



Guene de Cent Ans

A Hundred Years of War





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Forward

“La Guerre de Cent Ans: A Hundred Years of War” is a Civilization V modification that simulates the dynastic struggle known as the Hundred Years War – an intermittent war fought in France between 1337 and 1453. During this time, England was ruled by a powerful and ambitious king, Edward III, who believed he had a right to inherit the French throne and was not hesitant to use force to press his claim.

The French King, Philip VI, was as motivated as Edward to keep his throne, and sought friends and allies to assist him in doing so.

The scenario begins in 1337, the year England invaded French lands with a large, powerful army backed by their technical advantage – the longbow. As Edward III had lands in France, he was able to press his invasion from both the north and south. Philip VI was hard-pressed to cover this two front war, especially in the beginning of the assault.

In addition to the main English and French rivals, other civilizations are included in the scenario, to allow greater variety of alternative viewpoints – to see how history could have changed even more, had nations on the borders of France sought to play a more active role in these affairs. Those civilizations include the Burgundy and Brittany, as they did play a minor role in history during these wars. Also included are the Holy Roman Empire and the Knights Templar – to examine how more assertive foreign policies of these entities may have changed events even more.

Hundred Years War Strategic Overview





Kingdom of England



The leader of England is Edward the Third. He seeks to repair his troubled land after the disastrous reign of his father, Edward II. Due to a dynastic struggle in France, Edward find that he has a claim to the French throne, albeit through his mother. While the French seek to deny this claim as it violates Salic Law, Edward feels compelled to press his claim, as the current French King is providing significant support to Scottish armies disrupting the peace of his realm in the north.

English Unique Trait: English Camaraderie. The Great General combat bonus is doubled, and their spawn rate is increased by 50%. Units receive +15% Combat Strength when adjacent to a friendly Unit.

England has two unique buildings:

Royal Treasury: This building replaces the Armory. It provides +15 Experience, +2 Gold, and +1 Happiness.



Public House: Requires monument. Replaces the Opera House. The “Pub” adds +2 to Culture, Science, and Happiness.





Kingdom of France



The leader of France is King Philip VI, also known as “the Wise.” He has risen to his throne through much struggle, and will not release it for anything the English may offer. The French believe that inheritance of any property is only allowed through the male line – the Sallic Law they use to deny Edward III’s claim.

The power of the French King is limited to the territory of the Domain Royal, so he must rely on other Fiefdoms to help resist the English.

French Unique Trait: French Patriotism. Units receive a +15% attack bonus on French territory. Receives a free Gendarme unit when you discover Chivalry.

France has two unique buildings:

Muraille: Replaces Walls. Provides additional defense and hit points, while reducing spy stealing rate by 25% in the city.



Palais: Requires walls. Unlike the Castle it replaces, it adds less defensive strength to the city but more culture, and adds a slot for a Great Work of Art.





Duchy of Burgundy



The Duchy of Burgundy is led by Odo IV, who holds lands from both the King of France and the Holy Roman Emperor.

Odo IV seeks to guard the independence of his lands from both kings of France and English, but also limit the meddling of the Holy Roman Emperor. He is a civilized man, disliking violence, but will employ any means necessary to ensure the freedom of his people.

Burgundian Unique Trait: Burgundian Esprit de Corps. Units receive +20% combat bonus against larger Civilizations (based upon city count)..

Burgundy has two unique buildings:

Vehmic Court: A Medieval-era building unique to the Duchy of Burgundy. It increases the city's Production and Culture By 1, and increase Gold by 2.



Wine Merchant: A Classical-era building unique to the Duchy of Burgundy. It increases Gold by 3, Happiness by 2, and Culture by 1.





Duchy of Brittany



The Bretons are led by Duke Yann III, a capable and successful leader, popular with commoners. Despite marrying three times, Yann was unable to produce a male heir, which threw his lands into much distress in the ensuing War of Breton Succession.

Like Duke Odo IV, Duke Yann III is fiercely independent, and wants to maintain this freedom from French meddling into his affairs.

Breton Unique Trait: Breton Freedom. Units fight at full Strength even when damaged. Naval unit maintenance reduced 25%. Receive two times as much Gold when capturing a City.

Brittany has two unique buildings:

Tourtan: Breton Lighthouse replacement. +2 Food from sea tiles, +1 Food from Fish resources, +1 Production from Sea resources. +1 Culture from Fish, Whale, Pearls, or Crab resources.



Donjon: Requires Walls. Unlike the Castle it replaces, it adds greater defensive strength to the city and contains a slot for a Great Work of Art.





Holy Roman Empire



The Holy Roman Empire is led by Louis IV, also known as Ludwig the Bavarian. He is pragmatic, and well-liked by the many lords who comprise his vast empire. Only a few cities of that empire are represented on the map, which demonstrates that while the Empire may wish to influence French affairs, there are limits to what they can practically attempt.

The Empire, like most empires, constantly seeks to increase its size and stature. It will attempt to incorporate any Fiefdoms if resources are available and the opportunity arises.

Imperial Unique Trait: Imperial Diplomatic Intrigue.
The Empire Can spend Gold to annex or puppet a City-State that has been an ally for 18 turns.

The Empire has two unique buildings:

Imperial Market: Replaces the Market. +4 Gold, +1 Food, and +1 Happiness.



Rathaus: A Classical-era building unique to the Holy Roman Empire. It increases the City's Production, Culture, Science by 1, and Increases Gold by 2.





Knights Templar



The Knights Templar are the remnants of that once great order who led the armies of the crusades. Their numbers are now far fewer, but they still possess much of the wealth they accumulated over the centuries when they were the bankers to the kings.

Now, however, those kings look on Templar wealth with much greed, and are prepared to do much harm to obtain those riches. The Templars are very much on the defensive, seeking friends any place possible.

Templar Unique Trait: Templar Devotion. Units fight at full Strength even if damaged, require 25% less experience for a new promotion, and get +15% Combat Strength when next to a friendly Unit. Killing enemy units grants faith. Unit maintenance costs reduced by 50%.

The Templars have two unique buildings:

Templar Citadel: Requires walls. Unlike the Castle it replaces, it adds more defensive strength to the city, and also generates +2 Gold, as part of the Templar banking activities.



Battlements: Replaces Walls. Provides additional defense and hit points, while reducing spy stealing rate by 25% in the city.



Fiefdoms – aka City States

During the fourteenth century in most of Europe, the Kings of a nation were greatly dependent on subordinate lords who held the lands for the sovereign – remnants of the ancient feudal system. These lords collected taxes, raised armies, and largely kept the peace for the king. As such, kings generally did not have large armies under their control, and needed to influence these lords – through gifts, threats, intimidation, etc. – to get them to accede to royal instruction.

The Hundred Years War scenario seeks to implement this dynamic by using city states as “Fiefdoms.” The competing civilizations can attempt to gain tactical advantage over their rivals by making alliances with these City States, or by taking direct control of them, absorbing the city states into their lands.

Fiefdoms can be incorporated by means of conquest, except for the Holy Roman Empire, which can acquire a Fiefdom through Diplomatic Intrigue. Diplomatic Intrigue is similar to Diplomatic Marriage in the normal game, the unique trait of the Austrians. By making alliance with a Fiefdom for a certain period of time (18+ months), and a contribution of gold, the Fiefdom, with all its cities, will become a permanent part of that leader's territory.

Fiefdoms - Listed

In The Hundred Years War Scenario, there are ten fiefdoms:

1. County of Anjou
Count Louis I of Valois
Cities: Angers
2. County of Blois
Count Guy I of Chatillion
Cities: Blois
3. County of Boulogne
Count Guillaume II of Auvergne
Cities: Calais
4. Duchy of Brabant
Duke John II of Reginar
Cities: Antwerpen
5. Duchy of Lorraine
Duke Rudolph the Valiant
Cities: Nancy
6. Duchy of Luxemburg
Duke John the Blind
Cities: Luxemburg
7. County of Lyons
Archbishop Henri de Villars
Cities: Lyons



Fiefdoms - Listed, cont'd.

8. Kingdom of Navarre
King Philip III the Noble
Cities: Navarre, Santander



9. County of Provence
Count Robert the Wise
Cities: Marseilles, Avignon

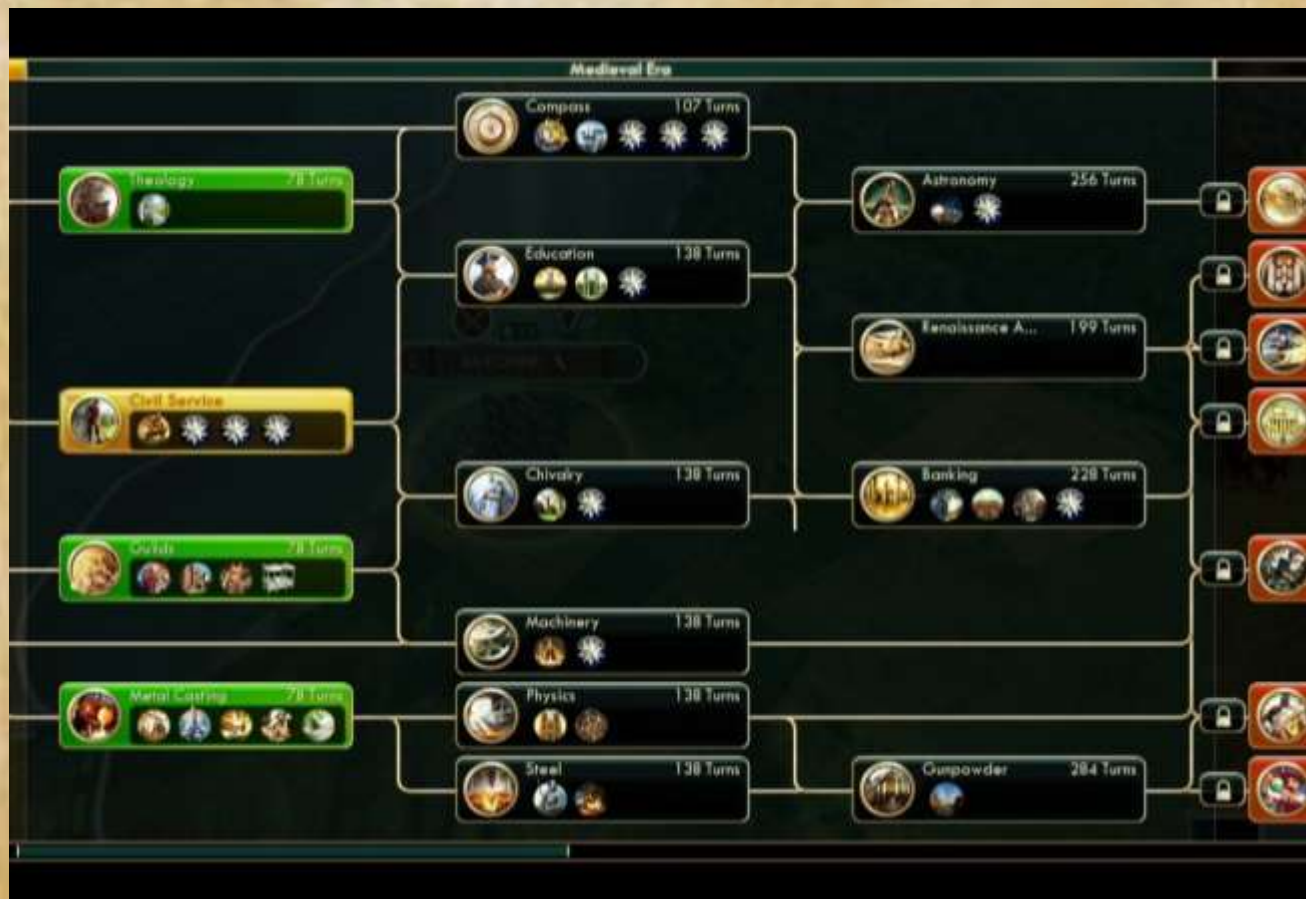


10. Kingdom of Wales
Lord Llywelyn Bren of Senghenydd
Cities: Cardyffe



Tech Tree - Revised

The Hundred Years War Scenario makes numerous changes to the standard Tech Tree. It extends the Medieval Era by adding some of the earlier techs from the Renaissance Era. It also introduces a new tech, “Renaissance Advancement” – which becomes the “Future Tech,” the renewable research goal that adds +2 Culture and Gold to the Capitol city each time it is researched.



Most units appear earlier on the Tech Tree than the standard game.

Player Civs start at the beginning of the Medieval Era.

Land Warfare

While the Hundred Years War Scenario made numerous changes to units (appearances mostly), the overall gameplay has not changed from normal Civilization V. There are some variations, as some player civilizations have certain advantages, but these are not too wide-ranging. Learning the scenario should be a fairly straight-forward effort. The overall intent of most of these changes was to give more contemporary flavor to the game.

Contenders for the French Throne: Both the Kingdoms of England and France contain leaders who are competing for the ultimate prize – the crown. They are known collectively as “Magnates.” They are similar to Great Generals, but have defensive melee combat strength, as well as additional capabilities/promotions that make them quite useful in leading armies.

The other player civilizations (Burgundy, Brittany, Holy Roman Empire, and the Knights Templar) have two senior military commanders, also known as Magnates. They are similar to a Great General, but with additional promotions to make them more effective in combat. These units represent the sovereign of that nation/faction.



Land Warfare – Magnates



English Magnates: The English have four senior leaders for their forces in battle:

King Edward III: Current Sovereign of England. A seasoned commander, with additional reconnaissance skills.



Edward, the Black Prince: Heir to the English throne. A seasoned leader, with reconnaissance and siege craft skills.



Lionel of Antwerp: Son of the King, and a green commander.



John of Gaunt: Son of the King. A Seasoned commander, with siege craft expertise.





Land Warfare – Magnates



French Magnates: The French also have four senior commanders for their forces:

King Philip VI: A seasoned commander, and a capable leader of military units, with additional reconnaissance skills.



Prince John, Dauphin of France: The eldest son of the King, and a capable military leader, who has additional reconnaissance skills.



Prince Philip, Duc d'Orleans: Second son of the King. A green commander.



Count John I of Armagnac: A capable leader in battle, who also has siege craft expertise.





Land Warfare – Magnates



Other player Civs each have two Magnates.

Burgundy: Duc Odo IV



Count Philip of Auvergne



Brittany: Duc Yann III

Lord John of Montfort



Holy Roman Empire: King Louis IV

King Charles IV



Knights Templar: Geoffroi de Charney

Godefroi de Gonneville



Land Warfare – Spearmen

These units are basic infantry, effective against Horsemen and Knights, with the following stats:

Cost: 60 (vice 56 normally)

Strength: 12 (vice 11 normally)

Moves: 2 (vice 2 normally)

These units are available with the discovery of Bronze Working. They are built with the Formation 1 Promotion.



Land Warfare – Pikemen

These units are basic infantry, with greater capabilities than Spearman, and have the following stats:

Cost: 100 (vice 90 normally)

Strength: 18 (vice 16 normally)

Moves: 2 (vice 2 normally)

These units are available with the discovery of Civil Service. They are built with the Formation 1 Promotion. Brittany's Pikeman, Bekeden, also has the Cover 1 and Discipline promotions.



Land Warfare – Swordsmen

These units are improved infantry, with more offensive capabilities. They have the following stats:

Cost: 100 (vice 75 normally)

Strength: 16 (vice 14 normally)

Moves: 3 (vice 2 normally)

These units require iron, and are available with the discovery of Iron Working. They are built with the Shock 1 and Drill 1 Promotions.



Land Warfare – Longswordsmen

These units are heavy infantry, with the following stats:

Cost: 130 (vice 120 normally)

Strength: 23 (vice 21 normally)

Moves: 2 (vice 2 normally)

These units require iron and are available with the discovery of Metal Casting. They are built with the Shock, Drill, and Cover 1 Promotions.



Land Warfare – Men at Arms

These units are heavy infantry, the most powerful melee units in the game. They represent the pinnacle of edged weapon-based melee combat. They are heavily armored, generously equipped, and well-trained – a confluence of events not common in medieval armies. They have the following stats:

Cost: 150 (vice 120 for normal Longswordsman)

Strength: 26 (vice 21 for normal Longswordsman)

Moves: 2 (vice 2 for normal Longswordsman)

These units require iron and are available with the discovery of Steel. They are built with the Shock, Drill, Cover, and Formation level 1 Promotions.



Land Warfare – Horsemen

These units combine speed and an offensive attack – to better see and dominate the battlefield. They have the following stats:

Cost: 90 (vice 75 normally)

Strength: 14 (vice 12 normally)

Moves: 4 (vice 4 normally)

These units require horses and are available with the discovery of Horseback Riding.



Land Warfare – Knights

These units combine speed and an offensive attack – to better see and dominate the battlefield. They have the following stats:

Cost: 130 (vice 120 normally)

Strength: 22 (vice 20 normally)

Moves: 5 (vice 4 normally)

These units require horses and are available with the discovery of Guilds. They receive the Heavy Charge and Move After Combat Promotions when built.

The French have an additional Knight unit – the Gendarme. It has upgraded stats from normal Knights, and also has a first-strike ranged attack before melee.



Land Warfare – Archers /Composite Bowmen

Archer units have similar stats to the normal game. Here are the new Archer units:



Here are the new Composite Bowmen. Note – the English Longbow unit is here, as it becomes available at Construction. These lethal units have the Accuracy 1, Range, and Volley Promotions.



Land Warfare – Crossbowmen

These units are also very similar to normal ones. Here are the front and back views of the new Crossbowmen.



Land Warfare - Unit Renames, by Civilization

Unit	Brittany	Burgundy	England	France	HRE	Templar
Archer	Gwareger	Bag skytter	--	Buteur	Bogen-Schütze	--
Composite Archer	Goareger	Komposit Bag skytter	Longbow Company	Archer Composite	Vewrbund Bogen-schütze	Holy Composite Bowmen
Crossbowman	Rozenniger	Armborster	--	Arbalétrier	Armbrustschütze	Holy Crossbowmen
Spearman	Goafden	Spjutman	Royal Skirmishers	Lancier	Speerman	--
Pikeman	Bekeden	Pikarman	Royal Yeomanry	Piquier	Hechtmann	Holy Pikemen
Swordsman	Klezedden	Faktare	Troop of Gentlemen	Fantassin	Schwert Kämpfer	Holy Swordsmen
Longswordsmen	Klezenvden	Langsvarder	Honorable Gentlemen at Arms	Fantassin à Épée Longue	Langschwerter	Holy Longswordsmen
Man at Arms	Brezelour	Krigare	Royal Plantagenet Guard	Homme d'Armes	Krieger	Holy Men at Arms
Horseman	Aneval	Ryttare	King's Own Hobelars	Cavalier	Reiter	Holy Horsemen
Knight	Marc'heg	Riddare	Royal Knights	Chevalier	Ritter	Holy Knights
Gendarme	--	--	--	Gendarme	--	--

Land Warfare – New Units

Bombards: The Wars of the Roses was fought before widespread use of gunpowder-based weapons were common. Some cannon were used during sieges but these were rare occurrences. Cannons were expensive, required significant expertise that was not common, and often as dangerous to those nearby as to the enemy – see what actually happened to King James II !

To better represent this awkward and inconsistent advance in warfare, an intermediate cannon unit is being added – the Bombard. The Bombard may be built by all civilizations, but requires an artillery foundry (see New Buildings section) in the city building the unit. The bombard has the following stats:

Cost: 500 (vice 185 for Cannon)
Strength: 10 (vice 14 for Cannon)
Ranged Attack: 20 (vice 20 for Cannon)
Moves: 2 (vice 2 for Cannon)



These units receive the usual promotions/limitations of other siege engines, but are also built with the “Indirect Fire” promotion. They become available with the discovery of Physics.



Naval Warfare

The Hundred Years War Scenario includes four different ship types to add a naval element that was not present in the original board game.

Cog: A small ship, common in the Medieval era, with both a naval melee and an arrow-based ranged attack. Available at the start of the game for all civilizations. Only 6 may be built per player at any time.

Cost: 40 Combat: 10 Ranged Attack: 5 Moves: 3



Holk: The Holk is larger than the Cog, and a technological predecessor of the Carrack and Caravel. It provides a naval melee attack. Available with the discovery of Sailing. Only 4 may be built.

Cost: 100 Combat: 15 Moves: 4



Naval Warfare, cont'd.

Caravel: Fast Medieval Era naval melee unit. Available with the discovery of Optics. Only 4 may be built.

Cost: 100 Combat: 15 Moves: 5



Carrack: Forerunner of all the great ships of the age of sail. Designed for ranged combat. Available with the discovery of Compass. Only 3 may be built.

Cost: 250 Combat: 30 Ranged Attack: 40 Moves: 4



New Buildings

As the time frame of the scenario is quite extended, the addition of several new buildings will assist in the growth of cities, adding production, food, science, and gold. The following are new buildings available to all playable civilizations:

Agora: Adds +1 Culture per every 2 Population, +1 Gold. Available when Drama is researched.



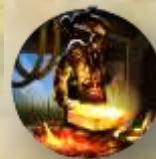
Alchemist: Adds +1 Science for each 2 population. Also adds +1 Gold. Available when Physics is researched.



Apothecary: Adds +1 Food and Science. Also adds 5% Food for the city. Available with Metal Casting.



Artillery Foundry: With the addition of the Bombard unit, a new building is required to demonstrate the rare, and expensive expertise required to build these new implements of war. This building is available at the discovery of Steel. It requires a Workshop already in the city. Adds +1 and 3% Production. Three allowed per player.



New Buildings, cont'd.

Bakery: Adds +2 and 5% Food, adds +1 Happiness.
Available when Pottery is researched.



Blacksmith: Provides +2 and 5% Production,
Adds 25% Production while producing combat
units. Requires 1 Iron. Available when Iron
Working is researched.



Brewery: Adds +1 Food and Gold, +2 Happiness.
Available at discovery of Pottery.



Brickworks: Adds +10% Production when making
buildings. Available at Construction.



Cisterns: Allows 25% Food to be carried over
when a new citizen is produced. Available
when Masonry is discovered.



Herbalist: Adds +1 Food and Science, +as well
as and additional 5% Science for the city.
Available with the research of Philosophy.



New Buildings, cont'd.

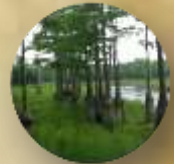
Inn: Adds +5% Gold and +1 Gold for each trade Route. Adds +1 Happiness. Available when Horseback Riding has been researched.



Potter: Adds +1 Production, as well as +1 Food. Available when Pottery is discovered.



Royal Hunting Grounds: Adds +2 Happiness, +1% Global Happiness. Available when Horseback Riding is discovered.



Weaver: Adds +1 Production. Also, adds +1 Gold for each source of Dye worked within the city. Available when Animal Husbandry is researched.



Religion

Generally speaking, religion throughout the northwestern Europe during this time was firmly under the control of the Catholic Church in Rome. For purposes of the Hundred Years War Scenario, religion has been supplanted by popular support for one of the two main protagonists in the war. This “popular support” represents faith in the ultimate victory by either England for France. The prophets, missionaries, and inquisitors have been replaced by Ambassadors, Emissaries, and Provocateurs whose main purpose is to spread the belief among the populace that their side will ultimately win the war.

The Knights Templars have been added to this concept, to demonstrate that they too seek to win support among the people in hopes of surviving the petty jealousies of the surrounding monarchs, who covet their vast wealth.

The scenario’s competing factions for popular support are:

1. England Triumphant. Beliefs: Fertility Rights, Tithes, Holy Warriors, Just War, Underground Sect.
2. France Triumphant. Beliefs: God King, Church Property, Holy Warriors, Defender of the Faith, Evangelism.
3. Templar Popular Support. Beliefs: God of War, Pilgrimage, Holy Warriors, Religious Unity, Charitable Missions. The holy city is La Neuville in the Alps.

Note: Holy Warriors is a common Follower Belief for all faiths. This is to allow purchase of units with faith – raising units from people who firmly believe in the justness of their cause – because... “Deus Vult!”

Civilization V Rules Changes

- Monthly game turns, starting in 1337 A.D. Game is intended to last approximately 40 years (480 turns) max
- Games stops at the end of the Medieval Era. The "Future Tech" is called "Renaissance Advancement" which provides increased score, and +2 to culture & gold each time it is researched
- Unhappiness per city reduced to zero
- Extra Happiness per Luxury raised to five
- Unhappiness per captured city lowered to zero
- Diplomatic Intrigue (Marriage) available to Holy Roman Empire
- Spies: One each upon entering Classical and Medieval eras
- Ships may cross oceans on researching Compass
- Map becomes visible upon researching Optics
- Warriors are now called Militia
- Ships have build limits: Cog (6), Holk (4), Caravel (6), Carrack (3). Caravels now move 5, and are available upon researching Optics
- Siege Engines have build limits: Catapult (8), Trebuchet (8), Bombards (12). Trebuchets are available upon researching Metal Casting
- The "Insta Heal" promotion has been eliminated
- These units have been removed from the game: Settlers, Chariot Archer, Scout, Galleass, Trireme
- No city razing
- France and England are permanently at war.

Rules Changes, cont'd.

- Workers now move 3, with work rate increased 300%
- The "Mercenary Army" Social Policy (Commerce) has been replaced by "Privatization," which reduces building maintenance costs by 33%
- Walls (including France's Battlements) and Barracks reduce enemy spy stealing rate by 25% each.
- For the Palace, an extra 15 Happiness added
- Gold Maintenance on Monuments and Shrines lowered to zero
- Each civ limited to 10 workers
- Research times extended, buildings and units not so much.
- The English and French Kingdoms have four "Magnates" – contenders for the French throne who act as Great Generals, although with certain promotions which enhance their effectiveness.
- Captured settlers remain settlers; artists, engineers, merchants, and scientists can be captured as well
- The Collective Rule policy has been changed – it will no longer provide a free settler
- Prophets, Missionaries, and Inquisitors are significantly more expensive, in part to limit their spamming the map.

Design Notes

The Hundred Years War Scenario is an effort to bring the color and pageantry of medieval warfare to life using the Civilization V gaming engine. The scenario is designed with much historical consideration, however, many other items have been added for the sake of balance, variety, and playability.

War is the primary focus of the scenario, and most of the other concepts, such as cultural progress, science, happiness, etc., have been diminished to allow a more military focus. Technology is still important, but usually only as it unlocks more powerful military capabilities.

The designed focus of the game is to play as either English or French – as they were the two major protagonists in the war. The other civs have been added to provide some variety to the scenario and explore the possibilities of someone other than the French being master of France.

Many of the basic changes were included to reduce the impact of Happiness on the overall game experience. It is still a factor, but a smaller one, allowing players to build as widely as they'd like – within reason, of course.

Build limits on ships and siege weapons were introduced to lower the overbuilding the AI constantly engages in. There is some historical precedence, as national navies at the time were quite small, and siege engines played a relatively small part in the Hundred Years War.

Each of the playable civs has its own advantages and challenges. Here are some of the unique issues each civ must address:

England: The English start the game with a definite advantage over the French – the Longbow. These units are created with the Accuracy I, Volley, and Range Promotions. This makes them quite effective against units in the open and cities. The English Knights can pillage without movement cost – representing their wide successes with the chevauchée. Generally, the English make extensive gains early in the game, before the French advantages of size begins to make itself felt. As long as they have at least a few ships in the Channel, the homeland is more or less safe from invasion. The lands near the Aquitaine, however, remain under constant threat of counterattack. The English ships tend to be better than their French counterparts, although normally on par with those of Brittany.

Design Notes – cont'd.

France: While she is surrounded by enemies, the English, Bretons, and Burgundians, France will bend much. If she doesn't break, the size and wealth of the realm will allow a fierce response to all comers in due time. France excels in mounted warfare. Her Knights are weaker, yet faster than those of other nations, but much faster and greater sight. Upon discovering Chivalry, France can build the Gendarmes – the best mobile unit in the game. It has a small preparatory attack – a flight of arrows aimed at the target. Once these hit, the charge begins in earnest. As the Gendarmes have the Heavy Charge promotion, the unfortunate victim of these attacks must retreat in face of this charge, or suffer even additional damage. This means the Gendarmes have three opportunities to damage an opponent for every attack.

Burgundy: Like France, she is surrounded by covetous neighbors who would like nothing more but to share in her riches. Her Faktare (Swordsman) unit is faster, and is more effective in both open and rough terrain than similar units of other nations. The national trait (Burgundian Esprit de Corps) allows her to resist the adventurism of her neighbors, as she is usually much smaller than France and the Empire. Burgundy is generally prosperous, which allows her to surge military capability when required.

Brittany: The hilly terrain of this land greatly favors the defender. Additionally, the Bekeden (Pikeman) is a solid defensive unit. It is stronger than a regular Pikeman, and has the Cover and Formation Level 1 and Discipline Promotions. Its stature as a maritime land, enables it to efficiently maintain a fleet large enough to protect it from invasion from the sea. All of their units fight at full strength, even if damaged. These capabilities allow Brittany a great opportunity to resist all invaders. As they lag behind France and England technologically, it is difficult for Brittany to mount offensive operations. This makes winning through Domination with Brittany is quite a challenge.

Design Notes – cont'd.

Holy Roman Empire: While historically not actively involved in the dispute between France and England, the Empire engaged in several initiative to support one side or the other when it suited their long-term expansionary goals. The few cities on the eastern side of the map represent a small portion of their lands, but it does approximate the amount of resources and capability available to play a more active role in French affairs, should they decide to do so. The Imperial Langschwerter unit (Longswordsmen) is more effective in both open and rough terrain, and better protected against Archers.

Knights Templars: The Templars were added mostly for a bit of fun. They have some nice looking medieval units, and it seemed a shame not to use them. Yes, I realize they were largely obliterated in France twenty years before the scenario takes place, but I liked the idea of a powerful, but largely decentralized civilization who could be at war with everyone else at the same time. They have very good units, but not much in the way of economy or other civilizational features. These units do, however, allow the civ to survive long enough grow and attempt to catch the others in the tech race. Templar units fight at full strength even when damaged, require 25% fewer XP for promotion, and automatically receive the Discipline promotion. Their unit maintenance costs are half of other nations, and their Swordsmen and Longswordsmen do not require Iron to build, nor do their Horsemen or Knights require Horses. It is assumed that these are gratefully provided by the rich throughout the area in an attempt to earn indulgences in the future life. These features make the Templars a military dynamo, if only they can survive long enough to build such a capability.

TLDR

- Six playable civs: England, France, Burgundy, Brittany, Holy Roman Empire, and Knights Templar
- Monthly turns, 1337 - 1377 A.D. (480 turns max) – Domination Victory only
- Science slowed, Buildings and Units not so much
- City States are “Fiefdoms”
- Holy Roman Empire can use “Diplomatic Intrigue” (aka Diplomatic Marriage) to acquire Regional Powers
- Most units available earlier on the tech tree than the standard game
- Fourteen new buildings: Agora, Alchemist, Apothecary, Artillery Foundry, Bakery, Blacksmith, Brewery, Brickworks, Cistern, Herbalist, Inn, Potter, Royal Hunting Grounds, and Weaver

Known Issues

- Some of the icons are a bit out of alignment at different resolutions