

Three New Scenarios for *Empires of the Middle Ages*

By James F. Epperson

A New Scenario for *Empires of the Middle Ages*.

Backstory: In my younger years (before I met my wife) I had a lot of free time. I also had a spare room in my apartment, with a 4' x 8' plywood table for gaming. So I did a lot of solitaire play, even of games that did not lend themselves to solitaire—I did my best to be fully objective.

One experiment I did was to take the two person scenario for *Empires*, and play it through to completion, then divide up Europe as the rules outline you should. I then played a few more Rounds and ended up with this new Scenario. Since it is totally ahistorical I indulged my sense of whimsy as to the names of the Monarchs.

Length: The Scenario runs from 826 to 975.

Initial Leaders:

- Byzantine Empire: 1 – 2 – 5 (Zorba the Byzantine)
- Duchy of Venice: 2 – 5 – 9 (Vincent the Blind)
- Kingdom of Burgundy: 3 – 2 – 3 (Inglenook the Red)
- Kingdom of France: 3 – 2 – 3 (Charles the Galled)
- Kingdom of Germany: 3 – 3 – 3 (Rudolf the Useless)
- Fiefdom of Poland: 5 – 5 – 3 (Vladimir the Thin)

Possessions, Claims, Ties:

Possessions:

Byzantium: Constantinople (Court), Adrianople, Greece, Asia, Cilicia, Trebizond, Macedonia, Anatolia*, Georgia, Armenia, Naples (Unrest), Apulia, Sicily, Serbia* (Unrest), Bulgaria* (Unrest).

Venice: Venice (Court), Verona, Lombardy, Tuscany, Rome.

Burgundy: Burgundy (Court), Aquitaine, Toulouse, Provence, Aragon* (Unrest), Switzerland.

France: Ile de France (Court), Normandy, Champagne, Anjou, Flanders.

Germany: Franconia (Court), Lorraine, Bavaria, Swabia, Austria*, Brandenburg, Denmark* (Unrest), Norway* (Unrest).

Poland: Poland (Court), Pomerania, Silesia, Bohemia, Volhynia.

Asterisks (*) mean Possession, but no Claim; all other possessions are claimed.

Additional Claims:

Byzantium: Venice, Tuscany, Rome.

Burgundy: Lombardy, Tuscany, Rome.

Ties:

Byzantium has Ties to Anatolia, Sardinia, Serbia, and Bulgaria.

Initial Social States:

Except as noted below, all Areas begin with Social States at Norm.

Aragon(-1), Provence(-2), Toulouse(+2), Burgundy(+1), Verona(+2), Lombardy(-2), Tuscany(-2), Rome(-2), Naples(-3), Sicily(-2), Anjou(+1), Ile de France(+3), Champagne(+2), Flanders(+3), Switzerland(+2), Friesland(+3), Lorraine(+3), Franconia(+2), Bavaria(+2), Brandenburg(-1), Denmark(-1), Norway(-1), Bulgaria(-2), Serbia(-3), Macedonia(-3), Greece(+2), Asia(+2), Cilicia(+2), Trebizond(+2), Georgia(-2), Armenia(-3).

Fortifications: Constantinople (3), Asia (2), Cilicia (2), Venice (3), Provence (3), Ile de France (3), Flanders (2), Friesland (2), Lorraine (2), Franconia (2), Bavaria (2).

Religion Changes:

Pagan: Saxony, Austria, South Slavs (all), Old Norse (all), Old High German (all), Hungary, East Slavs (all).

Moslem: Iberia (all), Valencia.

Eastern Orthodox: Sicily, Apulia.

Catholic: Volhynia.

Language Changes: Anatolia, Macedonia (Hellenic); Bulgaria, Wallachia, Austria (Non-Indo-European); Brandenburg (West Slavonic).

Victory Conditions: Victory is determined by who best improves their initial position; i.e., whose final Victory Point (VP) total is the largest percentage of his initial VP total.

Initial Victory Point Totals:

Byzantium:	75
Venice:	28
Burgundy:	34
France:	37
Germany:	43
Poland:	29

Another New Scenario for *Empires of the Middle Ages*.

Backstory: I have no <bleeping> idea where this came from. I found it written up on a piece of legal paper in the game box, in my wretched 1980s—90s scrawl. There were no dates, no Victory Conditions, no names for the Monarchs. I suspect I may have made it up out of whole cloth in anticipation of a visit from an old gaming buddy who is godfather to our first child. I probably (insanely) hoped that the three adults might have some time to play a three-person scenario when he came down for her Baptism, not thinking that there would literally be no time to escape from familial obligations. The timing, the names of the Monarchs, and the Victory Conditions were all added in November of 2023. I'm thinking I should add an English presence, and may do that in the (hopefully) near future. (Okay, it is right below this one.) Suggestions (polite ones, only, please; there is enough stress in my life already) are welcome.

Length: The Scenario runs from 1200 to 1400, so is 40 rounds long.

Initial Leaders:

- Byzantine Empire: 1 – 3 – 3 (Spiro the Thespian)
- Kingdom of France: 3 – 5 – 3 (Phillip the Least)
- Kingdom of Germany: 3 – 5 – 2 (Helmuth the Greatest)

Possessions, Claims, Ties:

Possessions:

Byzantium: Constantinople (Court), Adrianople, Greece, Asia, Cilicia, Trebizond, Anatolia*, Macedonia, Croatia, Georgia, Sicily, Serbia, Apullia, Venice.

France: Ile de France (Court), Normandy, Champagne, Anjou, Aquitane, Burgundy, Toulouse, Aragon, Provence.

Germany: Lorraine(Court), Franconia, Bavaria, Swabia, Switzerland, Flanders, Friesland, Denmark*, Norway*, Saxony.

Asterisks (*) mean Possession, but no Claim; underlining means Unrest.
Additional Claims:

None.

Ties:

None.

Initial Social States:

Except as noted below, all Areas begin with Social States at Norm.

Saxony(-3), Aragon(-3), Provence(-3), Norway(-3), Sicily(-3), Lorraine(+3).

Fortifications: Venice(3), Constantinople(3), Adrianople(2), Asia(2).

Religion Changes:

Pagan: Austria, Old Norse (all), Hungary, Kiev, Bulgaria.

Moslem: Iberia (all), Valencia.

Eastern Orthodox: Apullia.

Heretic: Sicily

Catholic: Volhynia, Novgorod, Muscovy, Ryazan, Smolensk, Croatia.

Language Changes:

East Slav: Saxony, Brandenburg.

Non-Indo-European: Austria, Bulgaria, Wallachia.

Hellenic: Anatolia.

Victory Conditions: Victory is determined by who best improves their initial position; i.e., whose final Victory Point (VP) total is the largest percentage of his initial VP total.

Initial Victory Point Totals:

Byzantium:	87
France:	59
Germany:	46

Yet Another New Scenario for *Empires of the Middle Ages*.

Backstory: This is the previous Empires scenario, but with an English presence added. Note that the presence of England reduces the French domains, as Plantagenet England had possessions in France

Length: The Scenario runs from 1200 to 1400, so is 40 rounds long.

Initial Leaders:

- Byzantine Empire: 1 – 3 – 3 (Spiro the Thespian)
- Kingdom of France: 3 – 5 – 3 (Phillip the Great)
- Kingdom of Germany: 3 – 5 – 2 (Helmuth the Greater)
- Kingdom of England: 2 – 2 – 1 (John Lackland)

Possessions, Claims, Ties:

Possessions:

Byzantium: Constantinople (Court), Adrianople, Greece, Asia, Cilicia, Trebizond, Anatolia*, Macedonia, Croatia, Georgia, Sicily, Serbia, Apullia, Venice.

France: Ile de France (Court), Champagne, Burgundy, Toulouse, Aragon, Provence.

Germany: Lorraine(Court), Franconia, Bavaria, Swabia, Switzerland, Flanders, Friesland, Denmark*, Norway*, Saxony.

England: Wessex (Court), Mercia, Northumbria, Wales*, Ireland*, Normandy, Brittany, Anjou, Aquitaine.

Asterisks (*) mean Possession, but no Claim; underlining means Unrest.

Additional Claims:

France: Normandy, Anjou, Aquitaine

Ties:

None.

Initial Social States:

Except as noted below, all Areas begin with Social States at Norm.

Wessex(1), Mercia(-1), Northumbria(-1), Saxony(-3), Aragon(-3),
Provence(-3), Norway(-3), Sicily(-3), Lorraine(+3).

Fortifications: Venice(3), Constantinople(3), Adrianople(2), Asia(2).

Religion Changes:

Pagan: Austria, Old Norse (all), Hungary, Kiev, Bulgaria.

Moslem: Iberia (all), Valencia.

Eastern Orthodox: Apullia.

Heretic: Sicily

Catholic: Volhynia, Novgorod, Muscovy, Ryazan, Smolensk, Croatia.

Language Changes:

East Slav: Saxony, Brandenburg.

Non-Indo-European: Austria, Bulgaria, Wallachia.

Hellenic: Anatolia.

Victory Conditions: Victory is determined by who best improves their initial position; i.e., whose final Victory Point (VP) total is the largest percentage of his initial VP total.

Initial Victory Point Totals:

Byzantium:	87
France:	37
Germany:	46
England:	43