

# Freedom!

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Messolonghi 1825-1826

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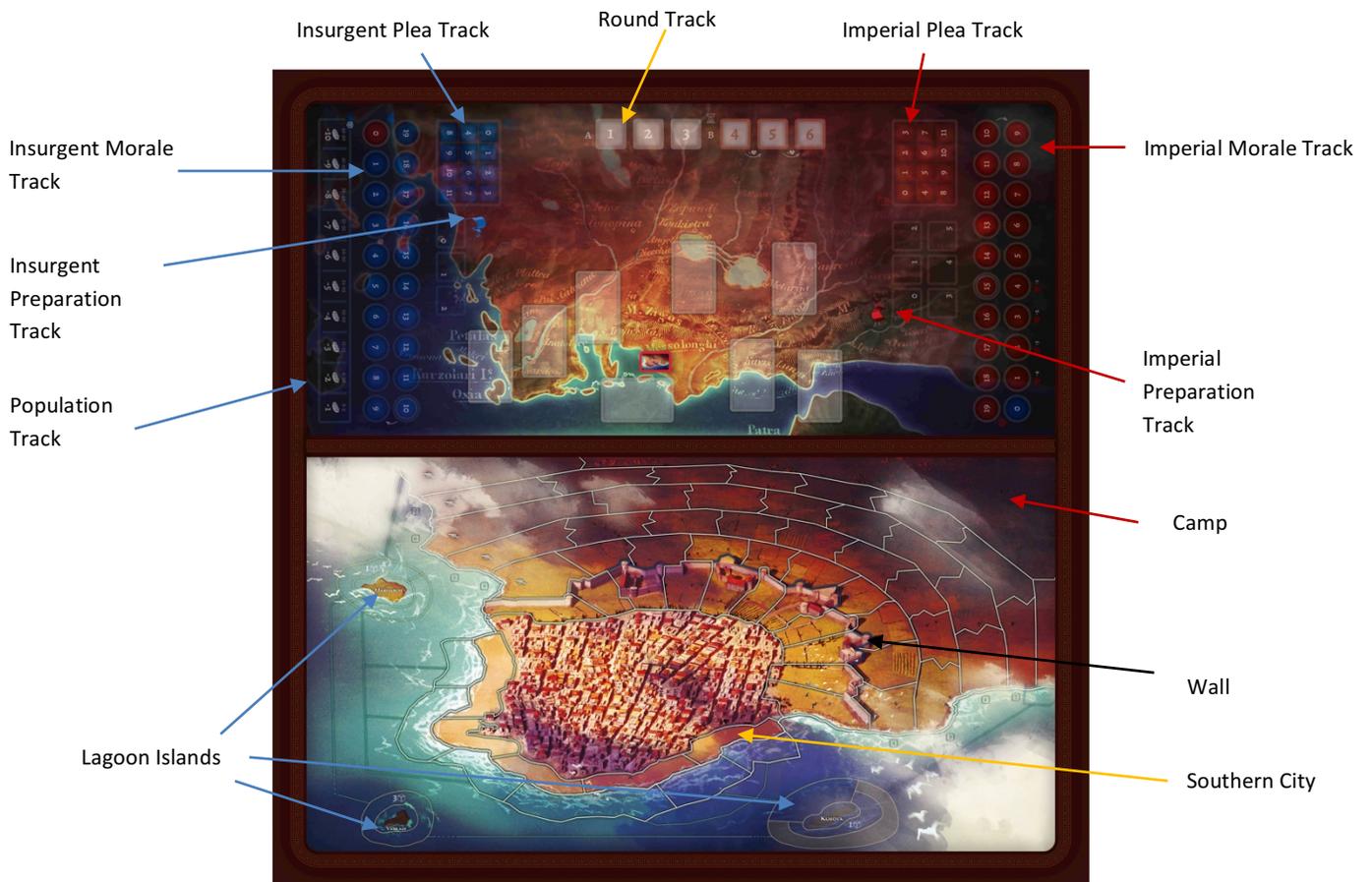
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## 1. Introduction

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

## 2. Components

1 Board depicting the City of Messolonghi and Surrounding Areas Map



*Board Breakdown*

2 Player Aids (one for each player)

100 Cards: 50 Dawn of Freedom cards (Period A) and

50 Twilight of Freedom cards (Period B)



-  40 Imperial Expeditionary units (Red cubes)
-  20 Insurgent units (Blue cubes)
-  20 Imperial Allied units (Green cubes)
-  20 Cannons (Black cubes)
-  1 Cannon-Bombard (Purple cube)
-  23 Civilians (White cubes)
-  20 food markers
-  10 money markers
-  10 Damage Markers (Double-sided cardboard tokens)
-  8 Area Tiles for the Surrounding Areas Map (Double-sided orthogonal tiles)
-  30 Support Markers (double-sided)
- 1 Round Marker (double-sided)
-  2 morale markers
-  2 plea for aid markers
-  2 preparation markers
- 2 6-sided (d6) dice
- 2 8-sided (d8) dice

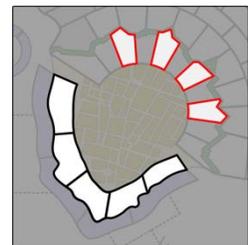
### 3. Goal of the Game

The game lasts 6 rounds with each round representing 2 months of actual time. If the Imperial player manages in any round to capture one of the city's forts or one of the areas in the southern part of the city, he wins. Otherwise, the Insurgent player is declared winner. Alternatively, either player may win by dropping his opponent's Morale to zero. More specifically:

#### 3.1. Empire Wins

The Imperial player wins if either of the following occur:

- At **the end** of any round, he has units in one of the 4 forts on the Wall or in any of the spaces on the southern part of the city.
- The Insurgent player's Morale drops to zero.



#### 3.2. Insurgents Win

The Insurgent player wins if either of the following occur:

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



- Place the 8 Civilian cubes within the City.
- Place the Round marker on the first space of the Round track.
- The Imperial players starts with 10 Money and 12 Supplies.
- The Imperial player places 2 of his markers on the indicated spaces on the tracks (**Morale: 15, Plea for Funds from the Empire: 0**). He then places his last marker on his Player Aid, on the first space of the Preparation track (0).
- The Insurgent player starts with 10 Supplies.
- The Insurgent player places 3 of his markers on the indicated spaces on the tracks (**Population: 16-20, Morale: 10, Plea for Help from the Government: 0**). He then places his last marker on his Player Aid, on the first space of the Preparation track (0).
- Place the 8 Area tiles on the Surrounding Areas Map, on their corresponding spaces, with the numbered side facing up. Then place on each tile as many Support markers as the indicated number, with the same colored side facing up.
- Separate all the cards in 2 piles according to the Period in which they are used (A or B). Shuffle each pile and place them next to the board, face-down. Then, deal 8 cards to each player from the Period A pile.

## 5. Round Overview

Each round has 5 phases:

- Administration
- Opening
- Actions
- Cannons
- Replenishment

### 5.1. Administration

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

The Round marker is moved 1 space in order to show the current round. In the 5th and the 6th round, after moving the Round marker, the Imperial player's Morale is lowered by 1.

Then, each player draws 7 new cards from the current Period's pile (on turns 2 and 3 from Period A and on turns 4, 5, 6 from Period B).

**Note:** In the 4th Round, when Period B starts, players discard any card left in their hands from Period A and draw 8 cards from the pile of Period B.

### 5.2. Opening

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

- The Imperial player performs an **Advancement**: He chooses either a row in the main land area or the Camp, and moves up to 5 units from there one space forward. They may not make a Slow movement this way (i.e. climb destroyed walls), nor can they move sideways.
- The Insurgent player may then perform a **Regroup** action.

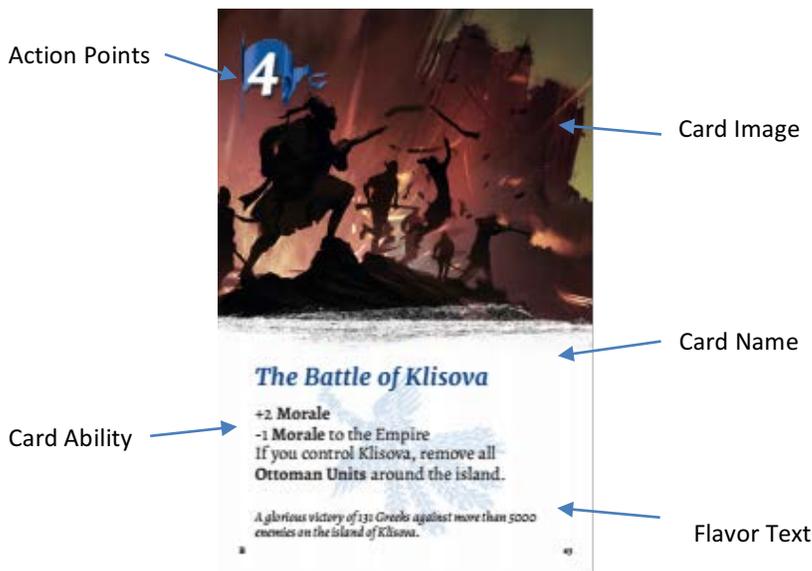
### 5.3. Cards

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

The player with the highest Morale goes first (in case of a tie, the Imperial player goes first). He chooses a card from his hand and decides on whether he will use it for the Event (or Personality) shown on it or for the Action Points (AP) listed on the top.

#### 5.3.1. Playing a card as an Event

In order for a card to be played as an Event, it must be beneficial to the player's side or neutral (otherwise it may only be played for its Action Points). The cards in which the name and the points are in blue color, are beneficial to the Insurgents, while the ones in red color are beneficial to the Empire. The grey ones are neutral.



When a card is played as an Event, the player reads its ability text and applies everything written on it. The number of AP on the top left corner doesn't play any role in this case.

#### 5.3.2. Playing a card for its Action Points

When a card is played for its AP, the player ignores everything written on its ability text and looks only at the number on the top left corner. This number indicates the AP he gains, which he can use in any way he likes, performing any number of actions he is allowed to.

Each player's actions are different:

#### *Imperial Player's Actions*

##### **Normal Movement - Cost: 1 AP**

The Imperial player chooses 2 of his Units and moves them by 1 space, or 1 of his Units and moves it 2 spaces.

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

### Slow Movement - Cost: 1 AP

In some spaces on the map, movement is considered to be slower. In these cases, in order for a Unit to move towards such a space, the cost is higher. 1 AP allows the Imperial player to move 1 Unit by 1 space.

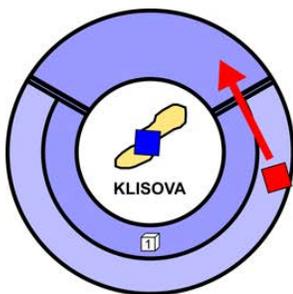
The spaces towards which movement is considered to be slow are the following:

- All the spaces around the Lagoon's islands (marked in light blue color)
- All the spaces in the southern part of the city (both the ones inside and outside of the city - the ones outside are marked in light blue color)
- All the spaces on the Wall - see 5.4 Cannons

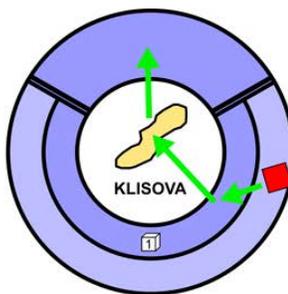
For an Imperial Unit to move onto a space on the Wall, that space needs to be either destroyed or damaged and there must be no Insurgent Units in it (a Cannon may be there - it doesn't affect this movement). While on the Wall, Imperial Units may move to adjacent spaces (even if they are not destroyed or damaged), provided once again that there are no Insurgent Units on these spaces. **There may never be Units of both players in the same space.**

Imperial Units may only enter the Lagoon (and move towards its islands) from the appropriate spaces in the main land area (one space in the northern west corner of the map when moving towards Marmarou and 2 spaces in the eastern part of the main land when moving towards Klisova). Moreover, in Marmarou and in Klisova, some spaces have thicker borders. The Imperial player may move towards those spaces only if he controls the island they surround (by having one of his Units on it). For an Imperial Unit to move to an island (so that he can gain control of it), there must be no Insurgent Unit in it.

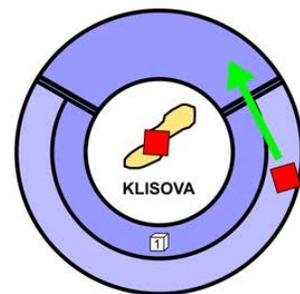
### Examples of movement on the islands of the Lagoon:



Not allowed



Allowed (3 AP)



Allowed (1 AP)

### Imperial Unit Limits

Most of the spaces have a limit of 3 Units (regardless of whether or not there is a Cannon in the same space or not). If that limit is reached, no other Unit may end its movement on that space (although a Unit could pass through if needed). If the Imperial Units get on the Wall, **the spaces there have a limit of 2 Units**. Moreover, the 3 islands in the Lagoon (Marmarou, Vasiladi & Klisova) have a limit of 1 Unit each (the space inside them has that limit - the limit on the spaces around the islands varies).

In Period B when the Allied Units enter the game, another rule applies: Expeditionary and Allied Units cannot coexist in the same space. However, when moving 2 spaces, they are allowed to move through spaces containing the other party's Units, as long as they don't end their movement there.

### Attack - Cost: 1 AP

Attacks are performed only by Units (not Cannons) and only if they are adjacent to a space with the opponent's Units.

The Imperial player chooses one of his Units, announces the space he is attacking and rolls 2 eight-sided dice (2d8). If the result on either of them is **8** or higher, the Attack is successful and an Insurgent Unit in that space is removed. If the Unit being removed is the last one in that space, the Imperial player can either increase his Morale by 1 or lower his opponent's Morale by 1.

**IMPORTANT:** Each Imperial Unit **may only attack once in a turn** (in other words, once for every card played).

When attacking a space on the Wall from the main land area, the Imperial player has a +1 bonus on his roll for every damage on that space. Since a space on the Walls can have up to 2 damage on it (with one it is considered **damaged** and with 2 it is considered **destroyed**), when attacking damaged spaces, rolls of **7** or **8** count as successes, while versus destroyed spaces rolls of **6**, **7** or **8** are considered successful.

The 4 Insurgent forts (marked with a blue frame on the map) have better defenses than the rest of the spaces on the Wall and as a result give a **-1** to the Imperial player's rolls. This means that under normal circumstances, if no damage has been dealt on a fort and the Imperial Units have no other bonus, every attack against it fails automatically.

If Imperial Units are on a space on the Wall and want to attack Insurgent Units in an adjacent space, any roll of **5+** is considered a success. The same applies for the spaces in the southern part, inside the city.

### Reward Attack - Cost: 1 AP + 1 Money

The Imperial player can offer 1 Money as a reward to Units performing attacks against the Insurgent player. This results in a **+2 bonus** to all rolls for attacks performed on the same turn (with the remaining AP from the same card).

### **Preparation - Cost: 1 AP**

The Imperial player may "store" AP in order to use them in a future turn. This is done using the **Preparation** action. When performed, the Imperial player moves the marker on the Preparation track on his Player Aid, one space to the right.

In a future turn, if the Imperial player is unable to perform an action due to his card not providing sufficient AP, he may move the Preparation track to the left as many spaces as the difference and get the remaining AP.

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

### **Support Area - Cost: 2**

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

When the Imperial player performs the **Support Area** action, he checks the condition of the area he wants to perform it on:

- If it is already under his control, he adds another Support marker on it with the red side up.
- If it is under the Insurgent player's control and it has at least one Support marker on it, he removes a Support marker.
- If it is under the Insurgent player's control but with no Support markers on it, he turns the tile upside down so that the red side is now up - the area is now considered to be under the Imperial player's control

There is a limit of 5 Support markers per area. If an area already has 5 Support markers, any additional ones it gets are lost.

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

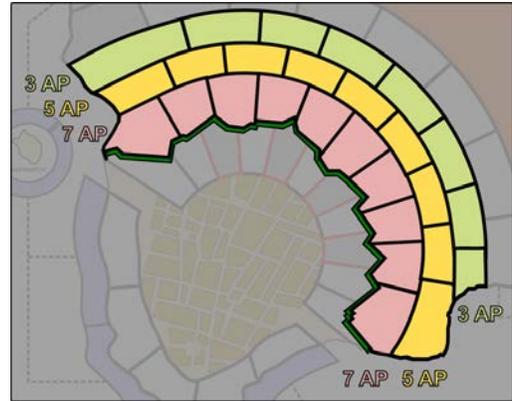
The Imperial player may ask for additional money from the High Porte. In the beginning of the game, any such request will easily be answered. However, if the player keeps doing it, it will become harder every time and eventually his requests may not be answered.

When the Imperial player performs this action, he rolls 2 six-sided dice (2d6) and adds the result. If it is less than 12, the plea is successful: He gets 3 Money and then moves the marker on his Plea track 2 spaces forward. The next time he will perform this action, he will have a +2 penalty on the result of his dice. If it is successful then the next Plea will have a +4 penalty and so on.

If at any attempt the plea is unsuccessful, the marker on the Plea track stays where it is.

### **Build Cannon - Cost: 3/5/7 AP**

This action allows the Imperial player to build a new Cannon and use it to attack the Wall. It may only be built in the main land area, on a space within the 3 rows closest to the Wall. The exact cost of the action depends on where the Cannon will be built. If built on the 3rd row from the Wall, the cost is 3 AP. If built on the 2nd row from the Wall, the cost is 5 AP and if built adjacent to the Wall the cost is 7 AP. Keep in mind that since all cards provide up to 4 AP, the Imperial player will have to use Preparation AP if he intends to build his Cannon in one of the first 2 rows from the Wall.



On top of the cost, there are 3 more requirements that must be met in order for a Cannon to be built:

- The Imperial player must have an available Cannon in his Camp.
- There must be an Imperial Unit in the space where it will be built.
- There can't be another Cannon in the same space.

If all of these requirements are met, the Imperial player takes a Cannon (black cube) and places it on the Map at the appropriate space. Please note that after a Cannon is built, it may not be moved.

### *Insurgent Player's Actions*

#### **Regroup - Cost: 1**

The Insurgent player chooses 1 of his Units and moves it anywhere he wants within the city or the Lagoon's islands.

The spaces within the City (Wall and southern part) have a limit of 2 Units. The 3 islands in the Lagoon have a limit of 1 Unit. If any space has reached its limit, no further Units may be moved into it.

Please note that the Insurgent player may not move any of his Units beyond the Wall (on the main land area) or to the spaces within the Lagoon (those surrounding the islands and outside of the City - whatever is marked with a light blue color). Moreover, if any of the islands are controlled by the Ottomans, the Insurgent player may not move his Units there. However, if at any point after an island is captured there is no Imperial Unit there, the Insurgent player may move one of his Units there and gain control of the island again.

#### **Attack - Cost: 1**

The Insurgent Units may only perform attacks against Imperial Units in adjacent spaces.

The Insurgent player chooses the space he wants to attack and rolls one 8-sided die (1d8). Any result of **6, 7** or **8** counts as a success and a Unit in that space is removed. If that was the last Unit in its space, the Insurgent player may either increase his Morale by 1, or lower his opponent's Morale by 1.

**IMPORTANT:** A Insurgent Unit may perform multiple attacks in the same turn - there is no limit.

If Imperial Units are in a space on the Wall and Insurgent Units in an adjacent space want to attack them, any roll of **5+** is considered a success. The same applies to the spaces on the southern part, inside the city.

### **Preparation - Cost: 1 AP**

The Insurgent player may "store" AP in order to use them in a future turn. This is done using the **Preparation** action. When performed, the Insurgent player moves the marker on the Preparation track on his Player Aid, one space to the right.

In a future turn, if the Insurgent player is unable to perform an action due to his card not providing sufficient AP, he may move the Preparation track to the left as many spaces as the difference and get the remaining AP.

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

### **Support Area - Cost: 2**

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

When the Insurgent player performs the **Support Area** action, he checks the condition of the area he wants to perform it on:

- If it is already under his control, he adds another Support marker on it with the blue side up.
- If it is under the Imperial player's control and it has at least one Support marker on it, he removes a Support marker.
- If it is under the Imperial player's control but with no Support markers on it, he turns the tile upside down so that the blue side is now up - the area is now considered to be under the Insurgent player's control

There is a limit of 5 Support markers per area. If an area already has 5 of them, any additional markers it gets are lost.

### **Raid - Cost: Distance from the Walls**

The Insurgent player may choose one of his Units on the Wall and have it raid Imperial Units that are further away in the main land area. The cost for this action is AP equal to the distance of the space being raided from the space with the Insurgent Unit (if for example the raid is performed on a space in the 3rd row from the Wall, the cost is 3 AP). There must also be no other Imperial Units in the space(s) between them.

When a Raid is performed, the Insurgent player rolls an 8-sided die (1d8). A result of 5 or higher is considered a success and results in an Imperial Unit being removed from that space. If the last Imperial Unit is removed from that space, the Insurgent player may either increase his Morale by 1 or lower the Imperial player's Morale by 1.

Please note that a Raid may not be performed on spaces adjacent to the Wall - only Attacks may be performed by the Insurgent player against Units there.

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

### **Plea for Help from the Government - Cost: 3 AP**

The Insurgent player constantly asks help from the Government located in the city of Nafplio. In the beginning, the Government most likely won't respond but after a lot of pressure it may eventually give in and provide some help.

When the Insurgent player performs this action, he moves the marker on his Plea track one space forward. At the end of the round, when the check for the success of the plea is made (see 5.5.2), the dice roll will have a bonus equal to the number on the Plea track (ie if it's on the 3rd space, it will give a +3 bonus to the roll).

### **Repair Wall - Cost: 4 AP**

The Insurgent player chooses a damaged or destroyed space on the Wall and repairs it once: if the Wall is destroyed it becomes damaged and if it is damaged it becomes normal again. In order for this action to be performed, the Insurgent player must have a Unit in that space.

### **Train Civilians - Cost: 4 AP**

The Insurgent player can train civilians to use weapons and help defend the city. When this action is performed, the Insurgent player removes 1 Civilian cube from the City and adds a new Unit anywhere he wants.

### **Build Cannon - Cost: 4 AP + 1 Supply**

The Insurgent player may use this action to build additional Cannons and improve the city's defense. In order to perform this action, he must have a Unit in the same space where the Cannon will be built and there can't be another Cannon there. If these requirements are met, he takes a Cannon (black cube) and places it on that space. Please note that after a Cannon is built, it may not be moved.

Please note that the Insurgent player may build a Cannon on any of the spaces on which he can move (spaces on the Walls, southern City, Lagoon's islands).

**IMPORTANT:** This action may only be performed once each round.

After a player finishes his turn, play goes to his opponent. Similarly, he chooses one of the cards in his hand and either plays it for the Event listed or for its AP.

If a card played for its AP shows an Event that is beneficial to the opponent, that player has the option during his following turn to apply the effect of that Event. To do that, he must discard a card from his hand instead of playing it (essentially this replaces his turn).

**EXAMPLE:** *The Imperial player plays on his turn the card "Marsh Diseases".* Since this is an Event beneficial to the Insurgent player, he cannot perform it, he may only use the card's AP. He uses those AP and performs a couple of actions. Then, it's the Insurgent player's turn. He realizes that he wants to apply the effect of the card his opponent just played. To that end, he discards a card from his hand and performs the ability of "Marsh Diseases". As soon as that is completed, it's the Imperial player's turn again.

Please note that a card which is discarded for this reason (to play the Event of another discarded card) **cannot be played** by the opponent in turn by discarding another card.

After each player plays 7 cards, the phase is over. Each player is left with one card in his hand that he keeps for the next round.

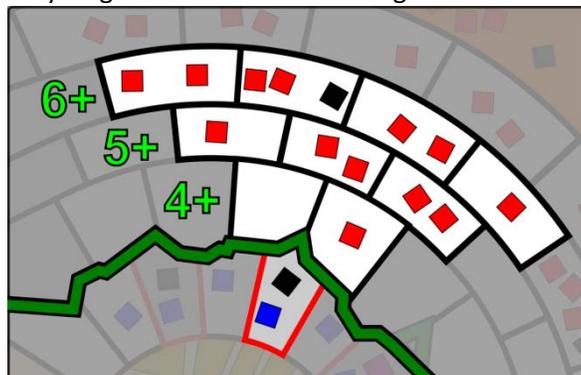
If the player going second plays on his last turn a card for AP with an Event beneficial to the other player, his opponent, even though he has already played 7 cards, may discard the last card in his hand and apply that Event. If he does, he draws 8 cards in the next round instead of 7 (so that both players have the same number of cards).

## 5.4.Cannons

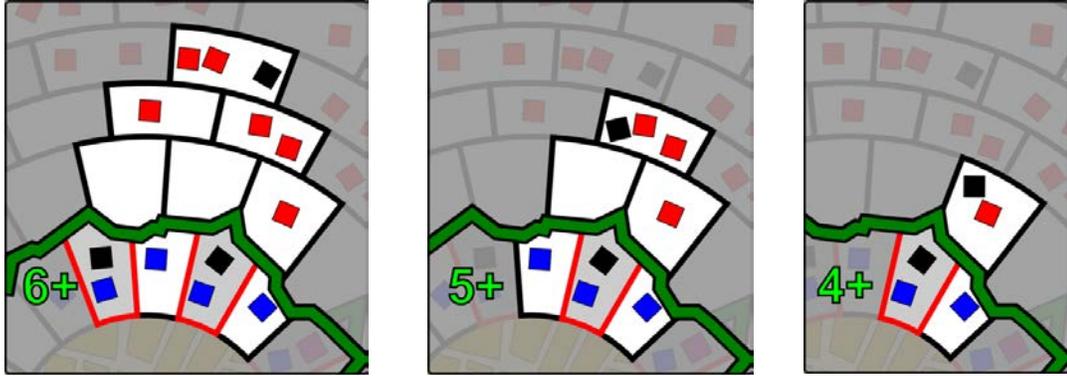
In this phase, both players' Cannons fire. The Imperial Cannons go first and then the Insurgent ones.

Each player on his turn, selects his Cannons one by one (in any order he wants) and announces where they will fire. In order for a Cannon to fire, the player must have at least one Unit in the same space - if no Unit is there, the Cannon is skipped and does not fire.

The spaces that a Cannon may target are shown in the images below:



*Insurgent Cannon's possible targets*



*Imperial Cannon's possible targets*

For each shot, the player rolls 2 6-sided dice (2d6). The distance to which the Cannon fires determines its chances of success;

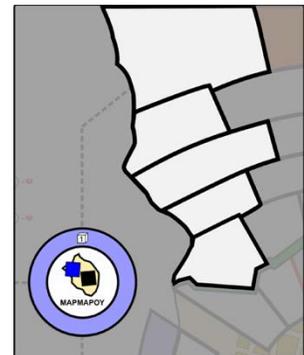
In other words, if a Cannon fires towards an adjacent space, it hits with a result of 4 or higher. If it fires towards a target 2 spaces away, it needs a result of 5 or higher and if it fires towards a target 3 spaces away, it only hits with a 6.

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

During the 2nd Period, Allied Units come into the game which are more experienced in the use of Cannons. As a result, whenever an Allied Unit controls a Cannon, **it has a +1 bonus on its rolls.**

On the other hand, the Insurgent player starts the game with a **special Cannon, the "Bombard"** in the 3rd fort. This Cannon is more powerful and has a longer range. When it fires, it gives a bonus of +1 to each roll and may also fire on Units in the 4th row from the walls.

Cannons built on the islands may only fire towards the spaces surrounding them, following the same rules. The only exception is the Cannon on Marmarou which can fire towards some spaces in the main land area as shown in the image to the right. When firing towards these five spaces, only rolls of 6 are successful. Similarly, if the Imperial player has a Cannon in one of those spaces, it may attack the Insurgent player's Unit on Marmarou but will only successfully hit with a result of 6.



Cannons on the southern part of the wall, may fire at either of their 2 adjacent spaces and are successful with a result of 4 or higher.

### 5.4.1. Imperial Player's Shots

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

If the wall on that space is already destroyed, each hit removes an Insurgent Unit in that space. If there are no Units there, a Cannon in that space is removed. If there are no Cannons either, nothing further happens.

When a shot from the Imperial player causes the last Unit in a space to be removed (regardless whether or not there's a Cannon there), the Imperial player may either increase his Morale by 1 or lower the Insurgent player's Morale by 1.

#### 5.4.2. Insurgent Player's Shots

When the Insurgent player fires with his Cannons, for each hit he removes an Imperial Unit in the space he targeted. If there are no Units there, he may remove a Cannon. If there are no Cannons either, nothing further happens.

If the Unit removed is the last one in that space (regardless of whether there is a Cannon there or not), the Insurgent player may either increase his Morale by 1 or lower the Imperial player's Morale by 1.

### 5.5. Replenishment

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

More specifically, the players perform the following steps in order:

#### 5.5.1. Imperial Player

- The Imperial player checks which areas are under his control in the Surrounding Areas map and **gains the rewards listed on them** (see table below) adjusting the tracks accordingly and adding any new Units/Cannons in the Camp.
- He **pays for his mercenaries troops lowering his Money by 4 in Period A and by 6 in Period B**. In case he doesn't have enough Money, for each one he can't pay, he removes 1 of his Units on the map. He also reduces his Morale by 2 (regardless of the Units he removed/Money he couldn't pay)
- He **reduces his Supplies by 8 in Period A and 12 in Period B**. If he doesn't have enough Supplies, for each one he can't give, he reduces his Morale by 1. If his Morale gets low enough, some of his Units start deserting him - he must check his Morale track and remove as many Units from the Map as listed there.

**IMPORTANT:** If the Imperial player's Morale drops to 0 due to the above, the game is immediately over with the Insurgent player winning.

#### 5.5.2. Insurgent Player

- The Insurgent player counts his Units and Civilian cubes on the map. He then **adjusts his Population track accordingly**.

- He checks which areas are under his control in the Surrounding Areas map and **gains the rewards listed on them** (see table below) adjusting the Money and Morale tracks accordingly and placing any new Units anywhere he wants on the map.
- **He reduces his Supplies according to the number listed in his Population track.** In case he doesn't have enough Supplies, for each one he can't give, he reduces his Morale by 1.  
**IMPORTANT:** If the Insurgent player's Morale drops to 0 due to the above, the game is immediately over with the Ottoman player winning.
- **He checks to see if his Plea for Help from the Government was successful.** He rolls the two 6-sided dice (2d6), adds their results and also adds the current number on his Plea track. If the final result is 12 or higher, his Plea was successful. The Insurgent player receives from the Government 6 Supplies, adds 2 more Units inside the City and increases his Morale by 2. He then removes his marker from the Plea track - for the rest of the game he may not ask for help again.  
If the final result is less than 12, the Plea is considered unsuccessful (the Insurgent player doesn't gain anything) and the marker on the Plea track is moved one space forward.

### Symbol Explanation

	The player increases his Supplies by 1
	The player increases his Morale by 1
	The player gains 1 new Unit <i>(The Insurgent player places a new Unit anywhere on the map - the Imperial player places a new Expeditionary Unit in the Camp)</i>
	The player gains 1 new Cannon <i>(The Insurgent player places it anywhere in the City or the islands - the Imperial player places it in the Camp)</i>
	The Imperial player places 3 Expeditionary Units (from outside the game - not from the Camp) on the space surrounding <b>Vasiladi</b> .

## 6. Period Change

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

The Imperial player receives:

- **10 Allied Units inside the main land area.** The Imperial player may place them anywhere he wants within 2 rows of the Camp. He must make sure that a) no more than 3 Units may be placed in each space and b) Expeditionary and Allied Units cannot co-exist in the same space. In the rare case where there are not enough spaces meeting these requirements, the Imperial player places as many Allied Units as he can and puts the remainder in the Camp.
- **5 Allied Units in the Camp.**
- **4 Support at Sea.**

- **6 Supplies**
- **6 Money**
- **+4 in his Plea track**

Moreover, from that point onwards, the costs he has to pay at the end of each round also change. He must now provide **6 Money** (instead of 4) and **12 Supplies** (instead of 8). He must also **lose 1 Morale** at the beginning of every Replenishment phase, due to the continuation of the siege.

The Insurgent player gets:

- **10 Civilians** that decide to enter the city in order to protect themselves.
- **+1 in his Plea track**