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PRESENTS

By Fire & Sword™

Conquests of Feudal Kings

*BY FIRE & SWORD IS THE AVALON HILL GAME COMPANY'S TRADEMARK
FOR ITS MICROCOMPUTER GAME OF FEUDAL CONQUEST*

1.0 Introduction & Historical Background

At the end of the tenth century, Charlemagne's empire was in ruins. His sons were unable to hold together his lands, resulting in a shifting of power to the land-holding feudal barons. The local landed aristocracy eventually came to control the political mechanisms, and these lords then gave power to a ruler of their choice.

But in order to dominate, a lord or seigneur first needed to control the surrounding land that supported him and his troops. To keep his lands out of the hands of his enemy, the master of a chateau needed to hold his lands as a fief from a more powerful nobleman. New chateaux were brought under the control of established lords, not through violence, but through vassalage.

By Fire & Sword is a multi-player game set in a mythical European kingdom in the early tenth century. One to six players begin as local barons, controlling a small area, and seeking to expand it through acquiring vassals and battling the other lords. As you expand you can recruit more vassals and armies, form alliances, conduct trade and build castles, villages and towns.

The fief is the dominant factor in feudal society. Land that is controlled by your vassals is called your fief and is shown in one color. One of the goals of the game is to develop and maintain the largest fief. The land you control directly affects your strength. Your fief increases when your vassals move over new terrain. Sometimes you will have to fight other barons for control of land.

Your fief produces goods each turn. Clear and forest squares are most productive. You will need the produce of your fief to add new units to your forces and to maintain those forces already under your banner. In addition, you will need to build a castle (chateau) and villages.

For those of you who do not wish to play a strictly historical game, wizards and their spells of holding have been added.

Bibliography
Cantor, Norman. *Medieval History.* (London: The Macmillan Co. Ltd., 1969).
Koch, H.W., *Medieval Warfare.* (London: Bison Books, Ltd., 1978).
Matthew, Donald. *Atlas of Medieval Europe.* (NY: Facts on File, Inc., 1983).
Wise, Terence. *Medieval Warfare.* (London: Osprey Publishing Ltd., 1976).

2.0 Set Up

To play the game, boot up the DOS disk. Insert the *By Fire & Sword* disk and type **YINIT**. The game will load automatically.

To load the Commodore 64 version, type **LOAD"*",8**. See the back of the rulebook for a list of differences between the C64 and IBM versions of *By Fire & Sword*.

The following prompts will appear:

Title Screen (n)ew or (s)aved Game: self-explanatory.

Total number of players? (1-6): this number includes those players handled by the computer as well as human players.

Number of human players?: Choose the number of human players and give names to their lordships. Each name must begin with a different letter of the alphabet.

Each human player may play at one of three levels: novice, intermediate or master. There is no restriction on who may play at what level. This rule can let you handicap the better players. The differences among the human levels are shown in the table below:

	Novice	Intermediate	Master
Hidden pieces on map*	no	yes	yes
Additional production	20%	10%	0%

* If a lordship is playing at the novice level, he will see the entire map. At the intermediate and master levels, he will see only what his vassals can report, inside and outside his fiefdom. Each piece can see a certain distance. Yeomen can see two squares in all direction; knights and greater can see six squares. Units in mountains can see farther, but *enemy units in forest are hidden unless one of your units is adjacent.*

World View: Choose the size of the map. Map size one is the same size as the screen, while sizes two through five are larger. The game map has no edges, if you move north, the map will scroll down.

General Terrain Type: Each game's map is different. Four general terrain mixes are possible: steppes, plains, alpine and forest. Each mix also contains plains, forest, and mountains, but in differing amounts. Alpine and black forest are more difficult to move through than plains and steppes. The steppes offer the least hinderence to movement and line-of-sight.

Overall Difficulty: This will select which options will be in play, according to the table below:

difficulty	who goes first	urban areas	alliance & trading	wizards	increased production
1	computer				8%
2	computer	x			16%
3	human	x	x		24%
4	human	x	x	x	32%
5	human	x	x	x	40%

3.0 Sequence of Play

Each turn contains three phases:

Seneschal phase |3.1| – in which you examine your fiefdom, recruit troops and vassals, found villages and towns, and give movement orders for your troops. All orders are executed simultaneously in the next phase, so there is no advantage to going first or last.

Marshall's phase (3.2) – in which your orders are carried out.

Chamberlain's phase (3.3) – in which the status of your fief is shown. Alliances are formed or broken, and trade among allies takes place.

3.1 Seneschal phase

The computer announces the order of play with the phrase: "|Player's name|, thy seneschal awaits orders." That player may hit any key to see the game map. Note that the player's level (novice, intermediate or master) will determine what he actually sees. Since all orders are executed simultaneously, it is suggested that players should not watch each other move.

The screen is divided into two sections. The map section shows the terrain, with the units of the moving player depicted as a heart (for a baron), a diamond (for a knight), or alchemical symbols representing archers, yeomen, ramparts or wizards. Overlaying this map are colorful shadings indicating the extent of each baron's domain.

The player increases his fiefdom by moving units across the land. As a unit moves, it leaves a colorful trail showing the land they claim for their lord. All units claim at least the square they move through. Nobles also claim the last square they move into, plus the eight adjacent squares if moving through unclaimed land. Yeomen and bowmen claim each square they move through regardless of ownership.

If a lordship is playing at the novice level, he will see the entire map. At the intermediate and master levels. he will see only what his vassals can report. Inside and outside his fiefdom. Each piece can see a certain distance. For example, yeomen can see two squares in all direc-

tion; knights and greater can see six squares. Units in mountains can see farther, but *enemy units in forest are hidden unless one of your units is adjacent.*

The bottom third of the screen consists of three lines telling the player: the number of ducats the player has, messages that will appear during play, and the square number, terrain and unit type that the cursor is on.

Rules within a box and shaded like this will tell you more about what happens in that particular phase. You can skip over these the first time you play, but will help you later.

Fire as a tool and weapon

Normally, moving a unit into a square claims that square for your color. If fire reaches that square, you retain that as a fief only while your piece occupies that square. A fire raging through your fief causes you to lose possessions.

Fires spread automatically and eventually die out. They cannot be put out by your units. As fire passes near your own urban areas. It may ignite the town. If a unit moves through a square on fire, a penalty in ducats is extracted, and the chances of the fire spreading increases. Captured urban areas may be set on fire.

Wizards

Wizards are powerful and unpredictable. They can be asked to move, but only they will decide where they go. Wizards never attack units, and are never hindered by terrain. Immediately after finishing their move, they cast a spell of holding that can slow down or stop all enemy pieces within a range of 10 squares. The results of each wizard's move will appear during the Marshal's phase. A halted unit cannot be traced. Wizards are available in games of difficulty levels 4 and 5.

3.2 Marshall's phase

The orders given in the previous phase are carried out randomly. Each unit moves one square at a time, up to the maximum allowed by its orders and movement allowance. If the square the unit is trying to enter is occupied by an enemy unit, it will try to capture it. If the attack succeeds, the defeated piece is removed from play. If the attack fails, both pieces will be prohibited from further movement in that turn.

Archers try to shoot any opponent that move into the squares next to them. They have about a 15% chance of capturing a piece (less to kill a noble). They have an additional 15% chance of stopping the piece, preventing its further movement.

Wizards cast spells of holding in their square, obstructing the movement of enemy units up to ten squares away. They can also claim territory for his lord.

All units exert a partial zone of control into its eight adjacent squares. Any time an enemy unit moves into that square, the stationary piece causes the moving piece to lose movement points. It is much easier for a piece to move through unoccupied terrain than to move along a row of enemy pieces, even though none are in the direct path of movement.

Battle

A battle is carried out whenever one unit tries to enter the square of a non-allied unit. The attacker has a chance of capturing the defender based on their types. For example, knights have an excellent chance of capturing most pieces, but archers have only a slight chance of capturing a baron. If successful, the attacker moves into the square and the defending piece is removed from play. If the defender was a noble and the attacker wasn't, the attacker becomes a knight.

Chateaux and urban squares

Motte and bailey chateaux established a base for the seigneur and his men-at-arms. A typical motte was a mound of earth forming a large truncated cone or part of a sphere. Adjacent to the motte was a large earthen walled enclosure known as a bailey. These chateaux proved to be the foci of stability, attracting others to settle in its vicinity. Churches, marketplaces and other conveniences followed, making the successful chateau the center of a growing town.

These ideas are reflected in the game by the requirement that all villages must start next to a chateaux square and that only [?] a square is urbanized can a town and ramparts be formed.

Siegecraft

Yeomen can construct siege towers, which are the only method of attacking enemy urban squares. It's assumed that all urban squares have protective walls manned by local militia. In addition, troops of the local lord may add their support.

Towers are slow-moving and expensive to [?], so they should only be built when easily defendable and close to an enemy town.

Capture of an opponent's urban square takes two stages:

First the siege tower must capture that square. The tower then breaches the defenses. If unopposed, the tower is abandoned and yeomen enter the square. If there are additional defenders, then the tower's occupants must fight them also. If successful they move as a normal capture. If unsuccessful, the defenders maintain control and the tower is destroyed.

Normally non-siege pieces may not move into enemy urban squares. However, if you capture a town or village then you may continue into adjacent urban squares without siege equipment. The captured town provides additional ducats for your [?]
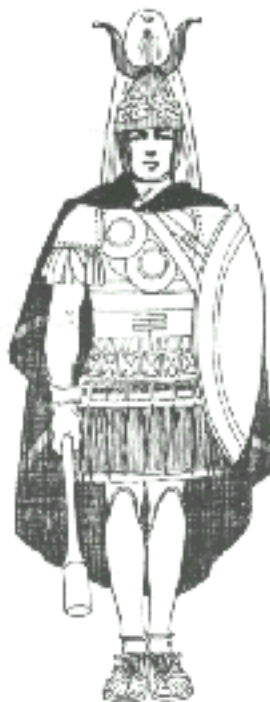
3.3 Chamberlain's phase

There are three segments to this phase: alliance and trading, production and maintenance, and status.

Alliance and trading

In games with a difficulty level of three or more, each player may form alliances with other eligible players. To be eligible, a player must have more than 1 ducat in its treasury. The maximum number of alliances is two less than the number of players. Thus, there are no alliances in a three-player game, while in a six-player game, each player may ally with four other players. This reflects the often confusing pattern of interwoven alliances common in feudal societies.

Each turn, a player may attempt to ally with one player, or break an established alliance. Enter the initial of that player. After all the players have made their decisions, each player that had at least one offer will see a list of them. Striking the initial of a player on that list will cement the alliance; any other key will reject it.

Alliance Effects. Allied players cannot enter the territory of their allies. This rule is enforced by the computer.

The second benefit is the ability to trade with allies. Trading is abstracted on the assumption that each fiefdom produces a surplus of goods that it cannot use. This excess is sent to allies where it is worth more. For every ducat sent to an ally, that ally receives 1.5 to 3 ducats, up to a maximum of 40 ducats per turn. Any amount over 40 ducats is considered lost, i.e. sending 50 ducats will result in the lordship receiving up to 80, not 100 ducats.

Each player independently decides how much to send to each of his allies. Over a period of turns, you must decide how to respond to allies which send much more or much less than you do.

Production and maintenance

Each square controlled by a player produces production points, measured in ducats. Clear, forest and stumps produce more ducats than other types of terrain. In addition, towns and villages produce extra ducats. Castles, ramparts and other units require upkeep (for the other units, it is about one-half of their initial cost). You must balance the size of your army with the size of your fief. An important strategy is to minimize the fiefs of your opponents to prevent them from replacing or expanding their armies.

The actual money in circulation at any time is quite small. If too much production taxes place, then all this

is adjusted and the ducat is devalued. If too little money is available, a modest form of inflation takes place. As a player you need only be aware that this might happen. A message will appear if it occurs, but all calculations will be done for you and cost will always be shown in new ducats.

It should be noted that war, or a massive build up of your army, can cause a wild variance in inflation and deflation. It costs money to support your army, and a sudden devaluation of the ducat can quickly put your fiefdom into debt. Worse, units do not disappear if they are not maintained, but will stay at your side, sucking ducats from your treasury.

Status and victory

To win, you must have elevated one of your barons to duke, have built a castle and have a 100%-sized fief (as shown on the status report). If no player has won this round, a status report is shown, and you are given the chance to save the game.

In the status report screen (drawn as six castles) the players are listed by their point totals. In addition to showing how much money each baron has, their fiefs are described as a percentage of the size required to win. As the game progresses, the fief victory level decreases. That is, a small fief can qualify for victory.

Saving the game and changing players

After the status report, you may save the game and quit, save it and immediately continue and/or change players.

Save: The current state of the game is saved in a file numbers 0 to 9. Thus, you can save several different games, or the same game at different stages.

Player Change: This allows you to make computer players human, and to have human players replaced by computers. (If only this worked in board games!) A minimum of one human player is required. This command lets you replace human players who must leave the game. It also lets you change pieces with a computer opponent if you're doing extremely well or poorly. Combined with the save option, this command also lets you examine how the computer might play in your place.

Quit: Exits to DOS. Nothing is saved. However, you can save the game before hitting this key, so it's not as drastic as using the escape key from within the game.

Appendices

Table 1
Effects of Human Levels

	Novice	Intermediate	Master
Hidden pieces on map*	no	yes	yes
Additional production	20%	10%	0

Table 2
Effects of Difficulty Level

difficulty	who goes first	urban areas	alliance & trading	wizards	increased production
1	computer				8%
2	computer	x			16%
3	human	x	x		24%
4	human	x	x	x	32%
5	human	x	x	x	40%

Table 3
Urban Area Production

	initial cost	upkeep	production
village	50	—	10
town	50	--	20
chateau	90	50	—

Table 4
Combat Percentage Table

Defender:

Attacker:	duke	baron	knight	yeoman	archer	siege	wizard
duke	90	90	70	95	95	20	40
baron	70	80	60	90	95	20	35
knight	55	65	80	95	95	25	40
yeoman	25	30	30	90	90	50	25
archer	15	15	40	60	60	30	15
siege	90	90	90	50	80	50	80
wizard	80	80	90	90	90	20	50

These are the percentage chances that an attacker will capture a defender. If an attack fails, both pieces cannot move any more that round. Thus, an attack by several weaker pieces against a stronger knight can incapacitate the stronger piece.

His Lordship's Commands

All commands are shown below. Each player has as much time as they need to give orders. Other players may not look at the screen during this time. Note that to move a unit, you do not press **M** but the **INS** key.

Command	Description
(A)dd *	Recruits troops or vassals for your fiefdom.
(C)hateau *	Builds a chateau (also called a castle).
(D)emesne	Reports the status of all lords.
(E)levate *	Promotes a knight to a baron, or a baron to a duke. You must have at least two knights to create a baron, and two barons to create a duke. You must have one duke to win.
(Esc)ape	To quit the game, hit the ESC key twice.
(F)ire *	Sets fire to a forest square. Cost: 10 ducats.
(H)elp	Lists the commands and other information.
INS Move	To move a piece, place the cursor over it and hit the INS key. You will be prompted for the direction and number of squares that piece is to move. It will try and fulfill that order within the limits of that piece's movement allowance and terrain.
(N)ext	Moves the cursor to the next unit without orders. This ensures that you have given orders to all the units under your command.
(O)pponents	Shows all fiefs by letter.
(P)lant *	Plants trees in all clear and stump squares surrounding the ordering noble. Cost: 40 ducats.
(Q)uit	Ends a lordship's move.
(R)amparts	Builds ramparts outside village or city squares.
(S)iege	Converts yeomen units to siege towers and vice-versa.
(T)rees *	Removes trees from a forest square. Cost: 10 ducats.
(V)illage *	Adds a village or town to your fief.
(W)orldview	Shows a condensed form of the map. Only the colors of the owned areas are shown. If you can detect units, the first letter of their owner's name is also shown.

Additional Comments:

* To use (A)dd, the cursor must be next to a noble in a clear, stump, or forest square. You must have sufficient ducats to build the piece: Knight (30), Yeomen (10), Archer (16), Siege (20), Wizard (50).

* (C)hateaus can only be built in clear or stump squares. Each player may have only one chateau (castle) and it must be a sufficient distance from all other chateaux.

* To (E)levate a baron or a knight, place the cursor over the noble and give the order. Any noble may add a knight, but the only way to obtain barons and dukes is through elevation from the chivalry. It takes two knights to support each baron, and two barons to support a duke. You must have a duke to win.

* To execute a (F)ire, (P)lant or (T)ree command, place a cursor on the square near any of your pieces. You may also set fire to any city or village square you control.
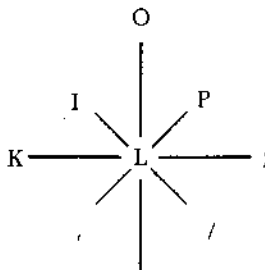
* (V)illage automatically adds a village near a chateau. If there are already five villages, then one will be converted to a town.

Commodore 64 Differences

This section contains notes on the differences between the IBM and Commodore 64 versions of the game.

1. To start the C64 version, type **LOAD"*",8**.

2. The following set of keys forms a block on the right hand side of the keypad and is used to indicate cursor and unit movement directions:

```
              O
              |
     I \      |      / P
         \    |    /
  K --------- L --------- ;
         /    |    \
     '  /      |      \  /
              |
              '           /
```

Note that L can be used to order a unit to stay.

The numeric keys at the top of the keyboard are used to show distances, etc. The **CONTROL** rather than the **INS** key is used to select a piece for orders.

Other commands which are invoked differently are:

(M)onochrome shows opponents fief by letter rather than color. Most useful for monochrome displays.

(T)rees puts trees in clear and stump areas surrounding a noble. (Cost is 40 ducats.)

(R)emove chops trees from a forest square. Cost: 10 ducats.

(run/stop) key aborts the game. This should only be used when you need to get out quickly and don't want to save the game. (Like when you're about to lose badly.)