

AFTER ACTION REVIEW If we were to end the game now and collect the wealth, Bk would get 55.5 points, We 72, Bn 81 and Be 76.5. Of course, after 4 rounds, this doesn't make much sense (if no player wins on the other conditions, points are scored after 36 rounds). We can see that the game is just getting going. Bk already has economic problems, bad location, on the other hand he manages to build a key city first. With a heavy infantry, that is relatively cheap and strong, while being equally demanding to feed, it is possible to dominate on land. Each player is most vulnerable when building. Timing a build so that no one threatens it while still being finished before the other players is a key skill in the game. Both We and Be stay out of the way and build. This is certainly an interesting long term strategy, but as we see Bn only needs to practically conquer one village and it immediately ends the game for everyone. I hope you are now slowly beginning to see the interestingness of this game. The game has more complex rules than you may have seen so far. It works with any number of players. On different maps. In fact, it's only since advanced mode that asymmetrical starting bonuses apply. Have you noticed that you play relatively without waiting for other players' turns? The game is actually set up for you to try out your ideas with it. That's why I paid a lot of attention to perfecting the wooden components. Actually, personally, I'm most excited about the ability to play other time periods on given maps and discover historical context that way. Or also the gamer overcoming a humble start (1 village, 5 grain, 2 herds of sheep, 3 cohorts). Of course the game is then infinitely longer. But the knowledge of being able to play it on your own, perhaps even in two on the largest map like chess, brings me personally the greatest pleasure. I trust you will find the design satisfying and enjoy a lot of the excitement of playing and exploring with the game.

BEFORE THE REAL FIRST GAME (BASIC MOD)

I think it's a good idea to take each thing out of the box and understand it before your first real game. When we finally get to the purely paper parts. Your first game foldout is a quick start-up tool. Game rules are a structured description of all aspects. The player aid foldout is a concentrate of the entire rules for each player. Now that you have played your first (sample) Scharz game, I believe that reading the rules will be less of a challenge. I have tried to structure the game rules in a way that is easy to work with. But I'm no professional, so please be lenient. You may find the rules structure difficult because it is structured differently than usual. Maybe you can't keep all the disparate pieces of information together and connect them into a meaningful whole before you forget the first parts. Maybe you just can't play by the rules the first time. So let's try it another way. After Your first game foldout, get all the necessary stuff ready on the table, then lay the rules aside and give everyone their Player Aid foldout. On the first page you will find everything you will now need. Take it one by one. And if an individual item doesn't work, refer to the index in the rules. Try to play by that. The first time, it may not be quite the game you imagined. But once it's behind you and you understand that the whole structure of the rules is based on the fact that there are three things: components - by themselves, meaning - by itself, individual (sub)phases - by themselves. You'll find that it's actually quite simple. Maybe too simple.

ADVANCED MOD

If you find the basic mode too simple, you are right. It's actually a mod created by chopping off the original game. It's complex enough to work, but it's limited in its capabilities. Still, it's a good place to start. If you've mastered it but it's not quite right, you can move on to the advanced mode. Advanced mode adds a few new features. It makes all game components accessible. Cattle, Horses. Additional Fortifications. New units and their special features and bonuses/malus. Mercenaries and cavalry or quantity bonuses with basic units? It's not clear cut. This provides far more possible strategies and combinations. It begins to distinguish between two types of SGF. Adds self-regulating balance between players in the form of a Rival. Now each player will have their own interests. He won't effectively work with someone against someone else. It adds a second currency besides money, prestige. It can be acquired in two ways (actively and passively) and it can also be disposed of in two ways (actively and passively). This again leads to more possible strategies and combinations. In addition, the different length of the year and the possibility to play a special move under certain conditions seem to move the dynamics of the game itself considerably. But most importantly - starting bonuses. This simple asymmetrical little thing completely dismisses the search for some universal approach. Again, this is multiplied as the number of players increases.

COMPLEX MOD

Have you found depth and beauty in the game? Do you want to create? Different start date? Teams? New rules? Great, that was exactly the point of the whole project. One person can never figure out all the aspects. It's only when his creation becomes a collective work that it can gradually rise to the next level of significance. I've also been thinking about how to expand the game even further. The third mode was created as a kind of hint of how other elements can be further added to the skeleton of Scharz. It's not a mod in the true sense, but it eventually became one. But please think of it in the original sense. So what does it bring? A third overview board, this time with 8 rounds in a year. So even fewer revenue rounds and more maneuvering rounds. It adds more characteristics to the units. The concept of attrition not only in winter. Climate zones and twice a year weather influence - even for individual regions. Additional prestige characteristic as morale of armies. Again, the question of whether to actively spend and push or save and accumulate passive effects. An additional quality of money as the level of the command corps. The importance is unquestionable, but it only has an effect when quality (command) is combined with quantity (army size). But you have so many resources? Again, another ambiguous choice on how to play the game right. And finally, the battle board. Game within a game. Actually a stand-alone mini-game, but the link to the original military-economic-logistics game is the cherry on top. The culmination of all efforts in one big self-destructive battle that will decide.

YOUR FIRST GAME OF SCHARZ

GAME SETUP - 4 PLAYERS - BASIC MOD

Prepare a map of Britannia, 4 player boards, all 5 bags of game components, an overview board for basic mode and 4 player aid foldouts. All players roll 6 D1 dice to determine the starting player. Black wins. Now all players prepare their starting components (3 villages, 1 dock for later, 2 herds of sheep, 1 herd of pigs, 10 grain tokens, 5 cohorts of light infantry, 1 cohort of transport ships). Everyone sets 5 money on the player board (grain token) and everyone sets 0 points on the victory point scale on the map (tiles token).

GAME COMPONENTS AND GAME TERMS

First, let's look at the map. With four players, there are black, red and white lines - these define the land game field (LGF). On the sea, the strong and weak solid boundary lines apply, defining the Sea Game Field (SGF). LGFs with a yellow colour give a certain advantage in grain yield. Pure brown or turquoise ones give an advantage in defence. More on that later. Now the setup begins. The starting player (Black - Bk) places the first village in Hibernia (1). His neighbour (Brown - Bn) follows clockwise and places a village in South East Britannia (2). Followed by Be (3) in Hibernia, We (4) in Caledonia. Now the order reverses. We places a second village (5), followed by Be (6), Bn (7), Bk (8). Now the order reverses again. The third village is placed by Bk (9), Bn (10), Be (11), We (12). Now the order turns for the last time. Each player has the option to relocate one village. Only the last Bk (13) will take advantage of this. Now each player controls 3 LGFs, places all other starting components on them (herds max 2 on 1 LGF, grain max 5 per village, dock on SGF border, ship on dock, light infantry cohorts arbitrarily). The final state can be seen in the picture below.

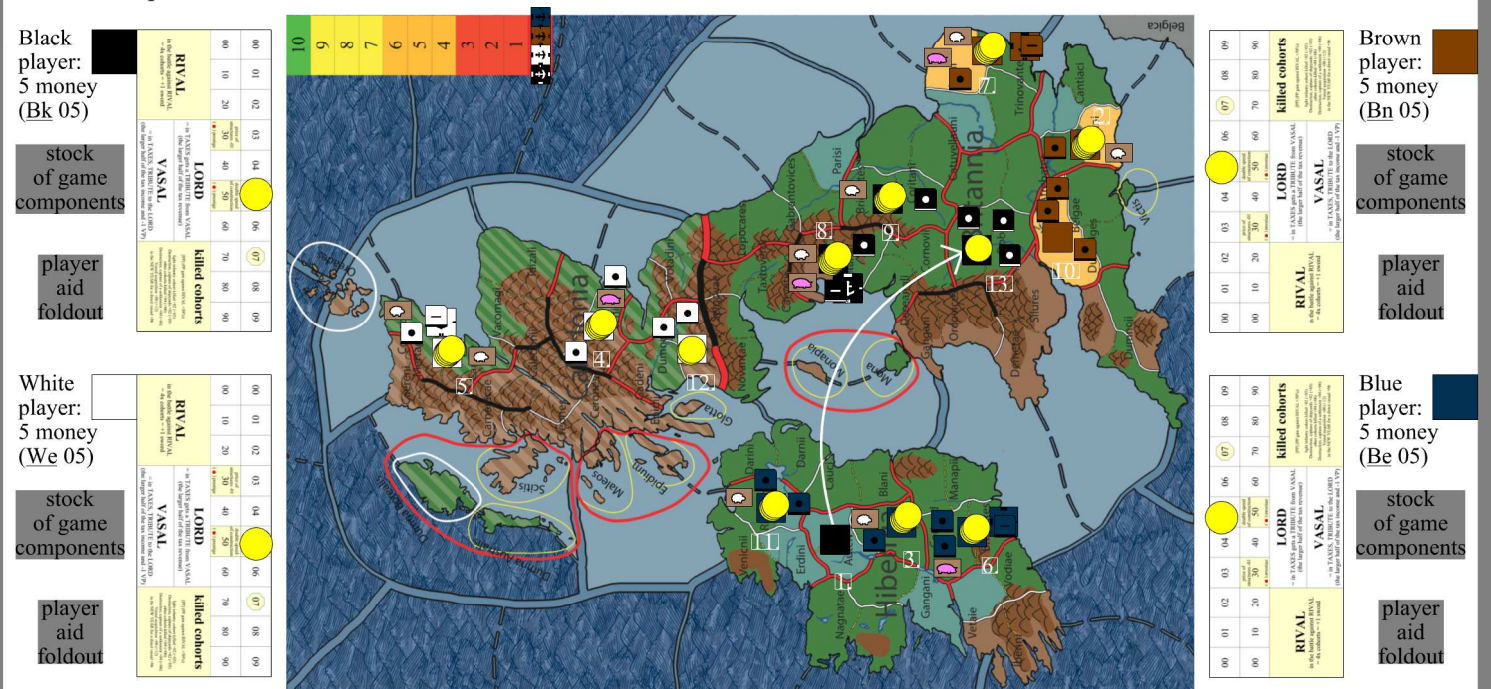
OVERVIEW BOARD - BASIC MODE

In basic mode, the year has only four rounds (spring, summer, autumn, winter). Each round is divided into phases - special and regular. Specials occur only once a year, either at the beginning or at the end of a round. Regular ones, on the other hand, are present in every round. These are the move, combat, and rear phases. The regular phases are each divided into three sub-phases. We'll see that later. For now, it is important to preface that all players always play simultaneously only within the current phase (the capacity of their options is limited).

SPRING	1	2	3	4	5	6	7	8	9	WINTER
CUBS	SUMMER			AUTUMN			RECRUITMENT			
MOVE COHORTS SPECIAL RETREAT	MOVE COHORTS SPECIAL RETREAT			MOVE COHORTS SPECIAL RETREAT			MOVE COHORTS SPECIAL RETREAT			
COMBAT WITHDRAWAL BATTLE SIEGE	COMBAT WITHDRAWAL BATTLE SIEGE			COMBAT WITHDRAWAL BATTLE SIEGE			COMBAT WITHDRAWAL BATTLE SIEGE			
REAR CONSTRUCTION TRADE FISHING	REAR CONSTRUCTION TRADE FISHING			REAR CONSTRUCTION TRADE FISHING			REAR CONSTRUCTION TRADE FISHING			
SOWING, YIELDS	TAXES			HARVEST			FEEDING			

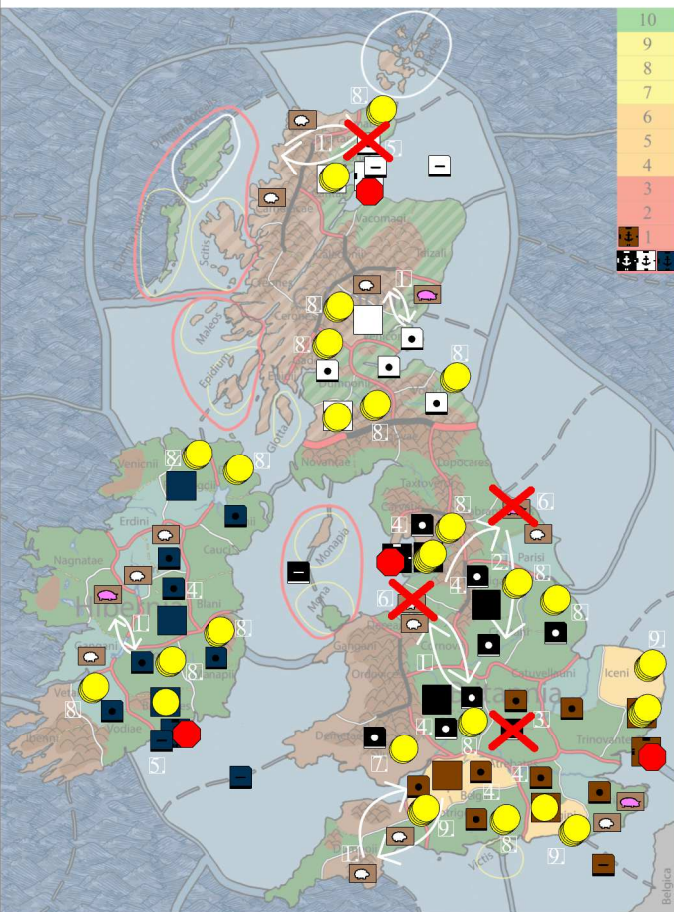
NOTES

If you're already an experienced player, it's definitely worth picking up the rules and using the index to keep track of additional information in your spare time.



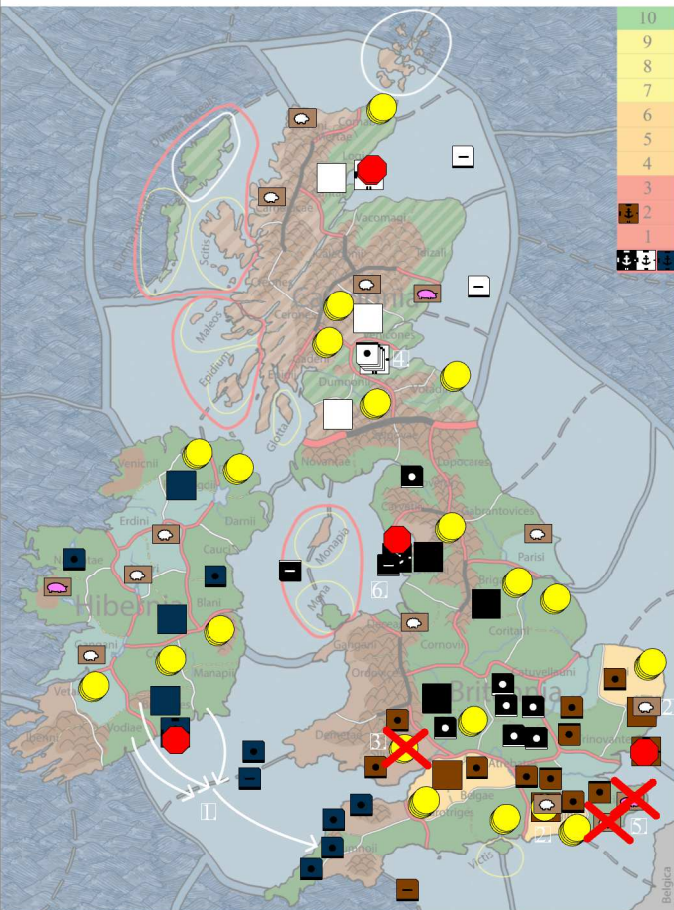
Looking at the baseline after Setup, we can break down a bit what the Scharz game is actually about. The very first version of this game was a combination of Game of Thrones and Agricola, and that's good to keep in mind because that's the basic nature of the game. You're playing your economic game and you're also playing your war game. The art is in the balance between the two and in keeping the players balanced. 4 players have 48 LGF at their disposal. These are the main source of economic power (for growing grain, breeding herds). The sea is the source of fish. Everyone starts with 3 villages at the same time. These are the military-economic element (a foothold and storage point in the territory). Cohorts are used for fighting, occupying new fields, but also building new buildings. The game can be won in 4 ways. Force everyone else to surrender to you. Get 10 victory points (mainly by fighting). Meet two conditions (14 LGF, 7 settlements, 35 points in agriculture or build 2 cities). Or be the richest in the final scoring. In each game the winning strategy can be different. Let's try to show it on 4 rounds.

FIRST ROUND - SPRING



after first round Bk 03, We 03, Bn 01, Be 01

SECOND ROUND - SUMMER



after second round Bk 09, We 10, Bn 07, Be 10

CUBS - For every two identical herds, the player receives a free cub. So everyone places a herd of sheep.

MOVE: COHORTS - Now each cohort has a capacity of 1 movement. The first round is mostly about seizing new territories for subsequent seeding. The Bk and Bn player get a bit of a head start with their moves, eventually opting for sequentially neutral moves so as not to leave their cohorts unused. With the last free move, Bk challenges Bn to a duel..

MOVE: SPECIAL - It is now possible to reallocate mainly unblocked herds to newly acquired LGFs (within interconnected, i.e. not necessarily to neighbouring LGFs).

MOVE: RETREAT - We can now retreat to our villages. This is usually an advantage for the defenders, but can also be used to regroup (1) and (2).

COMBAT: WITHDRAWAL - There is no village on the battlefield this time.

COMBAT: BATTLE - In a fair one-on-one fight, Bn had better luck (3). He rolled a sword on the D1 die. This gives him his first victory point for winning the battle. Bk has 0, so he doesn't have to deduct any points.

COMBAT: SIEGE - No village is encircled, so there is no siege.

REAR: CONSTRUCTION - There are never any constructions in Round 1.

REAR: TRADE - Bk decides to go all out, culls a herd of sheep and pigs (6) and sells the 8 meat he gets for a total of 4 money. He also buys 3 cohorts of light infantry (4), which is the maximum given 3 villages. Bn thinks about tribute, but then decides to defend himself and buys 2 cohorts of light infantry (4) for 4 money. Be sells 4 grain for 2 money and buys 2 cohorts of light infantry (4) and upgrades one to a transport ship (5) at the same time, all for a total of 6 money. We, meanwhile, only upgrades 1 cohort to a transport ship for 2 money.

REAR: FISHING - For each SGF controlled, players now receive 1 fish token for the interconnected dock.

SOVING, YIELDS - Finally, stored grain can be planted on a controlled LGF without herds. Interconnection required. Storage capacity is 15 for all so far, it makes sense to sow accordingly. Bn has the advantage of yellow fields so can save a bit. Pure brown and turquoise fields yield 1 extra grain (7), green 2 grain (8) and yellow even 3 (9). The yield is replenished immediately from the stock of components on the grain already sown.

MOVE: COHORTS - At the end of this round are taxes and so it is good to take as many fields as possible. However, this is not the only strategy. We already controls two SGFs and concentrate the remaining units on one LGF. Be captures new fields while loading three cohorts onto a transport ship and immediately lands with it in Cornwall (1). He loses the ship and gains +01 money. This is an allowed combination of moves. Meanwhile, Bk prepares a beachhead for an attack in central England. Bn manoeuvres and skilfully occupies South Wales, from where Bk flees. Bn scores 1 victory point for sown corn.

MOVE: SPECIAL - Bn must now protect their herds or cull them in trade. He chooses the first option. Be moves the herd of pigs.

MOVE: RETREAT - Only Be is retreating to a transport ship from Ireland.

COMBAT: There are no two players on any GF, so this phase is skipped. Only Bn burns grain in Wales (3) and feeds herds in villages with a total of 2 stored grain.

REAR: CONSTRUCTION - In the first round nobody started with the construction of buildings, so we are skipping this time as well.

REAR: TRADE - Be sells the last of the grain and fish for a total of 1 money, freeing up capacity for the harvest. This also makes We and gains 3 money. At the same time he starts building a new village with 4 cohorts (maximum number) for 3 money (4). Since Bn is under pressure from two players, he finally decides to unload the free herd of sheep and pigs (5), sells 3 grain and 1 fish, and buys 3 new cohorts with the 6 money earned. Bk, who has been waiting, decides to change his previous strategy, sells all the grain and fish and buys 1 cohort, which he immediately upgrades to a ship (6), and as a result adds 1 money.

REAR: FISHING - We is fishing 2 fish, the others 1 each.

TAXES - In this game, taxes are a blessing. You don't have to pay them, but instead collect them. Namely, for villages (+01) and controlled LGFs (+1/2) furthest from the LGF with the village adjacent. The halves are rounded down. Now, based on the situation after round 2, try to calculate the tax revenue for each player and then check the result. It is:

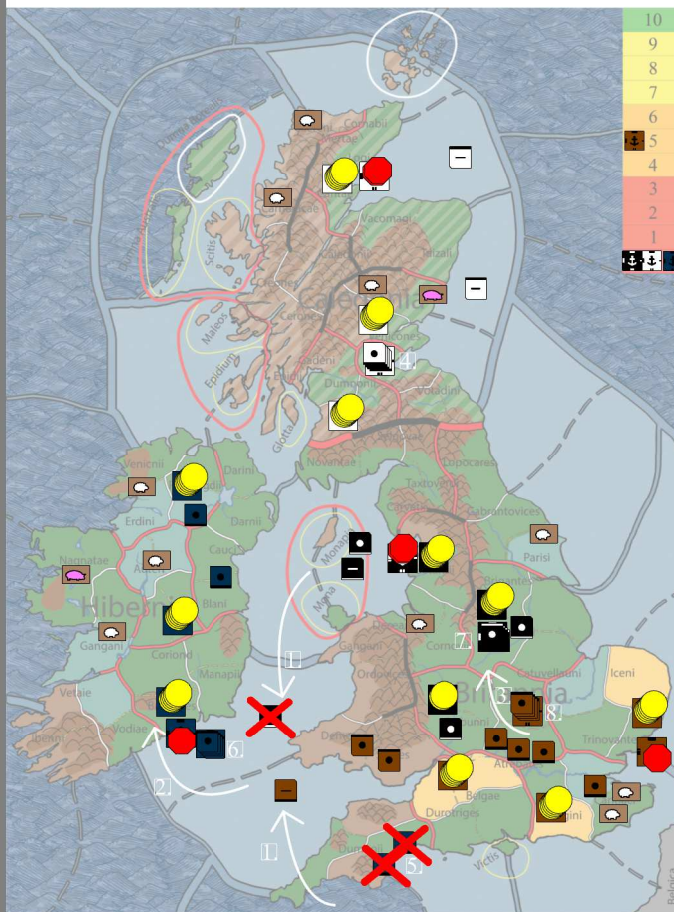
Bk $3*1 + 8*1/2 = +07$ money.

We $3*1 + 8*1/2 = +07$ money.

Bn $3*1 + 7*1/2 = +06$ money.

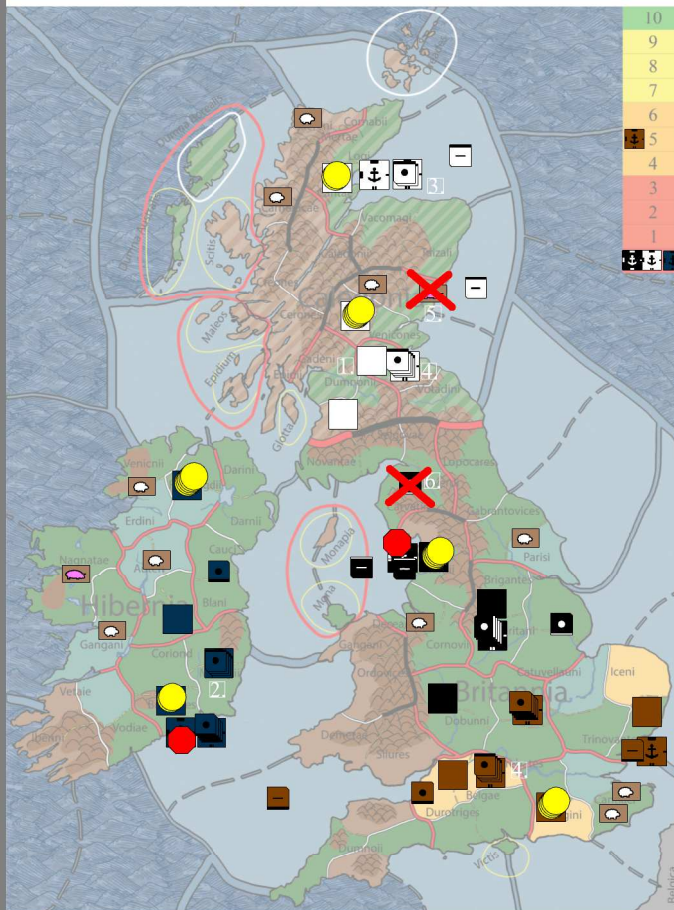
Be $3*1 + 9*1/2 = +07$ money.

THIRD ROUND - AUTUMN



after third round Bk 01, We 11, Bn 08, Be 08

FOURTH ROUND - WINTER



after fourth round Bk 00, We 07, Bn 01, Be 02

MOVE: COHORTS - We doesn't need to move. The situation is complicated by the other three players hesitating to start. Finally, Bn decides to take the initiative, thus setting up a suitable situation for him. Bn moves the ship into the Celtic Sea (1). Be is now at too great a risk of possibly being unable to supply the army in Cornwall over the winter. In addition, Bk (1) joins with his ship. As long as the SGF is not locked down he withdraws all he can to Ireland (2). Bn again seizes the initiative and attacks the centre of England from all sides. As he has the upper hand and the resulting crossing movements would trap Bk's army in battle, Bk retreats north (3). An attack from Wales is a looming trap for Bn (a possible retreat for Bk) and so he waits.

MOVE: SPECIAL - Be and Bn are moving their herds of sheep.

MOVE: RETREAT - Only Be retreats to a village in northern Ireland.

COMBAT: WITHDRAWAL - Again, nothing.

COMBAT: BATTLE - The uncrewed naval battle is again won by Bn, scoring his third victory point.

COMBAT: SIEGE - Again, nothing.

REAR: CONSTRUCTION - We is building with four cohorts (which is twice as many as required) and therefore not 25% but 50% is now complete. Illustrated by turning the chamfered edge of the cohort from twelve o'clock two-quarters clockwise to six o'clock (4).

REAR: TRADE - Bn empties the granaries and takes 1 money for 1 grain and 1 fish. Bn's decisive strike on Bk's village is about to take place. Bn is able to add 1 more cohort and attack with the whole legion (10 cohorts). Bk, with all his strength, is able to get to 11 cohorts while buying 3 cohorts and landing his fleet from the Irish Sea. In any case, this middleground threatens a major massacre that would only weaken both sides going forward against the other players. So Bk offers Bn a tribute (which works out to 3 money). Bk accepts, gaining an extra two victory points and peace for 4 rounds. Be disbands his 1000 men in Cornwall (5) and starts building a port in Ireland for 4 money with 4 cohorts (6). Bk immediately starts building a city - an improvement to the village - with 4 cohorts for 5 money (7). Bn at this point only builds a village in central England for 3 money with 4 cohorts (8). We sells two fish.

REAR: FISHING - Be nothing, We 2 fish, Bn and Bk one each.

HARVEST - They all harvest the sown grain from the GF they control to their interconnected villages (by We also across the sea).

RECRUITMENT - Buying new recruits cheaper but just before feeding them is a double edged sword. The advantage is the accumulation of troops from adjacent controlled LGFs. Be buys 3 cohorts, We buys 2 cohorts.

MOVE: COHORTS - Be gathers cohorts to build a village, We waits, Bn prepares to build a town and buy a ship, Bk takes cohorts of GFs to seed next year and and 1 cohort heading north.

MOVE: SPECIAL - Nothing this time.

MOVE: RETREAT - 1 Bk cohort retreats to the village with the dock.

COMBAT: WITHDRAWAL - The clearing of the LGF countryside and the hiding of cohorts of defenders behind village fortifications within the LGF will not be shown in this demonstration.

COMBAT: BATTLE - No pre-winter "reduced feeding costs" battle. **COMBAT: SIEGE** - We didn't even see the siege. This is quite crucial in the winter round. The defenders have to feed only from the inner reserves of the settlement. Moreover, a settlement that is not fed automatically surrenders to the besiegers (i.e. without a fight).

REAR: CONSTRUCTION - We managed to complete the construction of the village (1). It won't help with taxes or harvest this year. Unlike the unfinished settlements, however, it must be fed. Bn has 50% of the village. Bk has 25% of the city. Be has 50% of the port.

REAR: TRADE - Bk sells 2 fish for 1 money and buys a cohort upgrade to a transport ship with any remaining money. Bn buys a city building (4) and an upgrade to a transport ship. He has 1 money left. Be buys the village building (2) for 3 money, with 2 money left. We is the builder, so he starts building the city (4) with 4 cohorts and the port (3) with 2 cohorts at the same time. He sells 2 fish for 1 money, which is also his balance.

REAR: FISHING - Be nothing, We 2 fish, Bn and Bk one each.

FEEDING - And now the annual moment of truth that may leave some unvarying players with not even enough grain for the next sowing. The player must grain feed the herds (less meat gained) or cull the herds (more meat gained (5)). And then he must feed all villages, cities and cohorts (or dissolve (6)) with fish, grain and meat. He can only sell the surplus meat now at a better price even without the port. Now let's look at our players: Bk -2 grain, +4 meat for herds. -6 grain, -4 meat for cohorts and buildings We -3 grain, +11 meat for H. -6 grain, -11 meat, -2 fishes for C&B. +06 M Bn -2 grain, +4 meat for H. -9 grain, -4 meat, -2 fishes for C&B. Be -5 grain, +9 meat for H. -3 grain, -9 meat for C&B.