr’s close ties to Batu. But Andrey eventually fell into a stance of resistance. In 1250 or 1251, he married the daughter of a staunchly anti-Mongol southern ruler, Daniil of Galicia.

The insult — and perhaps entreaty from Aleksandr on another visit to the Khan — drew a Mongol invasion of Suzdalia in 1252 that defeated Andrey and his younger brother Yaroslav in battle near Pereyaslavl. Aleksander took over as Grand Prince, while Andrey fled into exile, to Danish Reval (as the Novgorodans would not have him) and thence all the way to Sweden.

Aleksandr had enough favor with the Mongol court to obtain forgiveness for his upstart brother. Andrey returned to Rus in 1255 and received a princely seat in Suzdal along with some eastern territories to live out his days helping his brother enforce Russian obedience to the Golden Horde.

[AS pp 161, 167, 219-222; DN pp 23-24, 36, 41, 53, 59-60, 65; JF pp 80, 99-100, 106-112, 118]

Domash Tverdislavich Tsyatskiy of Novgorod



Novgorod the Great wrangled with Russian princes in complex interdependence. The princely dynasties sought Novgorod’s wealth and prestige as they vied with one another for dominance of Rus, while the nobles of the city needed princely champions as they challenged one another — often violently. For all its trade reach, the Novgorodan *boyar* class was too divided against itself to see to the city’s defense without a *knyaz*. And the great houses even with their elite, dedicated, and mobile *druzhniki* needed Novgorod’s river fleet and the numbers of her army to support their distant military campaigns and to win their battles.

Thirteenth-Century Novgorod like other large Russian cities enjoyed an articulated civic structure. Nobles assembled in a council (*veche*) elected or appointed a variety of officials including a mayor (*posadnik*), a chief of militia (*tysyatskiy* — “man of a thousand”), and even the archbishop. In the 1220s, following a particularly intense series of internal crises that had seen Novgorodans don armor in readiness to battle one another, city notables journeyed to the adjacent principality of Vladimir-Suzdal to request a prince to rule them. Suzdalia recently had risen as the seat of grand princes, soon to be set as the preserve of the Vsevolodovich line. The tradition solidified that a Novgorod *veche* would invite or remove a *knyaz* as needed to lead the city, and that that prince would come from the House of Suzdal. (See also Russian Capabilities #R15 ARCHBISHOPRIC and #R17 VELIKY KNYAZ — *Grand Prince Yaroslav.*)

Incumbencies of Novgorod’s various offices had traded back and forth over the years as the great Russian houses and their partisans within the city maneuvered. But through almost all, a stalwart pro-Suzdalian named Tverdislav dominated as *posadnik*. By 1240, with the dynastic contest well settled, Tverdislav’s sons held the city’s administration: Stepan Tverdislavich as *posadnik* and Domash Tverdislavich as *tysyatskiy*.

Domash commanded at least the urban militia that bolstered Aleksandr and Andrey’s *druzhina*-based forces for the 1242 reconquest of Pskov and invasion of Livonia. (Here we give Domash a Novgorodan coat of arms.) The office of *tysyatskiy* by this time had expanded to broader authority. Domash therefore also may have seen to the marshaling of Novgorodan river craft for Aleksandr’s move on the Swedes in summer 1240, for example. Novgorodan troops accompanied the Prince not only in 1240 but also for his march on the Teutons in the Vod in 1241 — that is, for each



of his counter-expeditions to the corners of Novgorodan territory.

Domash, however, would not hold office as long or as illustriously as his father had held his. Separated from Aleksandr's main army as the Russians ravaged Livonian territory in early spring 1242, Domash fell to an ambush of his forces by the Teutonic host. (See Teutonic Events #T4 BRIDGE and #T6 AMBUSH.) Survivors escaped eastward to rejoin with Aleksandr and Andrey. In the culminating Russian victory of the campaign, at Raven's Rock on April 5th, Novgorodan militia provided the numbers that tipped the scales of battle in favor of Rus.

[AS pp 108, 121; DN pp 37-39, 58, 66-67; JF pp 52-58, 71-73; NM pp 19-20; Michael Paul, "Secular Power and the Archbishops of Novgorod", pp 231-237; WU pp 98-100]

Gavrilo Gorislavich

Voyevoda of Pskov



Novgorod the Great maintained a hold on the Lake Peipus-Velikaya River waterway system through its political dominance of the ancient Russian city and principality of Pskov. The importance of Pskov lay not only in the control of these key waterways for commerce but also—at least until the arrival in strength of Teutonic crusaders in the early 1200s—in helping Novgorod enforce a system of tribute from the Balts to the west.

Novgorod's nobles sought influence over Pskov in a similar manner as the princely dynasties sought to rule Novgorod itself: through the appointment of princes in Pskov from one or another of the great Russian houses. Pskov therefore often played the role of pawn in the struggle among the princely clans, its relationship with Novgorod burning hot or cold as the contesting dynasts and their partisans either ruled one but not the other city, or ruled both. Whoever held Novgorod, however, held a trump card over Pskov: Novgorod controlled Pskov's access to trade and food from the east, and its rulers would shut Pskov off should any contention become too dire.

With the founding of the Bishopric of Dorpat in the 1220s, Pskov's diplomacy grew even more complicated. Dorpat undermined Pskov's tributary relationship with the Estonians, but it also offered a new ally against other threats such as the Lithuanians or even rival Russians in Novgorod. The Pskovans thus alternated as enemies and allies of Bishop Hermann.

Key to Pskov's grip on its territory was the border stronghold that the Pskovans had built at Izborsk to the city's west. In 1233, the exiled Russian claimant to Pskov's throne Yaroslav Vladimirovich together with the Teutons attacked Izborsk from the west. The Pskovans counterattacked and not only relieved their fort but captured Yaroslav. The following year, their Suzdalian defender Yaroslav Vsevolodovich bolstered by Novgorodan troops followed up their victory by leading a ravaging campaign to the very gates of Dorpat.

The glorious memory of 1233-1234 may have led the Pskovian army to a fatal operational error when the Teutons and Pskov's exile returned in 1240. That September, Hermann and Yaroslav

Vladimirovich's army invaded, stormed, and sacked Izborsk. The chronicles agree that the Pskovans marched out in force from the relative safety of their city walls to strike the Teutons in the field, in an attempt to regain their vital border fort. This time, they met with bloody defeat.

The Teutons in their overwhelming battlefield victory slew not only hundreds of Pskovans but also the commander of the Pskovian army, Gavriilo Gorislavich—a *voyevoda* or military leader, especially the commander for a borderland stronghold or region. (We give Gavriilo's coat of arms the main element of the later arms of the Pskov region.)

Intrigues within Pskov's city administration still rippled in 1240 from the years of contention among the respective partisans of the Vsevolodovich and Mstislavich dynasties. As the Teutons advanced, this infighting now compounded the disaster of the Pskovian army's destruction in the field. After a week's ravage and siege by the Teutons, the city opened its gates, probably at the command of the pro-Mstislavich nobleman Tverdilo Ivankovich. (See Teutonic Event #T7 TVERDILO – *Pskovian ally*.)

What if there had been no ill-advised battle at Izborsk, and thus no sudden Pskovian collapse? The fighting of 1240 to 1242 might have resembled the campaign of 1233 more than the real Teutonic threat to Novgorodan Rus that it became.

In the event, Aleksandr Yaroslavich reprised his father's role as defender of Pskov, leading a Suzdalian-Novgorodan army in the city's rescue and retribution against Dorpat in 1242. Pskov naturally remained in Novgorod's orbit. However, its growing importance as bulwark against the Teutonic Knights gradually gained it greater independence from Novgorod, such as the right to appoint its own officials, finally ratified in the mid-14th Century.

[AS pp 134-140; DN pp 54-57; EC p 35; JF pp 54-55, 61, 73, 104; WU pp 80, 94-95]

Vladislav

Bailiff of Ladoga



When the Varangians in the Ninth Century arrived in what is now Russia, their first stronghold was a fort at Ladoga near the mouth of the Volkhov River on the great Lake Ladoga. From there, they pressed further upriver, settled at Novgorod, and eventually founded Rus itself. In the 13th Century, when most Russian fortifications were still of wood and earth, Ladoga boasted a stone fortress. This fortress guarded the Russians' main Baltic trade route from waterborne invasion, recruited among the Finnic tribes living along the Gulf, and kept watch on northern tributary peoples—the Vepsians, Karelians, and others—to guarantee Novgorod's dominance of its vast, fur-producing hinterland of the north.

We do not know who commanded at Ladoga in 1240, but the *Novgorod Chronicle* for 1228 describes a bailiff (appointed custodian) there named Vladislav as being in command of the district's forces. When a large party of Tavastian Finns that year

raided along Lake Ladoga, Novgorod's army under Prince Yaroslav Vsevolodovich rowed down the Volkhov River to meet the invaders. But before the Novgorodans could arrive, Vladislav led Ladogan troops out in boats and attacked the Finns, who had gathered their slaves and (presumably) other loot along the shore. Here we borrow the name Vladislav for the lord of the Ladogans, in view of the possibility that the same bailiff still served in 1240, or that perhaps a namesake did. (For Vladislav's coat of arms, we show that of Old Ladoga.)

When the Novgorodan army returned in 1240, this time under Yaroslav's son Prince Aleksandr, the Ladogans joined them for their famous campaign down the Neva to attack the Swedes. Ladogan forces with Ingrian and Karelian auxiliaries similarly joined Aleksandr for the reconquest of Koporye and the Vod region from the Germans and Danes in 1241. Ladoga itself would remain a bastion of Novgorodan territory into the 15th Century, when it received a major rebuild of its ancient stone works.

[AS pp 154, 161; DN pp 35, 59; EC pp 26, 35, 114, 177-178, 182; JF p104; KN p4; NM p21]

Karelians

Tributaries of Novgorod



The 13th Century saw a building struggle between Novgorod and Sweden for dominance of Finland, including by the conversion of pagans there to either side's own church. (See also Teutonic Event #T18 **SWEDISH CRUSADE into Tavastia** and Russian Event #R13 **PELGUI – Baptized Ingrian elder**.)

Novgorod traded with the Finnic peoples to its north for furs and sometimes exacted tribute of fur bundles. They also recruited auxiliary troops from among them. If the tribal warriors of Karelia were sparse in number relative to the Russians and not well equipped in war horses or the latest military technology, they were feared raiders, including by sea. (For their coat of arms, we borrow from that of Russian Karelia.)

Karelian contingents joined Aleksandr's army for the 1241 Koporye campaign and then in 1242 on the march to Pskov and on into Livonia. The Finns who fought on Lake Peipus were a long way from home, but then so were Aleksandr and Andrey.

[AS pp 154, 161, 167; DN pp 17, 35, 41, 59; EC pp 26, 41-42, 45, 48, 113-122, 182-183; NM p21]



ARTS OF WAR

This section provides tips on how to implement the effects of the various Events and Capabilities in each side's Arts of War deck plus historical background. See Selected Sources for expansion of the abbreviated references given here in brackets.

Teutonic Events

(top half of card)

T1. GRAND PRINCE favors a son

On Calendar, shift Aleksandr OR Andrey OR furthest right Service of either 2 boxes

Tips. Teutons choose direction of shift; off-Calendar positions do not force opposite shifts. If both cylinders are on the Calendar, Teutons choose which to shift. If both Service are, the one in the highest Calendar box shifts. If both Service are in the same box, or if one cylinder and one Service is on the Calendar, Teutons choose. Discard immediately.

History. As the Teutons closed on Novgorod, the city called upon its ally Grand Prince of Vladimir Yaroslav Vsevolodovich to restore his son Aleksandr as their prince. Yaroslav offered his younger son Andrey instead, but the Novgorodans rejected the nomination. After some delay, the Grand Prince sent Aleksandr. [AS p161; DN p59; JF pp105-106] See also Russian Capability #R11 HOUSE OF SUZDAL.

T2. TORZHOK – Mongols deny Novgorod grain

Remove 3 Assets from Domash OR 3 Coin from Veche

Tips. Teutons choose which Assets to remove and may select Domash or Veche even if that choice would remove fewer than three. Discard immediately.

History. Novgorod was dependent on imported food, either from the West via the Neva or from the rest of Rus. Novgorod's south-eastern stronghold and mercantile center of Torzhok guarded the supply route from the upper Volga; Russian strongmen frequently sought its capture as a key to pressure the rich city-state. The Mongols seized Torzhok in 1238 in a violent siege ahead of an apparent drive on Novgorod, but then suddenly turned their army elsewhere. [JF pp 48, 53, 55, 81; WU p93]

T3. VODIAN TREACHERY

Hold: Play if Teuton Lord closer than any Russian to Kaibolovo or Koporye Fort to Conquer it (no Spoils)

Tips. Closer means the shortest chain of adjacent spaces away (by Ways, not by sea). VODIAN TREACHERY does not remove a Walls +1 marker from Russian Capability #R18 STONE KREMLIN. If STONEMASONS has placed Castles at both Kaibolovo and Koporye, this Event cannot be played, because neither Locale has a Fort.

History. The Vodians were pagan tributaries of Novgorod who lived east of the River Narva. The Teutons invaded and conquered them in the winter of 1240-1241. A charter from Heinrich of Ösel dividing up the land among the new Teutonic lords mentions consent by many of the inhabitants in the conquest. The speed of the

consolidation of rule and the construction of a crusader castle there also suggest that local collaboration played a role in the Teutons' advance. [AS p155] Finally, the *Novgorod Chronicle's* description of Aleksandr's recapture of the region later in 1241 mentions collaborators among the local ethnicities: Aleksandr "took the town and brought some *Nemtsy* (Germans) to Novgorod and let others go. But the Vod and Chud (Estonian) traitors he hanged." [AS pp 154-155; DN pp 54, 59; WU p97]

T4. BRIDGE

Hold: May play on front center Russian Lord in non-Winter Battle—he Melee Strikes with units up to twice Round number

Tips. Tuck the card with Event showing under the affected enemy Lord's mat. In Round 1, only two of his units may Strike in Melee; in Round 2, four may do so, and so on. If desired, place that enemy Lord's units that are selected to melee Strike onto the Bridge card as each Battle Round progresses. Archery and ability to absorb Melee Hits are unaffected. BRIDGE cannot impede a Relief-Sallying Lord who is Attacking from behind.

History. A defensive tactic in medieval battles was to take a position a short distance behind a stream or river crossing such as a bridge or ford, allow enemy forces to begin to cross, then strike while the obstacle still divided the enemy army, defeating a portion of the stronger opponent. In the lead-up to the Battle of the Ice in 1242, Hermann's army caught and mauled the Russian advance guard under Domash at a bridge, per the *Novgorod Chronicle*, as the Russians were marching across Ugaunia on the way back east from ravaging the Bishop's lands. [DN pp 58, 62, 66; WU p98]

T5. MARSH

Hold: May play if Defending in non-Winter Battle—Russian Horse does not Strike in Rounds 1 and 2

Tips. The Event may not be played on Attack. All enemy Horse's Melee and Archery are blocked for two Rounds; its ability to absorb Melee Hits is not.

History. Expanses of wet terrain in the Baltic region posed problems for not only operational but tactical maneuver in the warmer months, especially but not exclusively for the big war horses of medieval heavy cavalry—among the factors favoring winter as a time for warfare. [VJM pp 248, 258]

T6. AMBUSH

Hold: Play to block Avoid Battle OR ignore Russian left and right in Battle Round 1

Tips. If played to block Avoid Battle, declare Event after Defender declares Avoid Battle; any discard of Assets to Avoid Battle also is blocked; Event used to Block Avoid Battle does not otherwise affect the ensuing Battle. AMBUSH does not block Withdrawal into a Stronghold. If played for Round 1 of Battle, Lords of that side who are at left or right front would Flank the enemy's center Lord, while any enemy Lords at left or right front would be uninvolved (so could not absorb Hits nor Rout in Round 1).

History. The Teutons achieved a destructive ambush in the lead-

up to the famous Battle of the Ice. As Aleksandr’s forces sought their way out of Ugaunia, presumably laden with loot, Hermann intercepted, ambushed, and crushed Domash’s advance column. The tactical victory improved the Teutons’ odds when the two armies soon after met in full array on the shores of Lake Peipus. [DN pp 43, 58, 66-68]

T7. TVERDILO – *Pskovan ally*

Hold: Play on Hermann OR Yaroslav to shift cylinder 2 Calendar boxes OR for Lordship +2.

Tip. The Lordship bonus can apply to either the Muster or Call to Arms segment. Discard the moment used.

History. As the *Novgorod Chronicle* has it, Hermann and Yaroslav’s 1240 campaign against Pskov fed off support from Pskovans arrayed politically against the dynasty of Aleksandr. The nobleman Tverdilo Ivankovich appears to have been in league from inside Pskov with the exiled Yaroslav, and it was he who opened the city gates to the besieging Teutons. The conquerors put Tverdilo in charge, and he then backed the ravage of Novgorodan settlements to the east. [AS pp 160-167; DN pp 56-57; WU pp 94-95]

T8. TEUTONIC FERVOR

Hold: Play on Rudolf to shift cylinder 2 Calendar boxes OR for Lordship +2. Discard the moment used. Rudolf may use the bonus to Levy the Capability on the same card.

Tips. The Lordship bonus can apply to either the Muster or the Call to Arms segment. Rudolf may receive the benefits of TEUTONIC FERVOR plus #T17 DIETRICH VON GRÜNINGEN at the same time. While Russian Event #R17 DIETRICH VON GRÜNINGEN is in effect, Rudolf may not use any Lordship even with TEUTONIC FERVOR.

History. The Brothers of the Knighthood of Christ in Livonia were a smaller crusading order that began in the household of the Bishop of Riga around 1202. [EC pp 79-80] These “Sword Brethren” had a reputation as the most energetic and brutal of Teutonic fighters. Their unruliness increasingly led them to turn upon fellow Latins in Livonia and Estonia, eventually resulting in their forced absorption into the larger Teutonic Order so as to better channel their fervor. See also Teutonic Capability #T1 TREATY OF STENSBY. In 1240-1242, the former Sword Brothers sought to win back their regional position via the new crusade on the schismatics, and they were correspondingly prominent in leading the invasion of Rus. [EC pp 99, 128; WU pp 93, 95-96, 100] Rudolf in the game represents their leadership within the Order.

T9. HILL

Hold: May play if Defending in Battle—Round 1 and 2 Teutonic Archery is x1 (not x½)

Tips. The Event may not be played on Attack. Melee is unaffected.

History. Accounting for the flat terrain of the region, the defensive high ground portrayed here extends the range and field of view of archers.

T10. FIELD ORGAN

Hold: Play on a Lord in Battle or Storm—Round 1, his Knights AND Sergeants Melee Strike +1

Tips. Teutons may play the Event when on Attack or Defense. Each of that Lord’s Knights and Sergeants units when Striking in Melee during Round 1 cause one added Hit—three Hits each for Knights in Battle or two Hits each in Storm or for Sergeants. Against Russian #R1 BRIDGE Event, only the units Striking cause the added Hits. Horse units blocked from Striking by #R2 MARSH or #R6 AMBUSH add no Hits. Archery and Hits on Teutons are unaffected.

History. A 1220s chronicle of the crusade on the pagans of Livonia and Estonia reveals the importance of music to Teutonic warfare. Singing, drums, and other musical instruments accompanied Teutonic attacks on field armies or the storming of ramparts; it comforted the crusaders and stressed their shared community. [VJM pp 260-261] FIELD ORGAN represents this general Teutonic practice and effect.

Historian William Urban, in a critique of the 1938 Soviet film about Aleksandr that featured a sled-mounted mobile organ inspiring the crusaders ahead of the Battle on the Ice, entertains the possibility that real-life Teutons possessed such devices:

It is just possible that the crusaders did possess a portable organ – Henry of Livonia had mentioned an incident in an earlier combat in which the playing of a musical instrument caused the two armies to stop fighting momentarily to listen in wonder, and records from the end of the century list organs among the religious objects destroyed by Lithuanian pagans. [WU p98]

T11. POPE GREGORY *issues indulgences*

On Calendar, shift 1 Teuton cylinder 1 box left; add CRUSADE (this card) to Levied Capabilities

Tips. The Teutons player chooses any 1 Teutonic cylinder on the Calendar to shift. The Event ignores the restriction on who can Levy CRUSADE. Tuck the card under the Teuton player’s board edge to show Levied CRUSADE. Russian Event #R15 DEATH OF THE POPE does not affect this Event, which can represent indulgences authorized earlier.

History. As a part of his means of supporting the crusade on Rus and pagans living under Novgorodan protection, Pope Gregory IX issued authority for indulgences for Europeans who went on crusade there. In December 1240, for example, he authorized the Scandinavian Archbishop of Lund to grant the same indulgences for vows of crusade in Estonia as for the Holy Land. [AS pp 43, 169; DN p57; WU p95]

T12. KHAN BATY – *Mongols’ return feared*

On Calendar, shift Aleksandr OR Andrey OR Service of either 2 boxes

Tips. Teutons choose direction of shift; off-Calendar positions do not force opposite shifts. Shifting just one box off the Calendar from box 1 or box 16 is allowed. Discard immediately.

History. Khan Baty (a Russian version of “Batu Khan”), the re-

gional Mongolian (Tatar) ruler, overran Vladimir-Suzdal in 1238 then departed northern Rus to strike south and west through Kiev and into central Europe beyond. The death of the Great Khan in late 1241 prompted Khan Baty's withdrawal in the spring back to the steppes to consolidate his empire, including the imposition of the "yoke" of tributary control over Vladimir and the other Russian principalities. [AS p145; EC p133; JF pp xii, 79-84] In 1243, the Grand Prince himself had to journey to the Khan's distant seat of Saray for Baty to confirm Yaroslav on the throne of Vladimir. [JF p98] See also Russian Event #R10 BATU KHAN.

T13. HEINRICH SEES THE CURIA

Hold: Play to Disband Heinrich to add 4 non-Loot Assets each to 2 on-map Teutonic Lords

Tips. If Heinrich is not on map, drawing the Event card will delay Levy of the WILLIAM OF MODENA Capability until discarded or Heinrich Musters. Whenever Heinrich is on map, Teutons may play the Event to immediately Disband him regardless of Service or situation; other Disband rules apply. Permanent removal of Heinrich in Battle or Storm does not trigger or equate to play of the Event.

History. After Teutonic successes around Pskov and Koporye, Heinrich in 1241 traveled to Rome to obtain claims for himself and other lords to lands in Rus already and yet-to-be conquered. This Event presumes Heinrich's diplomacy both displaced William of Modena's impact as papal legate and injected resources for further Teutonic conquests. [AS pp 155, 158; DN p57; WU p95]

T14. BOUNTIFUL HARVEST

Immediately remove 1 Ravaged marker from Livonia or Estonia

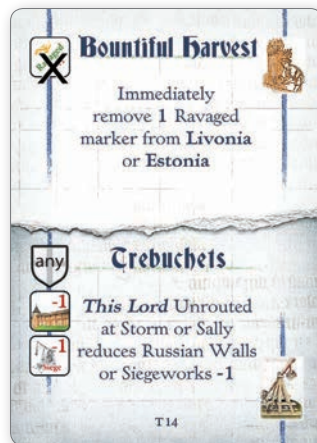
Tips. Teutons choose any one black Ravaged marker to remove, reducing Russian victory points by ½VP. Then discard the card immediately.

History. War-ravaged medieval agriculture might take several growing seasons to recover. Crusader raids toward Novgorod in 1241 stole so many horses and cattle that Russian farmers could not plow fields for the following year's planting. [AS p154; DN p53] But less efficient raids or favorable weather might renew a region within the time-span of the game.

T15. MINDAUGAS – Lithuanian chief raids Rus

Place Ravaged in a Locale in Rus within 2 of Ostrov, not at Russian Lord or Stronghold

Tips. Teutons may place a black Ravaged marker at a Locale on the Russian side of the border and at, adjacent to, or two Locales away from Ostrov and free of Russian Lords or Strongholds. They may not place it where Ravaged already. They may place it at a Stronghold they have Conquered.



History. Pagan Lithuania, under Mindaugas from 1238, posed a growing threat to Livonia, Pskov, and Novgorod alike. Lithuanian raids in 1234 had already devastated the area southwest of Novgorod. Aleksandr in 1239 responded to further raids that year with the construction of defenses along the Shelon River, including a strong fort at Porkhov. [AS pp 139-140; DN p18; JF pp 101-102; KN p37]

T16. FAMINE

This Campaign, Russian Supply adds maximum 1 Provender per Command card from Seats and Forage adds none

Tips. The Teutonic Event affects Russian Lords wherever they are. It does not affect Teutonic Lords. It does not affect Provender via Supply from Ships, Ravage, or Spoils. Discard at end of this Campaign.

History. Regional famines were a periodic feature affecting medieval life and so impaired military operations. A catastrophic famine swept Vladimir-Suzdal in 1213, deterring the use of force in resolving the princely dispute of the day. [JF p47] An early frost produced in famine in Novgorod in 1230, contributing to internal unrest there. [AS p138; JF p73] Famines in the mid-1230s hindered the supply of armies in both Livonia and Rus. [AS p138] The Event depicts such famines amplifying the need of the armies affected to bring in food and feed from afar.

T17. DIETRICH VON GRÜNINGEN focuses Order on Rus

Hold: Play on Andreas OR Rudolf to shift cylinder 2 Calendar boxes OR for Lordship +2.

Tips. The Lordship bonus can apply to either the Muster or the Call to Arms segment. While Russian Event #R17 DIETRICH VON GRÜNINGEN is in effect, Andreas and Rudolf may not use any Lordship even with this Teutonic Event.

Discard the moment used. Andreas or Rudolf may use the bonus to Levy the Capability on the same card.

History. Dietrich von Grüningen was the Teutonic Order's *Landmeister* for Livonia from 1238-1246, but with absences including during much of the period of the game, leaving his deputy Andreas acting in his stead [EC p xiv; DN p14; WU p96]. He was a successful commander elsewhere, but his posture toward the 1240-1242 is uncertain; here we depict his active encouragement. See also Russian Event #R17 DIETRICH VON GRÜNINGEN leads Order to Kurland.

T18. SWEDISH CRUSADE into Tavastia

On Calendar, shift cylinder or Service of Vladislav AND Karelians each 1 box

Tips. Teutons choose direction of shift; off-Calendar positions do not force opposite shifts. Discard this Event card immediately after implementing it.



History. The decades before and after the 1240s saw both Swedish and Novgorodan campaigning to Christianize the Tavastians of Finland [AS pp150, 257], a papal declaration of crusade in 1237 [EC p117], and a drive by King Eric of Sweden in 1240 to seize the Finnish fur trade [WU p93]. Any such crusade after the Swedes' Neva defeat probably would have diverted the Ladogans and Karelians from campaigning against the Teutons off to the south.

Teutonic Capabilities

(bottom half of card)

T1. TREATY OF STENSBY – Danish-Teutonic comity enforced

Heinrich AND Knud & Abel Command +1

Tips. Although only two Lords can Levy and be affected by this Capability, count it as an overall Teutonic Capability rather than This Lord. The Command bonus is cumulative with effects of the Legate and of #T3 CONVERTS.

History. Part of the papal legate's 1230s mission was to settle escalating disputes in Livonia and Estonia between the hyper-expansive crusading order of the Sword Brethren, the Teutonic Order, the German bishops, and Denmark. [WU p91] See also Capability #T13 WILLIAM OF MODENA on the legate and Event #T8 TEUTONIC FERVOR on the Sword Brethren.

Following a severe defeat in 1236 of Sword Brothers and visiting crusaders in battle on the Saule River in Lithuania [WU pp 86-88], the Teutonic Order organized a papal intervention to dissolve and absorb the Sword Brethren into the Order. Pope Gregory's legate then helped conclude a treaty by which the Order would return to Denmark's King Waldemar Estonian land that the Sword Brothers had seized. Waldemar would ally with the Order, including for any effort against Rus. [WU p91, DN pp 48-49]

The legate the same year helped Heinrich, the new Bishop of Ösel, consolidate control over his vassals and announced an alliance between the bishop and the Order. The 1238 Stensby Treaty with Denmark included the Danish king's promise not to attack Ösel and Wiek, despite claims there. [AS pp 142, 157] The result was transformation for a time of a highly fractious Livonia-Estonia into a coalition of crusader states.

T2. RAIDERS

This Lord with Horse once per Command card may Ravage Locale adjacent by Trackway where no enemy Lord

Tips. Any Knight, Sergeant, or Light Horse on the Lord's mat would qualify him. Unlike Russian RAIDERS (Capability #R12&R14), this Capability allows acquisition of Loot from an adjacent Locale but can only be used once per Command card. The Lord could still Ravage normally with other Commands on that card. All other Ravage rules apply, including placement of Ravaged markers and the ban on a Besieged Lord using Ravage.

History. The RAIDERS Capability portrays the common medieval practice of detaching a mounted force without baggage train to strike quickly into enemy territory and depart. Here we portray

the Teutons with a slightly slower but higher capacity than the Russians, as a nod to the Teutons' systematic deep-raid tactics for moving and guarding supplies and booty centrally while raiding parties dispersed, that they developed over the previous generation in laying Baltic pagan lands to waste. [NT p46, VJM p260, WU p166] The *Novgorod Chronicle* describes Teutonic ravages near the city making away with so many animals that no plowing could be done. [AS p154; DN p53] See also the Russian RAIDERS Capability, cards #R12 and #R14.

T3. CONVERTS – Guides and scouts

This Lord's or his group's March with Light Horse reaches 1st Locale each card for 0 actions

Tip: The group of a Marshall or Lieutenant receives the benefit if any of the Lords Marching together have CONVERTS and at least one has Light Horse—it need not be the same Lord, nor need it be the Active Lord. The March for 0 actions may be Laden but may not carry more than twice as much Provender as usable Transport. CONVERTS does not affect Sail.

History. The northern crusaders attempted to incorporate newly converted populations into their military establishment in various ways. Native militias could be organized into uniformed bodies of auxiliary infantry fighting under their own banners, though with uneven steadfastness in battle. Native chiefs and elders might despite their status be too poor to afford the equipment needed to forge them into a knightly class. But those with horses could form light cavalry contingents especially useful as forest guides, scouts, foragers, and raiders. [DN p31; NT pp 23, 48; WU pp 21, 84-85]

T4.-T6. BALISTARII – Crossbowmen

This Lord's Men-at-Arms have Archery with -2 to target's Armor

Tip: Crossbowmen units Strike with both Archery and Melee.

History. The Teutons employed crossbowmen in substantial numbers, particularly for the storming and defense of fortifications. [DN p33; NT pp 13, 45] The Baltic pagans had been unfamiliar with crossbows until they encountered the German crusaders. [VJM pp 255, 266] The frequency of discussion of crossbows and crossbowmen (*balistarii* in Latin) in the 1220s *Chronicle of Henry of Livonia* and the many samples of crossbow bolts excavated in the region show that crossbowmen made up a substantial portion of Teutonic forces. [VJM pp 266-275] Northern crusades historian Eric Christiansen explains:

“The crossbow ... had become a favourite weapon of the German merchant-venturer by 1200, and an indispensable arm of city militias. It was not a knightly instrument, and it was not the Sword Brothers or the Teutonic Knights who brought it to the North, but without it they would not have won their early struggle for survival; its accuracy and penetrating power



shortened the odds considerably in the battle between many and few.” [EC p91]

Not only military culture but access to imports from German and Scandinavian crossbow-making industries spurred a proliferation of the weapon on the Teutonic side. [NT p31] In addition to the weapon’s ability to punch through armor, Teutonic crossbowmen used their noteworthy marksmanship to pick off leaders from enemy pagan or Russian ranks. [VJM p268] See also Russian Capability #R3.

T7. WARRIOR MONKS

This Lord may reroll 1 Knights’ Armor Roll each Archery AND each Melee step

Tips: If Flanked, the Lord would still have only one reroll per Round for all Attacking Lords’ Archery plus one for all Attacking Lords’ Melee. The Capability can affect Rout rolls but not Loss rolls. A Lord may have only one WARRIOR MONKS card.

History. This Capability represents the fighting skills and morale effects of crusading culture in general and the monastic fighting orders in particular. As for all human endeavors, there were diverse motives for going on crusade in the 13th Century: idealism, religious enthusiasm, and the need for atonement through service mixed in with practicality and profit. [DN p29; EC pp 73-89; NT pp 27-29; VJM pp 263-264; WU p81] But taking monastic vows went a step beyond going on crusade for a few months; brothers in an order signed up for prolonged privation for a cause and a communal religious life in their remote fortifications. [NT p13] Christiansen describes the military efficiency in uncomfortable environments and precarious situations that the Teutonic Knights shared with other orders:

What was needed [in the northern crusades] was not a periodic visitation by forces of undisciplined military amateurs, but a permanent garrison of professionals which would sit out the winter year after year. The rewards of campaigning in the eastern Baltic were not tempting enough to attract secular warriors to such a life, but for military monks the prospect was not nearly as daunting, because they had chosen to live in hardship and labour. ... Their Rules gave them the discipline, dedication, and morale which other crusaders lacked. They were able to recruit selectively, train systematically, replace casualties automatically, and demand lifelong service as a matter of course. [EC pp 76, 81]

Danish King Valdemar in contrast had no warrior monks and so secured his stake in the crusade via his advantage in ships on the Baltic Sea. [EC p111] Successes in western Prussia in the 1230s showed that feudal lords and Teutonic Knights formed a potent combination. There, the Order’s obedient, ostensibly celibate knight-brothers led annual armies of volunteers from Polish and Pomerelian feudal lords to produce conquest after conquest along the Vistula and the Prussian coast. [WU pp 56-57] In Livonia and Estonia, it was the Sword Brethren at first and then the Teutonic Order that would form visiting contingents into effective warriors. See also Capability #T11 CRUSADE.

T8. HILLFORTS of the Sword Brethren

Each Feed skips 1 Unbesieged Teuton Lord in Livonia

Tips: The benefit applies to any one Teutonic Lord who, at the moment of any Feed/Pay/Disband, is within Livonia (not Estonia or Rus) and Unbesieged. The Capability may affect a different Lord each Command card. A Lord skipping Feed still participates in Pay and Disband normally.

History. The first fortifications that the Teutonic Knights and the Sword Brethren built in the region reflected both northern German and local Baltic styles, including simple pagan-style earth-and-timber stockades. The arriving Teutons began without suitable local labor and with few deposits of workable stone. [EC pp 91; NT p18]

In Livonia and Estonia, the Sword Brothers built a network of hill-forts on the sites of captured pagan earthworks, each reinforced with a stone blockhouse and a corner watchtower. [EC p101] The forts along with the commanderies of the Teutonic Order (see Capability #T12 ORDENSBURGEN) supported the crusaders’ establishment of permanent administration and the rapid assembly of armies. [AS p125] The Order later emulated in Prussia the Brethren’s effective system of Livonian bases. [EC p105]

As the 13th Century progressed, larger castles of stone or brick replaced these older crusader forts. But the process was gradual, and the techniques and styles of fortification overlapped. The Sword Brethren built chains of small stone fortifications along the rivers while using their wooden forts throughout the period. [EC pp 91; NT p18; VJM p255]

The HILLFORTS Capability posits maintenance and continued logistical use of the Sword Brothers’ bases after the Order’s absorption of the Brethren in the late 1230s (see Capability #T1 TREATY OF STENSBY), though not in the parts of Estonia that the Brethren had had to give up to the Danish king.

T9.&T10. HALBBRÜDER – Half-Brothers of the Teutonic Order

This Lord’s Sergeants AND Men-at-Arms have Armor +1

Tips. The modification affects Rout rolls but not Loss rolls. A Lord may have only one HALBBRÜDER card.

History. Along with the dominant caste of knight-brothers, the Teutonic Order comprised half-brothers, priest-brothers, and sisters

“so that the ministries of charity, education and preaching were affiliated to the war machine,” per Christiansen. [EC p89] Half brethren served as brother-sergeants in the Knight’s main castles alongside the full brothers, lesser garrison troops such as infantry and crossbowmen, and non-combatants such as wagoners and pack-horse handlers. The half-brothers observed the same daily religious services as the knights, and some took full monastic vows for life. They might fight alongside the knights as men-at-arms, perhaps



heavily armored and/or on a trained war horse, or at other times served as a squire providing their knight a spare horse in battle. They are recognizable in combat or campaign depictions wearing gray rather than white mantles and a “T” truncated rather than full sable cross. [NT pp 13, 33-37, 59-62; WU p14]

T11. CRUSADE

Each Summer Levy, free Muster all Unbesieged Crusaders; Disband them when card discarded; discard card at outset of Late Winter

Tips. This Capability not only makes Summer Crusader Special Vassals available, it automatically Musters all Summer Crusader Knights to Andreas and Rudolf at no cost in Lordship actions, even in enemy territory, provided that the Lord is himself Mustered and is Unbesieged. If already Mustered and any Knights have been lost from the Lord’s Forces, restore



Knight units up those shown on the Vassal marker. Summer Crusaders otherwise follow Disband rules and also Disband immediately if the CRUSADE card is discarded. Early Winter alone does not Disband Summer Crusaders. At the start of the first Late Winter 40-Days of each year, discard CRUSADE and Disband Summer Crusaders. Remove the number of Knights shown on the Service markers, to the degree able, even if that Lord is already missing some Knight units. Teutons may Levy the CRUSADE Capability card in any Season, but Crusader Forces still would Muster only in Summer.

History. Pilgrim crusaders arrived in Livonia and Estonia, principally from Germany, almost every summer of the late 12th and early 13th Centuries. They provided adequate numbers of knights to the stretched Christian occupiers to protect outposts and even to go on the offensive. The Sword Brothers and later the Teutonic Order provided these seasonal contingents with the military expertise to form them into effective armies—at least until the winter that followed each summer’s campaign stretched too long. [AS p53; DN pp 29, 33; EC pp 83, 100; WU pp 84-85; NT p24] See also Capability #T7 WARRIOR MONKS.

T12. ORDENSBURGEN

Teutonic Lords use Commanderies as extra Seats and start there Command +1

Tips. The extra ORDENSBURGEN Seats can allow Muster of Lords, added Supply Sources, and Tax at Commanderies. As an example, Wenden would be two Seats each for Andreas and Rudolf. Whenever a Teutonic Lord starts his Command card already at a Commandery Locale, he would receive +1 Command action on that card.



History. The Teutonic Knights were experienced castle-builders in the Holy Land. [EC p91] A contingent of them sent to defend the Latin frontier in Transylvania had by 1220 built a chain of

five castles, spaced 20 miles apart, that then became a basis for the Knights’ rapid expansion outward. [WU p34] When the Order arrived in Prussia and Livonia, it naturally repeated this scheme of castle chains, and erecting such castles up rivers into pagan territory became the key to the Teutonic invasions’ success. [EC p105] See also Capabilities #T8 HILLFORTS and #T17 STONEMASONS.

The Teutonic Order’s Baltic “convent castles” reflected European fortification’s state of the art and were typically rectangular stone or brick towers and walls, 50 to 60 meters on a side, surrounding a central courtyard. [NT p18] But in contrast to the family seats of German barons, for example, the Order’s castles enabled an integrated administration of Livonia for colonization, conversion, trade, and taxation in support of further crusade and conquest. [NT pp 13, 19] This special organization for the permanent administration of recently conquered territory gave the Livonians an edge in mobilization, supply, and local finance of any confrontation with the Russians. [AS p125]

T13. WILLIAM OF MODENA – Papal legate to Livonia

Legate is in play—start pawn on card and return it here when used

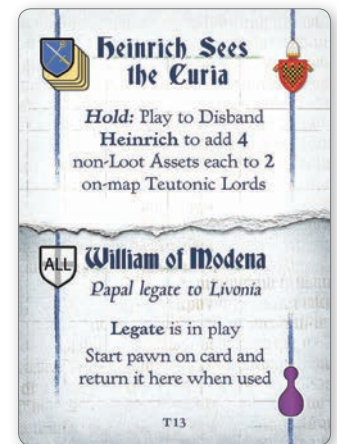
Tips. Without this Capability, the Teutons skip their Call to Arms segment. See Rules section 3.5.1.

History. By 1200, Popes sought to extend their pastoral and temporal power to the periphery of Latindom via cardinal-legates who had full authority to represent the papacy, even after the death of the pope who sent them. According to historian Christiansen:

“They were co-ordinators, inspectors, reformers, judges, generals and ambassadors... When these men reached the Baltic, the pope himself was there; even kings and Teutonic Knights had to listen, and sometimes obey.” [EC pp 125-126]

An Italian—William, Cardinal-Bishop of Sabina, ex-papal notary, ex-monk, and Bishop of Modena—served as legate in the Baltic from 1234 on. William mediated strained relationships among the Bishops and the Sword Brothers, appointed Heinrich Bishop of Ösel, was involved in the Treaty of Stensby with Denmark (see Capability #T1), and set up an alliance between Heinrich and the Teutonic Order. [EC p126; AS pp 88, 142; WU pp 85, 91]

Legate William appears to have been key planner and operational decision-maker behind the crusade on Novgorod. [EC pp 133, 135] He journeyed around northern Europe bringing the most important players together, visiting Prussia, Lübeck, and Denmark in 1239-1240 to settle any dispute that might interfere with the northern crusade in general and perhaps the Russian project specifically. Whether he was in Estonia over 1241 organizing the offensive on Novgorod, however, remains in doubt. [DN p48; WU pp 93, 95-96]



T14. TREBUCHETS

This Lord Unrouted at Storm or Sally reduces Russian Walls or Siegeworks -1

Tips. TREBUCHETS reduce Walls and Siegeworks whenever the Lord with the Capability card is at a Storm, Sally, or Relief Sally Locale, even if the Lord is in Reserve or is not among Sallying Lord(s). Strikes from all Lords on his side receive the Walls 1 benefit. The number of Storm Rounds is not affected. If the Lord with TREBUCHETS Routs, the benefit no longer applies for that Storm or Sally.

History. Among the technological advantages that the Teutonic invaders possessed over the Baltic pagans was the use of siege engines unknown in the region until then. Chief among these engines was the latest in 13th-Century military technology, counterweight trebuchets that could hurl 100-kilogram (220-pound) stones accurately enough from distances beyond archery range to smash wooden or stone walls or, from within a besieged stronghold, the besieger's engines and works. Teutonic siegecraft coupled such artillery with crossbowmen (see Capability #T4-T6), movable towers, and systematic organization for digging protective works and preparing trebuchet positions to vastly outmatch the Balts in attack and defense of strongholds. [VJM pp 252-256, 260, 266, 276-290]

Trebuchets were crafted, transported, assembled and operated by specialists. In this regard, even when regional adversaries improved their siege technology in response to and emulation of the crusaders, the Teutons maintained their edge through their access to the volume and quality of siege artillery that the craftsmen of Germany could deliver. [EC p91].

Russian fortification and siegecraft were well ahead of that of the pagans. It was informed by Byzantine practice, and the Russians were quickly incorporating lessons from the tactics that the Mongols had in recent years used in sacking one Russian city after another. So the game portrays ample ability for Russian forces to conquer Teutonic strongholds. But the TREBUCHETS Capability card acknowledges that 13th-Century Russian siege warfare nevertheless remained behind that of Rus's Western foes. [DN p39; JF pp 84-85; KN pp 5, 48-51; NM p39; NT p45] Even if not taken at face value, a Livonian chronicler's description of the siege of a hillfort by troops from Polotsk in 1206 is suggestive:

“The Russians also made a little machine like that of the Germans, but not knowing the art of throwing rocks, they hurled them backwards and wounded many of their own men.”
[VJM p277]

In the case of Aleksandr's campaign of 1242, his forces' lack of siege equipment apparently helped dissuade him from further incursions into Livonia after his great victory on Peipus. [WU p99]

T15. WARRIOR MONKS

See Teutonic Capability #T7.

T16. RANSOM

Each Russian Lord removed in Battle or while Besieged, add Coin equal to his Service to Teutonic Lord there

Tips. Any one Teutonic Lord present receives the Coin, regardless of who is active or originally Levied the card. “Removed” includes Disbanded or removed from play during any part of Battle or while Besieged; Disband of a Retreated Lord in a Feed/Pay/Disband segment, including by shifts from Battle Retreat, would not provide any Coin because the Lord was no longer in Battle when removed.

History. Ransoming high-born captives would have been a common and longstanding practice in the homelands of the Livonian Germans and Danes as elsewhere in the Latin medieval world. Danish King Valdemar II himself in the 1220s had suffered abduction by a German count and release for ransom. [WU p25] See also Russian Capability #R7.

T17. STONEMASONS

This Lord for his full Command and 6 Prov puts available Castle at Unbesieged Fort or Town in Rus

Tips. The Lord must not be Besieged, have taken any actions on his current Command card, or have fewer than six Provender (including through Sharing).



The Castle marker replaces the Fort or Town at its Locale and removes any “Walls +1” marker there (see Russian Capability R18 STONE KREMLIN). The Teutons may build at most two Castles during a game. The Castles are permanent. They flip when Conquered. Discard of the Capability does not affect Castle markers already on the map.

History. The Teutonic Knights and Sword Brothers in their Baltic conquests made use of innovations available to them through contact with the merchants and craftsmen of central Europe. (See also Capabilities #T4-T6 BALISTARII, #T14 TREBUCHETS, and #T18 COGS.) One such innovation was the stone tower. Masonry skills were well established among the Saxons, and emigrant masons from Germany made it possible for the Teutons to replace their early blockhouses with towers and thereby protect their small garrisons from their enemies' most potent weapon, fire. [EC pp 90-91; NT pp 18, 45]

The Teutons could erect their castles in the midst of campaigns of conquest, often using the sites of older wooden forts, to consolidate control of pagan areas until then devoid of stone strongholds to capture. [VJM pp 254-255] Within the first months of 1241, they invaded the Novgorodan territory of the Vod and completed such a castle at or near the Vodian fort of Koporye. From their castle, they taxed local inhabitants and launched daring and devastating raids toward Novgorod itself. [AS pp 154-155; DN pp 42, 50-51, 53; WU p95]

T18. COGS – Floating forts

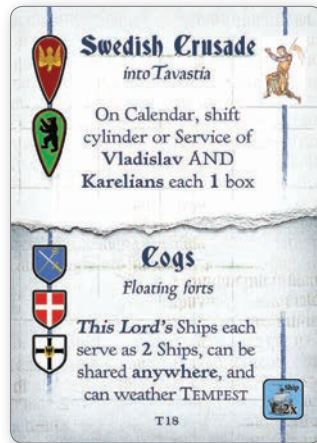
This Lord's Ships each serve as 2 Ships, can be shared anywhere, and will weather TEMPEST

Tips. This card does not affect the limit of eight markers per Asset type per Lord. When sharing Ships via COGS, normal Supply and Sail rules apply; a Supplying Lord must still have a Route to a Seaport to use the shared Ships, for example. COGS protects only the Lord with the card from the full effect of the Russian Event #R16 TEMPEST.

History. Teutonic and Danish invaders of the eastern Baltic benefited from a logistical edge in their large ship types, especially the recent German innovation of the well-rounded, high-sided, and true rudder-steered cog (*kogge*). [EC pp 90-91] German and Scandinavian ships had been getting bigger and bigger from the mid-12th Century on. [VJM pp 250-251] The new war cogs had a greater holding capacity than Novgorod's ships, thanks to their broad hulls, and were more seaworthy. [AS p42] A single cog could carry 500 passengers, up to 200 equipped fighting men, or a town's supplies for a whole winter. [EC p90; VJM p249]

Cogs were the superb fighting ships of the day, ideal for dominating Baltic Sea trade routes and seeing war supplies through pagan pirate-infested waters. [EC pp 90-91] Their high sides made them almost impossible to board from the traditional long-ships of the Baltic. Equipped with towers and manned by crossbowmen, they served as floating forts and could effectively blockade enemy harbors. [VJM pp 248-252, 269-270]

Unlike the long-ships of the pagans and Russians, cogs could not be rowed up river nor dragged overland. [VJM p248-249] But harbor towns emerging in Livonia were ideal for reloading goods from cogs into boats, carts, and sleds to transport them inland along rivers or land routes, and this consideration shaped settlement, trade, and military operations. [AS p49] For example, Hermann's brother, Livonian bishop Albert, around 1200 moved his seat from Üxküll on the Daugava (Dvina) downriver to Riga and built a settler town there, so as to have a port where cogs could anchor. [EC p99; VJM p251] See also Russian Event #16 TEMPEST and Russian Capability #R16 LODYA.



Russian Events

(top half of card)

R1. BRIDGE

Hold: May play on front center Teutonic Lord in non-Winter Battle—he Melee Strikes with units up to twice Round number

Tips and History. See Teutonic Event #T4.

R2. MARSH

Hold: May play if Defending in non-Winter Battle—Teutonic Horse does not Strike in Rounds 1 and 2

Tips and History. See Teutonic Event #T5.

R3. POGOST – Novgorodan outpost

Hold: Play at any time to add 4 Provender to a Lord in Rus

Tips. The Event offers great flexibility of timing as, for example, it can be played to add to a Lord's Provender in the midst of his Command actions or even while under Siege or during a Teutonic Activation, as long as the receiving Lord is inside Rus.

History. Novgorod possessed a network of populated and often fortified and garrisoned administrative centers to help it govern its far-flung territory of pagan tributaries and keep its river and other trade routes open. [DN p16; NM pp 16-17]

R4. RAVEN'S ROCK – Battle of the Ice

Hold: May play in non-Summer Battle—Round 1 Russians Walls 1-2 against Melee

Tips. The Russians may play RAVEN'S ROCK in field Battle on either Attack or Defense, inside or outside of Rus, as long as the current Season is Winter or Rasputitsa. Teutonic Archery is not affected.

History. The Russian-Teutonic showdown on Lake Peipus in the early spring of 1242, per the *Novgorod Chronicle* “at Uzmen by the Raven's Rock”, probably took place along frozen banks and marshes rather than on the lake itself, with Aleksandr finding therein a natural defense. [DN pp 39, 69-77; WU pp 98-99] The unsure footing of ice or icy ground could well have slowed and hindered the force of the Teutonic charge that led off the clash. Rus since the 9th Century had known “frost nails” for the feet of both men and horses to enable both to walk over smooth ice without slipping. [NM p34] Ice on the region's lakeshores often piles up into jagged obstacles as chunks melt, flow, and refreeze. [DN p69] RAVEN'S ROCK posits such opportunities for the Russians to use a familiarity with battle on icy terrain to take an advantageous position against a heavier Teutonic force.



R5. HILL

Hold: May play if Defending in Battle—Round 1 and 2 Russian Archery is x1 (not x½)

Tips and History. See Teutonic Event #T9.

R6. AMBUSH

Hold: Play to block Avoid Battle OR ignore Teutonic left and right in Battle Round 1

Tips. See Teutonic Event #T6. The Russians may use AMBUSH to block Avoid Battle by a lone Legate and thereby Capture him (return the pawn to the WILLIAM OF MODENA card).

History. This Event entertains the possibility that the Russians could have achieved the ambush of a major Teutonic force as Hermann did of Domash in 1242. See Teutonic Event #T6.

R7. FAMINE

This Campaign, Teutonic Supply adds maximum 1 Provender per Command card from Seats and Forage adds none

Tips. The Russian Event affects Teutonic Lords wherever they are. It does not affect Russian Lords. It does not affect Provender via Supply from Ships, Ravage, or Spoils. Discard at end of this Campaign.

History. See Teutonic Event #T16.

R8. PRINCE OF POLOTSK

Hold: Play on a Russian Lord to shift cylinder 1 Calendar box OR for Lordship +2.

Tip. The Lordship bonus can apply to either the Muster or the Call to Arms segment. Discard the moment used. The Lord may use the bonus to Levy the Capability on the same card.

History. Aleksandr in 1239 married Aleksandra, daughter Prince Bryacheslav of Polotsk, to seal an alliance with this Russian neighbor wedged among Lithuania, Livonia, and Novgorod. Polotsk was in decline, under Lithuanian pressure, and in a truce with the Teutons to preserve mutually critical trade from that city down the Daugava (Dvina) River toward Riga and the sea. This Event represents the potential that the Prince nevertheless would at least indirectly help his son-in-law and Novgorod's defense when he could. [DN21-22; EC pp100, 136; JF p102]

R9. OSILIAN REVOLT

On Calendar, Teutons choose to shift Service of Andreas OR Heinrich 2 boxes left

Tips. The Teuton player must select and immediately shift the Service marker of either Heinrich or Andreas by 2 boxes to the degree able. If only one of the two is on the map, his marker shifts. If both are on the map, the Teutons player may select either, as long as neither marker is yet in box 1 or off the left end of the Calendar. Discard immediately.

History. Over the winter of 1241-1242, recently conquered pagans on the large Baltic island of Ösel (Saaremaa) just off the coast at

Leal (Lihula) rose in revolt against the Teutons. This was more than a Bishop could handle on his own, so Andreas led the Order in a counteroffensive, including a march across the sea ice. The campaign won the desired peace but—together with separate campaigning into Curonia (Event #R17 DIETRICH VON GRÜNINGEN *leads Order to Kurland*)—removed the bulk of the Livonian Order from the Novgorod war. [WU p96]

R10. BATU KHAN – Mongols turn west

On Calendar, shift Andreas cylinder OR Service up to 2 boxes

Tips. Russians choose direction of shift; off-Calendar positions do not force opposite shifts. Shifting just one box off the Calendar from box 1 or box 16 is allowed. Discard immediately.

History. Whether or not the Mongol threat to Novgorod had informed the Latin bid on a crusade on Rus, by the time of Aleksandr's counter-campaign into Livonia it was the Teutons who were under pressure from the Khan's eastern horsemen. The Order bore a duty to defend Western Christendom against all enemies, and so it joined in the defense against the Mongol onslaught into Poland and Hungary in 1241-1242, suffering a shattering defeat with the Poles and Czechs at the Battle of Liegnitz near Breslau in April 1241 that only amplified Europe's panic. [EC p133; JF p83; WU pp 57, 92, 96] See also Teutonic Event #T12 KHAN BATY.

R11. VALDEMAR – Danish unrest after king's death

On Calendar, shift Knud & Abel OR their Service up to 1 box; this Levy, no Muster of or by them

Tips. Russians choose direction of shift; off-Calendar positions do not force opposite shifts. The Event blocks Knud & Abel's use of Lordship, including during Call to Arms. Discard at end of this Levy. The Event can occur several times in a game, representing continued Danish infighting.

History. Denmark's King Valdemar II died in March 1241, and a developing civil war worked to keep his sons home and otherwise distract the Danish kingdom from efforts in the eastern Baltic. The resulting Danish political weakness also may have fed former-Sword Brother conspiracies to reclaim their position in now Danish Estonia, perhaps further undermining cooperation in the invasion across the Narva. [AS p169; DN p59; EC p133; WU p95]

R12. MINDAUGAS – Lithuanian chief raids Livonia

Place Ravaged in a Livonia Locale within 2 of Rositten, not at Teutonic Lord or Stronghold

Tips. Russians may place a white Ravaged marker at a Locale within Livonia and at, adjacent to, or two Locales away from Rositten and free of Teutonic Lords or Strongholds. They may not place it where Ravaged already. They may place it at a Stronghold they have Conquered. Discard the card immediately.



History. See Teutonic Event #T15. Mindaugas might have struck the Teutons in this period rather than Novgorod and Polotsk. Just a few years earlier, in 1236, he had dispatched forces to help pagans crush Teutonic crusaders in the battle of Saule; decades later, he would turn on his Teutonic allies to join with Aleksandr and Polotsk in a conquest of Dorpat. [WU pp 87-88; JF pp 113-114]

R13. PELGUI – *Baptized Ingrian elder*

Hold: Play on Vladislav OR Karelians to shift cylinder 2 Calendar boxes OR for Lordship +2.

Tip. The Lordship bonus can apply to either the Muster or the Call to Arms segment. Discard the moment used. Vladislav may use the bonus to Levy the Capability on the same card.

History. Novgorod's dominion over various northern pagan tributaries such as the Karelians and Vods began with trade, developed into protection against local enemies, and in the 13th Century came to include their conversion to the Christian faith as a means of affiliation and political control. [EC pp 45, 116, 182] Aleksandr's hagiography mentions Pelgui, a baptized elder of the Ingrian people southwest of Ladoga, in its account of the 1240 Neva campaign. [AS pp 148, 155-156] The PELGUI Event represents a growing success of Novgorod's northern missions in cementing its overlordship of the region and amplifying Finnic support during war.

R14. PRUSSIAN REVOLT

If Andreas on map and Unbesieged and nothing at Riga, put him there; if on Calendar, shift him 2 right

Tips. “Nothing at Riga” means no Lords, no Legate, no Conquered, no Ravage, and so on—neither any piece nor any marker at the Riga Locale. Discard the card immediately.

History. The Teutonic Order's conquest of the pagan tribes of Prussia took generations, and their crusade there was still young in the 1240s. Prussian “insurrections” and Teutonic “holy wars” in response over the course of the decade distracted the Livonian lords from more local concerns, whether due to the emergence of an aggressive Prussian chieftain or to Prussian exploitation of Teutonic setbacks in Rus. [DN p81; EC p134; WU pp 57-59, 99]

R15. DEATH OF THE POPE

Remove Legate and discard WILLIAM OF MODENA—This Levy, no WILLIAM OF MODENA

Tips. DEATH OF THE POPE affects the WILLIAM OF MODENA card only if currently in play as a Capability, not if Held as HEINRICH SEES THE CURIA (Teutonic Event #T13). Remove the Legate pawn from the map even if Besieged. Discard DEATH OF THE POPE at the end of Levy. WILLIAM OF MODENA and the pawn may return in a later 40 Days. DEATH OF THE POPE can occur several times in a game, representing continued impact on the crusade against Rus.

History. Whatever the role of Pope Gregory IX personally in instigating the Teutonic-Danish drive on Novgorod, he clearly was a supporter of the enterprise beyond just the will of his legate William of Modena. Gregory died in August 1241, removing an advocate for the aggression though naturally not ending it. After

an interregnum and the Teutonic defeat on the Peipus narrows, Pope Innocent IV made no similar effort against Rus. [EC pp 133, 135; WU p95] Legate William for his part seems to have come and gone during the preparations for and conduct of the Russian crusade, perhaps returning west before the fighting even started to organize a European defense against the oncoming Mongols. [WU pp 93, 95-96].

R16. TEMPEST

Immediately remove all Ships from a Teutonic Lord, half rounded up if he has COGS

Tips. The Russian player chooses which Teutonic Lord is affected. Discard immediately.

History. While the Baltic Sea in warm months was not as hazardous for 13th-Century seafaring as the North Sea or Atlantic Ocean, maritime disaster could strike. [EC p49] As late as a century after the Swedes' 1240 invasion via the Neva, a similar Swedish amphibious expedition had its fleet scattered in a storm at the mouth of the Narva River. [EC pp 194-195] Nevertheless, the Danes' and Germans' access to large, sturdy, seaworthy ships reduced their vulnerability. [AS p42; EC 7-8, 1417, 48-49] See Teutonic Capability #T18 COGS.



R17. DIETRICH VON GRÜNINGEN leads Order to Kurland

On Calendar, shift Andreas OR Rudolf OR their Service 1 box; this Levy, no Muster of or by them

Tips. Russians choose direction of shift; off-Calendar positions do not force opposite shifts. The Event blocks Andreas's and Rudolf's use of Lordship, including during Call to Arms and via any Teutonic Events. Discard at end of this Levy.

History. Livonian Master Dietrich von Grüningen in 1241-1242 led the Teutonic Order's campaign of conquest into the pagan Curonia region west of Riga with the support of the bishoprics of Riga and Ösel and of Danish vassals. [AS pp 163-164; JF p106] Here we depict a diversion of the Order's Livonian capacities to Dietrich's campaign. See also Teutonic Event #T17 DIETRICH VON GRÜNINGEN focuses Order on Rus.

R18. BOUNTIFUL HARVEST

Immediately remove 1 Ravaged marker from Rus

Tips. Russians choose any one white Ravaged marker to remove, reducing Teutonic victory points by ½VP. Then discard the card immediately.

History. See Teutonic Event #T14.

Russian Capabilities

(bottom half of card)

R1.&R2. LUCHNIKI – Massed Archers

This Lord's Militia and Light Horse have Archery

Tips. LUCHNIKI (“Archers”) units Strike with both Archery and Melee. When LUCHNIKI Archer units combine with Garrison or STRELTSY Crossbowmen units, any Hit that includes at least ½ a Hit from Crossbowmen does cause the reduction to enemy Armor Protection. That is, when rounding units with Archery, round in favor of Crossbowmen.

History. Whatever the uncertainty over the types of archers available to Aleksandr (see Capability #R10 STEPPE WARRIORS), it appears clear that the Russians enjoyed an advantage over the Teutons in numbers of archers, most of whom in the field would have been regular bowmen rather than crossbowmen and who would have included some who rode horses to battle. The *Livonian Rhymed Chronicle*, a key German primary source about the conflict of 1240-1242, reports that the Russians at the Battle of the Ice “had many archers, and the battle began with their bold assault on the king’s men.” [DN pp 37, 71-74; NM pp 20, 34-37; WU p99].

The Novgorodans may have inherited from the Kievans of the previous century a practice of forming a shield wall of spearmen in front to protect foot archers behind. Russian skirmishers also commonly used bows, and examples of large multi-wood bows from the 11th-12th Centuries have survived in the water-logged soil of the Novgorod region. Livonian crusaders and levies per their accounts of the early 1200s feared Russian archery. [DN p39; NM pp 28, 35-37, 46] Another Livonian chronicle, backed up by archaeology, indicates that Baltic warriors, in contrast, only very rarely used bows, and simple ones at that. [VJM p266] The Teutons, meanwhile, relied on more specialized contingents of crossbow troops, distinct in equipment and practice from Russian archers. [VJM pp 267-269, 272] See also Russian Capability #R3 and Teutonic Capability #T4-T6 BALISTARII Crossbowmen.

R3. STRELTSY – Crossbowmen

This Lord's Men-at-Arms have Archery with -2 to target's Armor

Tips. “NOT” on the card means that any Russian Lord except Karelians may have Crossbowmen. (The Karelians have no Men-at-Arms.) STRELTSY (“shooters”) Crossbowmen units Strike with both Archery and Melee. See Capability #R1&R2 LUCHNIKI above about rounding Crossbowmen.

History. Russian forces included not only numerous regular archers but also some crossbowmen like those of the Teutons. Crossbows were in use in northwest Russia from the late 12th or early 13th Century onwards. [NM pp 34, 37] Mid-13th-Century crossbow equipment specimens from Novgorod



are identical to those used elsewhere in Europe. [NM pp 32, 48] In addition, Russian archers used both barbed European arrows and armor-piercing Eastern arrows, probably amplifying the effect of their archers on knightly armor to a degree resembling the employment of crossbowmen. [NM p34]

Teutonic Knights historian Urban mentions that Aleksandr in 1240 brought “skilled archers” to Novgorod’s defense against the Swedes. [WU p93] These archers probably included some combination of crossbowmen, horse-mounted archers in his *druzhina*, and/or steppe mercenaries. According to the *Livonian Rhymed Chronicle*, the Pskovan army that marched out against the Teutons in 1240 and battled them in field near Izborsk included numerous crossbowmen, probably drawn from the city’s militia. [DN pp 54-55; NM p20] This Capability posits such Russian fielding of crossbowmen in significant number beyond those who would remain in garrisons. See also Teutonic Capability #T4-T6 BALISTARII.

R4. SMERDI – Peasant army

Start 6 Serfs on card; Russian Command action Unbesieged in Rus Musters 1 Serf; Serfs return here when removed

Tips. The Lord must be in a Locale within Rus. Multiple actions by one or several Lords could Muster up to all six Serf units. Serf units may be re-Mustered whenever on the card, even after removal during the same Campaign.

History. A Russian tradition over the centuries of an emergency levy of Russian peasants from the villages surrounding the towns of lesser princes into a large but almost certainly ineffective army, the *Voy*, was fading but not unknown by the early 1200s. [DN pp 35, 37; NM p20] Lately pagan Livonia and Estonia had few serfs, so the Teutons relied instead on native auxiliaries raised via tribal chieftains. [WU p84]

R5.&R6. DRUZHINA – Elite Retinue

This Lord with Knights Command +1

Tips. A Lord with DRUZHINA receives the benefit with even a single Knights piece on his mat. A Lord may have only one DRUZHINA card but may combine it with #R11 HOUSE OF SUZDAL for +2 Command.

History. Military power in medieval Rus generally centered on the *druzhina*—the retinue of up to several hundred well trained, well equipped, full-time soldiers tied to a prince by oath. A typical *druzhina* would comprise heavy and other cavalry and perhaps archers. *Druzhiny* were known for their mobility. Less tied to the land or to any locality than the household and vassals of a typical Western feudal magnate, *druzhniki* readily accompanied their prince over long distances as his campaigns or ruling opportunities might require. In times of external aggression, the *druzhiny* of lesser princes banded around that of the Grand Prince. [AS p125; DN pp 34-35, 37; NM pp 16-19, 33-34, 36]



R7. RANSOM

Each Teutonic Lord removed in Battle or while Besieged, add Coin equal to his Service to Russian Lord there.

Tips. Any one Russian Lord present receives the Coin, regardless of who is active or originally Levied the card. “Removed” includes Disbanded or removed from play during any part of Battle or while Besieged; Disband of a Retreated Lord in a Feed/Pay/Disband segment, including from shifts from Battle Retreat, would not provide any Coin because the Lord was no longer in Battle during Feed/Pay/Disband.

History. Russians like other medieval armies sought ransom from defeated foes. [AS p113, 136-137] The *Novgorod Chronicle* relates that Aleksandr after his recapture of the Vod region in 1241 “took the town and brought some *Nemtsy* (Germans) to Novgorod and let others go.” [AS p154; DN pp 54, 59; WU p97] After Aleksandr’s reconquest of Pskov in 1242 and again after the Battle of the Ice, Aleksandr similarly sent his prisoners to Novgorod. [EC p134; JF p105; WU p98] Besides showing off trophies to his subjects, a reason for moving prisoners in this way would have been to obtain ransom for their release. See also Teutonic Capability #T16.

R8. BLACK SEA TRADE

Each Call to Arms, add 1 Coin to Veche unless Novgorod or Lovat Conquered

Tips. Add Coin once any time during Russian Call to Arms, including in the same Levy as Mustering the Capability. When in effect, place the appropriate Coin marker on the card as a reminder, then move it to the Veche box during Russian Call to Arms. When Levied but not in effect, keep a “SEA TRADE Blocked” marker on the card. If Teutons Conquer Lovat or Novgorod, but Russians retake it, the benefit resumes.



History. Novgorod’s river fleets and its system of alliances and portages to the Dnieper River to reach the Black Sea and to the upper Volga to reach the Caspian gave the city-state a lucrative hold on trade between East and West. The key Black Sea route, for example, ran from Novgorod across Lake Ilmen, up the Lovat River, and across the territory of Polotsk to the Dnieper. [AS p37; EC pp 11, 35-36; PS abstract] See also Capability #R16 LODYA.

R9. BALTIC SEA TRADE

Each non-Winter Call to Arms, add 2 Coin to Veche unless Teutons have more Ships than Rus OR Novgorod or Neva Conquered

Tips. See #R8 BLACK SEA TRADE Tips above. #R16 LODYA and Teutonic Capability #T18 COGS both apply to determining whether BALTIC SEA TRADE is blocked.

History. Baltic Sea trade boomed for Novgorod in the late 12th through mid-13th Centuries. [AS pp 41-42] The Neva served as a vital link to this Western commerce of vital importance to Novgorod and for that reason was a repeated target of Swedish invasion. [AS p151; EC pp 11, 36; PS abstract] Beyond the Neva and lesser Luga and Narva outlets to the sea, naval dominance of the Baltic could to a degree block Novgorod’s maritime trade in time of conflict.

During the first half of the 13th Century, the main contender for such dominance was the fleet of the Danish king. [AS pp 85, 122; EC pp 110-112] See also Capabilities #R8 BLACK SEA TRADE and #R16 LODYA.

R10. STEPPE WARRIORS

Kipchaqs and Mongols may Muster; they Disband if this card discarded

Tips. This Capability makes Kipchaq and Mongol Asiatic Horse Special Vassals available for Muster. These Special Vassal Forces once Levied follow Disband rules normally, except that they also Disband immediately (even if Besieged) upon discard of the STEPPE WARRIORS card.



History. Historian David Nicolle suggests that Aleksandr’s army in 1242 included up to several hundred horse archers trained in the use of swift shower-shooting from horseback, either Kipchaqs who fled the Mongol invasion or hired Mongols. Nicolle depicts these steppe horsemen flanking and overwhelming Danish vassal knights who were unfamiliar with these tactics. [DN pp 35-37, 40-41, 65, 73-77, 80-81] Nicolle argues:

Since it proved impossible to make Russians into effective, or at least numerous, horse-archers, Russian rulers constantly recruited steppe peoples for this purpose. ... The flow of such specialists into Russian territory was helped by a Turco-Mongol tradition whereby the military elites of steppe tribes often migrated west or north if defeated by newcomers from the east. ... Most [such ‘Black Caps’] were found in southern Russia, but their fate following the first Mongol invasion is unclear. Like the Kipchaq Turks, who actually ruled the western steppes when the Mongols arrived, they may have fled still further west or north, into central Europe and central Russia. Whether or not any significant numbers of Black Caps and Kipchaqs reached Novgorod remains unknown. Nevertheless, it is possible that Alexandre Nevskii’s contingent of horse-archers at the battle of Lake Peipus were such men, rather than Mongols, as has been suggested. [DN p35]

Nicolle is the only historian we have found to postulate a substantial presence of non-Russian Asiatic cavalry in Aleksandr’s army. But it is also plausible that a mass of the archers noted at Peipus in 1242 were Russian horseback archers (*Otroki*) fighting in the highly skilled steppe style.

Alternatively, Russian cavalry, particularly any light horse, may have used bows but in a less specialized, more static style. [NM pp 33, 36] The game’s scenario rules (6.0) offer a variant option for players who wish to leave the possibility of Asiatic units out, replacing them with static horse archers among *druzhina* contingents and Russian or other northern auxiliaries in service of the Grand Prince’s family.

R11. HOUSE OF SUZDAL – *Preeminent dynasty*

This Lord Command +1 while Aleksandr and Andrey on map

Tips. Although this Capability attaches to only one Lord at a time and affects the Command rating of only that Lord—either Aleksandr or Andrey—it relies on both those Lords’ cylinders being on the map at the same time to provide its benefit. A Lord may combine HOUSE OF SUZDAL with #R5/R6 DRUZHINA for +2 Command.

History. Great Russian dynasties for the first decades of the 13th Century jostled for control over Novgorod. In the late 1230s, the Suzdalians under Grand Prince Yaroslav Vsevolodovich cemented their role as protectors of the great city. [AS pp 107-108; JF pp 71-75] See also Capability #R17 VELIKY KNYAZ.

Yaroslav’s apparent preference in 1241 for his less experienced son Andrey rather Aleksandr to be the one to meet Novgorod’s Teutonic crisis (see Teutonic Event #T1 GRAND PRINCE), as well as Andrey’s usurpation in 1248 of his older brother’s first right to Vladimir-Suzdal’s grand princely throne, suggest a serious sibling rivalry. Andrey as Grand Prince would take a hard anti-Mongol line, while Aleksandr pursued the opposite policy. Yet Andrey and Alexander when in the field together fought well, and Andrey’s contribution to the 1242 campaign was a celebrated one as the two brothers’ presence embodied a brief unity within Rus’s pivotal princely house of the day. [DN pp 23-24; JF pp 105-106, 108]

R12. RAIDERS

This Lord with Light or Asiatic Horse may Ravage adjacent Locales where no enemy Lords but take no Loot

Tips. Any Light Horse or Asiatic Horse on the Lord’s mat would qualify him. Unlike Teutonic RAIDERS (Capability #T2), this Capability may be used for multiple actions on a single Command card and allows Ravage of Locales adjacent by land or water to gain Provender but no Loot. All other Ravage rules apply, including placement of Ravaged markers and the ban on a Besieged Lord using Ravage.

History. Balt-on-Russian warfare had for centuries emphasized the sudden raid for prestige and rapid retreat with prisoners and booty. [DN pp9-10] The Karelians, short on horsemen, were specialists of sending small parties of picked men on skis, and Novgorodans in winter probably did the same. [EC p48; NM pp 28, 36, 46] The Russian version of the RAIDERS Capability represents such skills in fast and wide-ranging if less painstaking overland ravaging of enemy territory than the practices discussed for Teutonic Capability #T2.

R13. STRELSTY – *Crossbowmen*

See Russian Capability #R3.

R14. RAIDERS

See Russian Capability #R12.

R15. ARCHBISHOPRIC of Novgorod

Russian Lords have an extra Seat at Novgorod and start there Command +1.

Tips. The extra ARCHBISHOPRIC Seat can allow both Muster of Lords and an added Supply Source at Novgorod. As an example, Novgorod would be two seats for Domash. Whenever a Russian Lord starts his Command card already at Novgorod, he would receive +1 Command action on that card.



History. In contrast to most of the Eastern Orthodox world, Novgorod’s archbishop exercised considerable secular authority. Though not quite in the vein of the Latin warrior-priests such as Bishop Hermann of Dorpat, the Archbishop of Novgorod often headed the council that ran the city’s day-to-day affairs on behalf of the *veche*. Moreover, the Archbishop oversaw Novgorod’s relationships and interests across the city-state’s far-flung territories. Although the degree of the archbishops’ involvement in civic, political, and diplomatic affairs tapered during the early 13th Century only to recover later, the ARCHBISHOPRIC Capability in the game portrays the status of Novgorod throughout as not just a trading and tributary power but also as a center of fused spiritual and secular influence. [AS p17; NM p16; Michael Paul, “Secular Power and the Archbishops of Novgorod”, 2007]

R16. LODYA – *Russian river-lake-sea craft*

This Lord may use his Boats as 2 Boats each OR use up to 2 Ships or Boats as the other

Tips. Russians during any given action or for use of Capability #R9 BALTIC SEA TRADE may either double this Lord’s Boats or may temporarily designate up to two of his Ships as Boats or Boats as Ships, including when this Lord Shares. During an action, a Ship counted as a Boat does not count as a Ship, and vice versa. LODYA does not affect Wastage removal or the limit of eight markers per Asset type per Lord.

History. The immense distances, forest, marsh, and mighty rivers of Rus placed boats and ships at the core of medieval Russian life. The medieval Russians supported their river fleets with a waterway infrastructure not unlike the great canoe/bateaux routes of 18th Century New France and New York.

Russian princes paved portages with timber to allow unloaded ships to be dragged across and reloaded. They dug canals and then provided guards at such choke points. Tributary tribes guarded key waterways on Novgorod’s behalf. [DN p38; NM pp 34-35; PS abstract] Novgorod’s fleets thus could carry the city-state’s commodities and control along the Lovat-Volkhov-Ladoga-Neva waterway and by portages to the tributaries of other systems, to the Arctic or to trade routes to the East. [EC pp 11]

Novgorodan and Pskovan chroniclers used the general term *lodya*

(boat or longboat) for Russian sailing vessels and *korabl* (ship) exclusively for foreign types in apparent recognition that even long-distance Russian craft tended to be smaller. (Russian for the specific cog type was *busa*; see Teutonic Capability #T18). Aleksandr's army in 1240 reached the Swedes on the Neva from Novgorod using a small, fast Russian riverboat called a *strug*. However, though small and flat-bottomed to better navigate the inland river and lakeshore systems, these Russian craft nevertheless sailed as well at sea, at least along the coastal waters that served most Baltic journeys of the day. Thus, they extended Novgorod's supply and potential military reach even further beyond the interior. [EC pp 14-16; PS abstract]

R17. VELIKY KNYAZ – Grand Prince Yaroslav

This Lord's Tax also adds 2 Transport AND restores all their Mustered Forces

Tips. All other Tax rules apply. A Lord with this Capability and Unbesieged at his Seat will receive for each Command card that they use to Tax the usual one Coin plus any two Transport (up to the maximum of eight per type) plus returning any unit pieces that they have lost from their starting forces and Mustered Vassals.



History. Novgorod's fractious *boyars* proved despite their wealth incapable of seeing to the city's own defense and relied instead on the military leadership and *druzhiny* of princely lords for its defense. The Grand Prince of Vladimir-Suzdal was already by 1200 considered senior to all Russian princes. [JF p2] From the 1230s on, it would be Grand Prince Yaroslav Vsevolodovich and his descendants who would serve the role of protector of Novgorod, not only through their skill and ingenuity in outmaneuvering rival princes for the honor, but also through the proximity of their patrimony to Novgorodan territory. [JF pp 71-73] Suzdalia thus provided Novgorodan Rus an eastern hinterland of military reserves against any Teutonic threat, beyond what its Arctic expanses might muster and despite any northeast-Russian subservience to the Khan. See also Capability #R11 HOUSE OF SUZDAL.

R18. STONE KREMLIN *readied*

This Lord for his full Command may mark his Fort, City, or Novgorod Walls +1; remove marker if Sacked



Tips. The Lord must be at the Locale receiving the marker as he expends his entire Command card to do nothing except place the marker. He may be Besieged. "Walls +1" gives a Walls 1-3 Stronghold Walls 1-4.

A Stronghold may have only one Walls +1 marker—the markers are not cumulative. At most all four markers may be on the map at a time. Markers to be placed may be taken from the map, even if not all four are out. Discard of the card does not affect Walls markers already on the map, nor would the Stronghold's Surrender. Teutonic placement of a Castle marker at a Walls +1 Fort removes the Walls marker (see Teutonic Capability #T17 STONEMASONS).

History. Stone fortifications were far less widespread in 13th-Century Rus than in central Europe. Most Russian forts, as those throughout the eastern Baltic before the arrival of the crusaders, were built of a mixture of earth, clay, and timber. Bricks might form the core of an earthen rampart. A wooden palisade on top of the rampart would constitute the fort's dominant feature. Even the great Novgorod relied on wooden rather than stone walls. Wooden fortifications could be defeated by fire or by devices that hooked and removed logs one by one. [DN pp 14-15, 28, 39-40, 49; NM pp 38-39; VJM pp 254-255]

Nevertheless, Russia's mostly wood and earth strongholds incorporated stone towers here and there, and within the wooden curtains around towns and cities a stronger citadel (*kremlin*, in the 13th Century more commonly called *krom* or *detinets*) sometimes featured stone works. Ladoga boasted a stone fortress probably from the 900s on and certainly by the 12th Century. By the 1200s, Izborsk's citadel had a hexagonal stone tower and a stone wall probably with a log wall on top, Novgorod had some stone towers, and Pskov's citadel included stone facings on its landward rampart. [DN pp 28, 39-40; KN pp 9, 13-15, 20, 25, 35, 39; NM p38; www.nortfort.ru]

DESIGN NOTE



The *Levy & Campaign Series* that *Nevsky* inaugurates seeks to explore the dynamics of medieval warfare at the operational level. That is, the game system does not concern itself much with the higher strategic diplomacy that created wars. Nor does it delve into the details of battlefield maneuver or tactics. Rather, *Levy & Campaign* focuses on several aspects of medieval military art in between those higher and lower levels of examination:

- **Levy:** The mobilization of men and material for war, especially in the political context of feudalism.
- **Command:** The direction of multiple lords' movements when separated by miles of countryside and perhaps not in full understanding of or even agreement on an overall operational plan.
- **Supply:** The provisioning of armies, especially across minimally passable landscape and in seasonal or other climatic extremes.
- **Disband:** The limits of time during which leaders and troops will serve.

Within those realms, the system naturally includes portrayal of the actual *fighting*—battles, siege and storm of strongholds, and ravaging of enemy territory.

Levy. With something like half the game concerning this aspect of medieval warfare, considerable thought and (naturally) historical guesswork went into what and how Lords and their higher authorities might mobilize for a campaign. Playtesters usefully abused initial rules, for example to accumulate preposterous numbers of Sleds, resulting in the addition of more realistic limits such as the various Wastage rules.

In other cases, we found restrictions to edit out. I had originally prohibited a Lord to Levy another of higher Service. But I realized eventually that feudal relations were two-way obligations and dependencies: a king, for example, had an obligation to come to the defense of his vassals, and so on down the line, as well as vice versa. Many of the Lords portrayed in the game were in any case allies of one another, not superiors or subordinates. That left as the only stricture on who could Levy whom the case of Aleksandr and Andrey—a rules exception necessary to portray the complex diplomacy (especially in 1240-1241) between Novgorod's *veche* and the House of Suzdal.

An additional, welcome simplification emerged far more quickly for the Vassal forces: originally, Vassal Service markers all went on the Calendar, as a standard rule. But it soon became evident that the overall effects of limited time of service worked well enough via the Lord's Service alone, so that the bother of tracking individual Vassals' Service could be avoided for all but the most dedicated players.



Command. I lifted the stacking of Command cards from the Column cards mechanic in Ragnar Brothers' brilliant design *Angola*. There the rule portrays the confusion among allied factions in a civil war, here the limitations of medieval communications and the squishiness of feudal relationships as a command hierarchy. The Planning step in *Nevsky* represents a council of war or exchange of messages at the outset of a campaign.

Seasonal limits on total Command cards bound the number of independent columns that a medieval staff system could coordinate. Restrictions on cards per Lord and on Marshals and Lieutenants seek further to portray the limits on organizing any campaign involving a collection of feudal lords.

Seasonal limits on total Command cards bound the number of independent columns that a medieval staff system could coordinate. Restrictions on cards per Lord and on Marshals and Lieutenants seek further to portray the limits on organizing any campaign involving a collection of feudal lords.

Supply. The design intent behind the explicit tracking rather than abstraction of Provender, Loot, Coin, and various types of Transport is to draw the players' focus onto the puzzles of supplying forces when only the Middle Ages' relatively primitive commissariat services and transportation infrastructure were on hand.

Within those medieval bounds, organization of military supply was elaborate enough. The following late-13th Century description of a Teutonic *Landmeister* preparing a winter campaign to re-provision a stronghold isolated within enemy territory well describes the process of muster and war supply on the Baltic frontier that the game's mechanics seek to bring to life:

The Master was intelligent and soon learned how one took an army into Sempgallia in the winter. [He] summoned many Estonians and Letts. A large number of chivalrous warriors from Dorpat and Leal also came. As was often the case, the assembly was at Riga, because the army could supply itself with food and fodder better here than anywhere else. The citizens wisely keep a constant supply of whatever one needed for a journey. When the day the Master had set came, the Brothers' army arrived with its forces. The army quickly made ready and set out from Riga, traveling over ice and land to Mitau. During the summer many ships from Riga had brought large amounts of meal, malt, meat and other foodstuffs there. It had then been stored. Now sleds were loaded with clothes and food while the army waited on the ice. When the sleds were fully loaded, they were taken into the army and escorted toward Sempgallia. ...

[*The Livonian Rhymed Chronicle*, as translated by Jerry C. Smith and William L. Urban (1997)]

The importance in this theater of waterways and freeze and thaw to military movement meant that the gameplay complication of four distinct types of transport was worthwhile. Many other aspects of movement and logistics nevertheless remain simplified in *Nevsky*. Note, for example, that men and beasts in the game are generally

able to get themselves across any landscape—it is any accompanying vehicles needed to haul the provender of war that may not be able to make the journey without the appropriate terrain.

Disband. Perhaps the most unfamiliar aspect of play in *Nevsky* is the interaction of the limited time of Service of each Lord (and each Vassal, if players employ that option) with Levy, Supply, Siege, Battle, Events, and several other factors. Players must keep an eye not only on their armies moving across the map but also on time creeping up on their Lord’s obligation to remain in the fight. Temporal limits on force levels come up less frequently in gaming modern professional armies and total wars, but such a clock on military duty was fundamental to feudal operations. (It also impacted later eras that featured reliance on mercenaries or seasonal or annual enlistees.)

The justified temptation for players will be to do everything possible to prevent any of their Lords from Disbanding. But *Nevsky*’s Disband and Muster mechanics allow (especially in the longer scenarios) for the competing approaches of rewarding all Lords evenly but risking sudden departure of the entire army, versus allowing some to go home after pressing them hard on raids or in combat. My expectation is that players will learn more adroit management of their Lords’ Service through their own experiments. An illustrative modern analogy to the selective use-and-lose strategy might be the campaign that George Washington chose at the Delaware in response to his army’s predicament at yearend 1776: without a strong reason to stay, annual enlistees were about to head home, so the General threw them into a risky strike. (See *Winter Soldiers* by Richard Ketchum, Chapter IV, “The Game Is Pretty Near Up”.)

Perhaps because of the design novelty of Disband in *Nevsky* and because of the many elements that influence it—Loot, Forage, Spoils, Laden March, Wastage, Events, and more—calibrating fuel to drag in this rules subsystem was our most difficult development



and playtest challenge. (Over the tests, we diminished fuel and increased drag.)

Fighting. Medieval military operations were mostly a matter of ravaging territory to punish an enemy and bring him to terms, or of deterring such raids, with the occasional siege and storm of fortified places, and only rarely the meeting of massed armies for battle in the field. The chronicles record only four Russian field battles in the two-year conflict depicted in *Nevsky*: Aleksandr on the Neva, Gavriilo at Izborsk, Domash in Ugaunia, and Aleksandr at Uzmen.

Once joined, medieval battles were hard to control and severe in outcome. For the game design, casualties and other consequences of combat took some adjustment, with the general trend during *Nevsky*’s development being of greater loss of Forces and Assets in combat.

If we got it right, the incentives and risks facing players in *Nevsky* are likely to produce historical proportions of Ravage, Siege, Storm, and Battle—consistent with the following professional advice:

It is well to hurt the enemy by deceit, by raids, or by hunger, and never be enticed into a pitched battle, which is a demonstration more of luck than of bravery.

[*Book of Strategy* by Byzantine Emperor Maurice, ca600AD, quoted in *Medieval Warfare* magazine, Vol VIII Issue 5, p20.]

Conclusion. With the new temporal, logistical, and combat systems in the game, settling *Nevsky*’s design turned out to be more challenging for me than for any other that I have done. I am perhaps old-fashioned as an artisan. I used neither sophisticated statistics nor computational modeling. Rather, this project applied medieval methods: trial and tuning over months upon months of live play by many people.

So it is fortunate that *Nevsky* enjoyed the talents and dedication of a first-rate development and playtest crew. The design in your hands is a very different one from my original conception, and for that I owe a volume of thanks to Wendell and each of the testers. Errors of mine remain—some always do. But if this game hangs together for you, it does so in large measure due to that team’s work. May it please you.

Volko Ruhnke
Virginia, 2019



SELECTED SOURCES

Source abbreviations used in this booklet:

- AS = Selart, *Livonia, Rus' and the Baltic Crusades*
 DN = Nicolle, *Lake Peipus 1242*
 EC = Christiansen, *The Northern Crusades*
 JF = Fennell, *The Crisis of Medieval Russia*
 KN = Nossov, *Medieval Russian Fortresses*
 NM = Nicolle and McBride, *Armies of Medieval Russia*
 NT = Nicolle and Turner, *Teutonic Knight*
 PS = Sorokin, *Waterways and Shipbuilding*
 VJM = Villads Jensen, “Bigger and Better”, and Mäesalu, “Mechanical Artillery”
 WU = Urban, *The Teutonic Knights*

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Credits

GAME DESIGN: Volko Ruhnke

DEVELOPMENT: Wendell Albright

VASSAL MODULE: Joel Toppen and Peter Wagner

CONSULTATION: Aigar Alaveer, Örjan Ariander, Tom Boughton, John Bowen, Ken Chase, Endre Fodstad, Jeff Gringer, Ilias Litsios, Artyom Nichipurov, Peter Regrut (Endorsement of the design is not implied.)

PLAYTEST: Aigar Alaveer, Jeremy Antley, Zack Baldwin, Ferret Baudoin, Kevin Bernatz, Joseph Bottoms, Steve Carey, Matt Daniels, Phil Dreher, John Echeverria, Roy Espino, Endre Fodstad, Juan García López, John Gibbins, Sean Golyer, Michael Hrabak, Kurt Keckley - “What’s Loot? Can we eat it?”, Javier Maqua Pérez, Mike McCarthy, Mike McClellan, Juan Milano Escar, Javier Muñoz Kirschberg,

Troy Nichols, David Nighswonger, Gordon Pueschner - “Winter is Coming”, Phil Rehberger, Bernard Roessler, Dave Ruiz, Lino Sanguino, Dominic Smith, Don Smith, Derek Stratman, Toomas Sula, Doug Sun, Peter Wagner - Teutonic Master, Todd Warnken, Odd-Gunnar Wikmark, Steve Zaccardi

MAP ART: Chechu Nieto Sánchez

COVER ART: Paul Dobbins

DECORATIVE ART: Pavel Tatarnikau

CARD, COUNTER, AND MAT ART: Chechu Nieto Sánchez and Mark Simonitch

MANUALS AND CHARTS: Mark Simonitch and Charlie Kibler

ART DIRECTOR AND PACKAGE DESIGN: Rodger MacGowan

PRODUCTION COORDINATOR: Tony Curtis

PRODUCERS: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, and Mark Simonitch



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P.O. Box 1308, Hanford, CA 93232-1308 • www.GMTGames.com