

Learning Here I Stand in 20 Minutes or Less

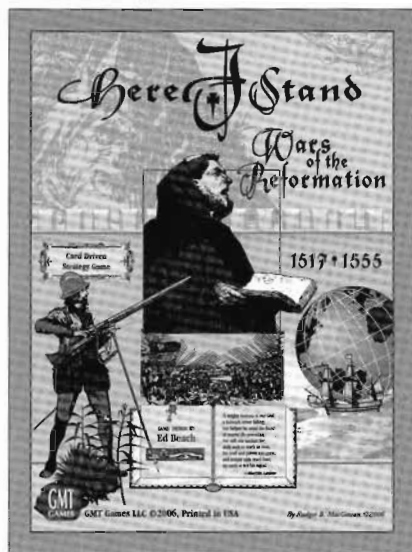
by Ed Beach

Here I Stand (HIS) is the newest multiplayer, card-driven game from GMT Games. From 3-to-6 players vie for political and religious control of Europe during the Reformation (1517-1555). Combining elements from SPI's **A Mighty Fortress**, AH's **Diplomacy**, and GMT's **Napoleonic Wars**, the game rewards those who can successfully combine diplomatic prowess with a well-timed military or theological strike.

One question we have received is: "How can a 6-player (multiplayer) game have 40-pages of rules – isn't such a complex game too cumbersome for six players?" Our reply is that no single game mechanic in **HIS** is complex. In fact, when introducing **HIS** to new players, we mention that it only takes about 20 minutes to go over the basics and get someone into a game. We've therefore gone ahead and captured our standard 20-minute *spiel* in this **C3i** article. Although at least one player in each **HIS** game should have read the entire rules (which are lengthy due to their thorough, step-by-step approach), if you give everyone else a copy of this article, you can go ahead and start playing.

Powers

There are six major powers in **HIS**: **Ottoman** (dark green), **Hapsburgs** (yellow), **England** (red), **France** (blue),



Papacy (purple), and **Protestants** (brown). When playing with six, each player takes one of these powers and tries to guide them to victory. If you have only 3-to-5 players, some players get to control more than one power. This article assumes six players; please read the half-page section *Games with 3-to-5 Players* in the **HIS** Scenario Book if playing with less than six.

Each major power has a Power Card set up between them and the map. This power card serves as a reference by telling them the attributes of their current ruler, the actions that their power can undertake, the

number of cards they receive at the start of the turn, and their current VP total.

We'll be looking at the English power card from Turn 5 of a recent game as we proceed through this article.

Besides the major powers, there are four minor powers in **Here I Stand**: **Scotland** (light blue), **Genoa** (pink), **Venice** (orange), and **Hungary-Bohemia** (light green). Hungary-Bohemia starts the game at war with the Ottoman and usually becomes a Hapsburg ally after they suffer a military defeat to the Ottomans. The other three minor powers enter play through an event card or if targeted by a declaration of war from a major power.

Victory

I always like to start the explanation of a game by telling players how they can win. Victory in **HIS** is accomplished by earning victory points (VP). The first power with a total of 25 VP or more at the end of a turn wins. If the game goes a full nine turns with no one reaching 25 VP, then the winner is the one with the highest final total. (There are also three types of sudden-death victory that can end the game earlier if one player is dominating, but these are rare so let's not worry about them now). The details on how each power earns VP are shown on their Power Card; no two powers are exactly alike. Each power's VP total is derived from base, special, and bonus VP. The base VP total is shown in the lower-left of the power card. As a player gains control of a key space on the map, he moves a square control marker (the English flags in our figure) off the power card on to the map. That reveals a new box listing cards and VP. The last time the English player placed a square control marker, he revealed the "3 Cards, 11 VP" box. So he is now earning 11 base VP. Special VP are listed in the bottom center of power cards. As marked in our example, the English are earning 5 special VP for the birth of Edward VI, a long-awaited male heir for the Tudor dynasty. Finally, the bonus VP box in the lower right shows additional VP markers gained. The English have 4 bonus VP through New World exploration and 2 bonus VP for winning wars. Their overall point total

England			
Cost	Action	Cost	Action
1	Move formation in clear	1	Assault/Fight foreign war
2	Move formation over pass	1	Control unfortified space
1	Naval move	2	Explore
1	Buy mercenary	3	Colonize
2	Raise regular troop	4	Conquer
2	Build naval squadron	3	Publish treatise (English zone)

Marital Status

Catherine of Aragon	Ask for divorce	Anne Boleyn	Henry's Marital Status	John Calvin	Martin Luther	Pope
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Cards and VP Per Key

1 Card 3 VP	1 Card 5 VP	2 Cards 7 VP	2 Cards 9 VP	3 Cards 11 VP

SPECIAL VP:

Add 1 VP for every 2 English home spaces under Protestant religious influence.
Add 5 VP if Edward VI is born (or if Elizabeth I is born, not Edward VI).
 5 VP

Henry VIII
Battle Rating: 1
Command Rating: 8 units
Admin Rating: Save 1 card
Card Bonus: 1 extra card
Ignore English troops in Reformation/Counter Ref rolls

Bonus VP

Circumnavigation 3 VP	Pacific Strait 1 VP	War Winner 2 VP
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is 22 (good enough to put them in the lead in this game).

The Map

Next, let's take a look at the game map. Let's start by referring to features we can find on this map section (right) centered on northern Italy.

Map spaces come in two types: fortified and unfortified. Fortified spaces are always more valuable, but they have to be put under siege and then assaulted (in two different player-turns) to be captured. Fortified spaces include:

- **Keys** (squares such as Marseille, Genoa, and Milan. Capitals are keys that have their name listed in all capital letters, such as Rome and Vienna)
- **Electorates** (hexagons such as Augsburg, only six are present, all in Germany)
- **Fortresses** (eight-pointed such as Besancon. These are fortified locales that lack enough economic significance to make them a key)

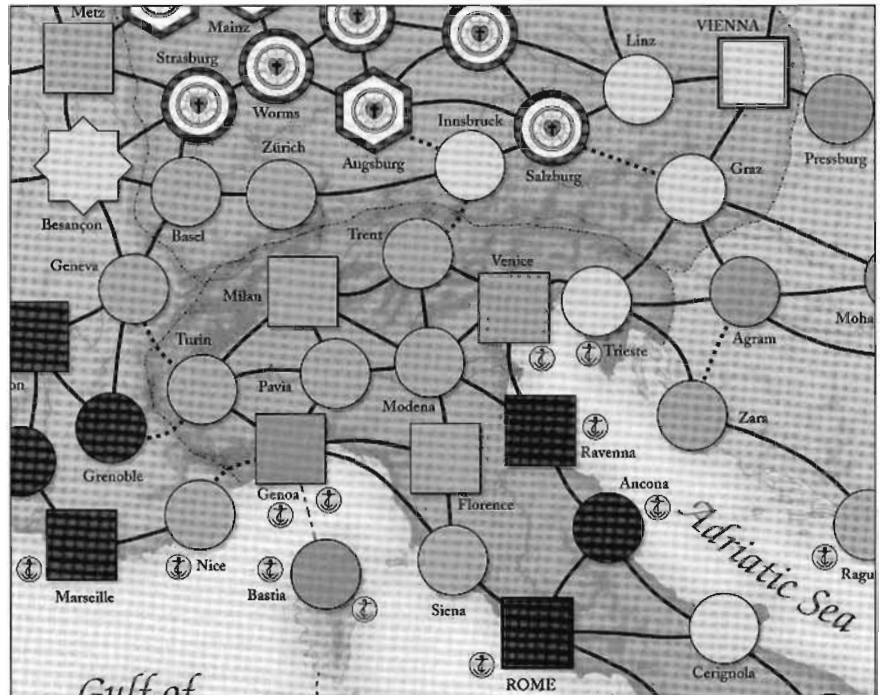
All other spaces are unfortified. Lines are used to connect adjacent spaces. Solid lines represent clear terrain; dashed lines (such as Geneva to Turin) represent spaces connected by a mountain pass.

A number of sea zones surround the land and are labeled in blue italics (such as the Adriatic Sea). Spaces with one or two nearby anchor symbols are ports, providing access to the sea zones. Ports with two anchor symbols (such as Genoa and Bastia) are connected to each sea zone where a symbol is present.

The color inside each space shows which power it is associated with. Gray spaces are independent; all other spaces are a home space of the major or minor power of that color. The background map color around a space is also of significance, showing the language spoken in that space. There are five language zones: English (red), French (blue), Spanish (yellow), German (brown), and Italian (purple). Spaces on a tan background are considered to be outside all five language zones. Therefore, looking at our map we see that Graz is a Hapsburg home space in the German language zone, Trieste is a Hapsburg home space in the Italian language zone, and Agram is a Hungarian home space outside all language zones.

Control Markers

As the game progresses, major powers gain political control of additional spaces beside their own home spaces. When political control of a space changes, a



control marker (square for keys, hexagonal for other spaces) is placed over the space to show the new major power owner. As the Reformation moves across Europe, the predominant religion of a space (called *religious influence*) can also change. Control markers are two-sided. The solid-color side represents Catholic religious influence while the side with the white interior depicts Protestant religious influence. When the religious influence of a space changes, a control marker is either placed (if no marker was present in that space yet) or flipped (if a marker was already there) to depict the space's new religious status. Some examples (right) of control marker usage are given here:

- **Geneva:** independent unfortified space, still not under major power political control. However it has flipped to Protestant religious influence.
- **Lyon:** French key, still under French political control and still Catholic.
- **Turin:** independent unfortified space, now under French political control, still Catholic.
- **Grenoble:** French unfortified home space, now under Protestant religious influence.
- **Avignon:** French unfortified home space, now under Hapsburg political control, still Catholic.

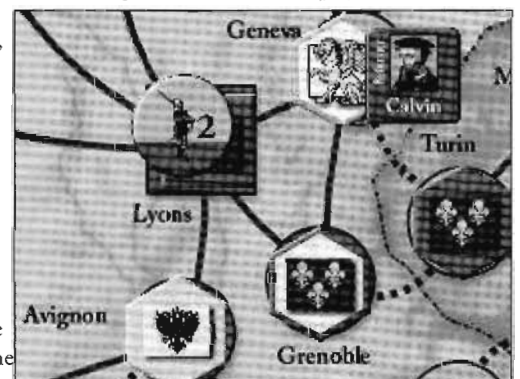
Notice that all spaces printed on the map are solid (and thus Catholic) if no marker is present. The only exceptions are the Protestant home spaces, which have the

white interior, and thus are Protestant in religion if no marker is present. The handy thing is that you can look at the map at any time and scan for spaces showing white interiors – this is the current extent of the Protestant Reformation.

Units

Five of the major powers have regulars and mercenaries as their two land units. Mercenaries (on the back silhouette side of each counter) only cost half as much as regulars, but they are unreliable. The sixth power, the Ottoman, has cavalry units for their half-price land unit instead of mercenaries. Cavalry won't desert a player like mercenaries do, but they aren't very useful in sieges (providing no combat dice to a player in an assault, either on offense or defense). These land units come in denominations of one, two, four, and six units per counter.

Except for the Protestant player and



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1 French regular



2 Ottoman cavalry

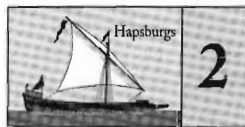


4 Hapsburg mercenaries



6 English regulars

Hungary-Bohemia, each power also possesses one or more naval squadrons. Each naval counter represents one squadron; there are no denominations for the naval units. The Ottoman player also has a half-price naval unit, the corsair, which allows him to initiate piracy against Christian ports but is not useful for establishing a naval blockade in order to siege a fortified port. Squadrons are marked with a "2" (the number of dice they roll in combat and the number of hits needed to sink them); Corsairs with a "1" (since they roll just 1 die and are sunk with just 1 hit).



The only other units that appear on the map are army leaders, naval leaders, and reformers. Normally a player can only move groups of up to 4 land units. However, with an army leader, a player can create a formation of units the size of that leader's Command Value (shown in the yellow box on the army leader counter, 6 for the Duke of Alva). Army (and naval) leaders also are marked with a Battle Rating (1 for Alva, 2 for Andrea Doria) that shows the number of extra dice they receive when leading units in any form of combat. The four reformer counters



represent the most significant Protestant religious leaders. Reformers never move, but they do provide useful bonuses to Protestant religious efforts near their space (which represents their home parish).

Sequence of Play

Now that we know what we'll see on the map, it is time to talk about the flow of each game turn. On the first turn, two extra phases are inserted, kicking off the Reformation with the publication of the *95 Theses* and the confrontation between Martin Luther and Charles V at the Diet of Worms. It is easiest to just refer to Section 18.1 of the rulebook at the start of the game when you resolve these phases. So let's instead talk about the seven other phases that occur each turn:

- **Card Draw Phase:** New units (including debaters, a unit we haven't talked about yet that never appears on the map) and new cards are added to play as dictated by the Turn Track at the bottom of the map. These new cards and the discard pile from the previous turn are all added to the deck and reshuffled for the upcoming turn. Cards are then dealt; some powers might receive extra cards because of riches returning from the New World.

- **Diplomacy Phase:** Once all the players have their hands of cards, they are all set to negotiate with the other players. This negotiation at the start of the Diplomacy Phase is the only time players may talk in secret, without all other players present. At this time two powers can agree to:

1. End a war that the powers are fighting
2. Form an alliance for this turn (only), possibly loaning naval units to this ally
3. Return a captured leader from one power to the other
4. Yield political control of spaces from one power to the other
5. Grant 1 or 2 cards (drawn *at random*) from their hand to the other power
6. Give up to 4 mercenaries to the other power
7. The Papacy can also permit Henry VIII's divorce (if the Marital Status marker, located on the English power card, is on *Ask for Divorce*) or rescind an ongoing excommunication of the English, French, or Hapsburg ruler.

After negotiating, the players update the board to reflect the deals made. Powers that lost political control of home spaces in a war (or had their leaders captured), and that were not able to negotiate peace terms, may now *sue for peace*. Similarly, powers

that lost leaders or are under excommunication may give up a card to address these issues (a less detrimental way to resolve these situations than suing for peace). Finally, major powers may spend cards to declare war on eligible powers.

- **Spring Deployment Phase:** Each major power now moves one formation of units from their capital to the edge of their empire. These *spring deployments* are always done in order around the table, starting with the Ottoman. The Protestant may never spring deploy (having no capital). The Hapsburg (with two capitals) may only deploy out of one of them each turn, not both.

- **Action Phase:** Now we get to the meat of the turn, the Action Phase, where powers play cards (in order around the table) to gain political and religious control on the game map. This phase is described in greater detail below, so we'll skip the details for now. Just keep in mind that the Action Phase concludes when all six powers have "passed" in a row. You may not pass if you have a Home Card or Mandatory Event card remaining in your hand, or if the size of your hand is greater than the Admin Rating for your ruler listed on your Power Card. Powers that are totally out of cards must pass.

- **Winter Phase:** All powers are then "reset": fleets return to port, land units return to fortified spaces (4 to a space, except in the capital where there is no limit), alliances are concluded, and each power gains 1 regular in their capital(s).

- **New World Phase:** The voyages to the New World initiated during the Action Phase are now resolved (it takes time for word to travel back to Europe!)


- **Victory Determination Phase:** The turn concludes by counting and recording the VP count for each power. If no one has reached 25 VP (or won a Domination Victory by being ahead of all other powers by 5 VP on Turn 4 or later), play proceeds to another turn.

Action Phase

The final part of our quick explanation of HIS is to review all of the options open to players in the Action Phase. Each player-turn in the Action Phase is called an *impulse*. Starting with the Ottoman, each power plays a card either to trigger its printed event or to spend the command points (CP) shown on the shield in the upper-left corner of the card (3 CP on the Lady Jane Grey card). The only exception

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3 59 Turn 6



Lady Jane Grey†
If England has changed rulers this turn and has a non-home card remaining in their hand, draw one card from English hand and one from the deck. Choose 1 card to keep and 1 card to award to either the Protestant or Papal player. Remove from deck if played as event.

is for the red Mandatory Event cards (like Barbary Pirates). When played, these cards (that are used to advance the storyline of the game) *must* be played as an event. After the event is resolved, the power playing the Mandatory Event then spends 2 CP on actions. Cards are placed in the discard pile after play, unless red text at the bottom of the card shows that the card is now removed from the deck. There are also two types of cards that can be played during other powers' impulses:

- blue Response cards (which can be played at any time)
- black Combat cards (which can be played if your power is involved in a combat)

If a power does not play a card for the event, he spends the CP on actions available to his power (selected from the list of actions on the upper left of his power card). CP are spent on one action at a time; that action is resolved before the next is begun. CP can be spent on the same action over-and-over (such as spending 1 CP many times to move a formation of units more than one space), or split among a selection of different actions. The cost of each action is listed on the power card. The sections below briefly describe how each action is executed.

Movement Actions

Move formation in clear (1 CP): A formation is moved to an adjacent space over a clear terrain connection. Land movement is always by formation. A formation is a group of up to 4 friendly units. If army leader(s) are present, they

can expand the size of a formation up to the sum of two leaders' Command Values. Formations moving by land may be intercepted by enemy formations that are adjacent to their destination space (if they roll a 9 or better on two dice; the best Battle Rating of a leader is added to the roll). If an intercept occurs, a field battle is resolved in that space. If a formation enters an enemy space, the stack in that space may try to avoid battle to an adjacent space under friendly control (with the same odds as an intercept). If a fortified space is entered, the defender also has the option to withdraw up to four land units inside the fortification. However, if neither avoid battle or withdrawal occurs, then a field battle is fought. Each side gets one die for each unit, one die for each point of Battle Rating of their best leader, and the defender gets one extra die. Both sides (attacker first) then have the option to play combat (black) cards. Hits are rolls of "5" or "6". Each hit eliminates one enemy unit. The side scoring the most wins the battle. The losing side retreats one space.

Move formation over pass (2 CP): A formation is moved to an adjacent space over a pass. Except for the extra 1 CP cost, the action is the same as a move in clear.

Naval move (1 CP): A naval move action lets you move every naval unit you control to an adjacent sea zone or port. Intercepts, avoid battles, and naval combat may occur, in a similar fashion as with land moves. Naval combats are again resolved by trying to score hits of "5"s and "6"s, though the defender in a naval battle only receives an extra die if occupying a port.

Unit Construction Actions

All powers can take unit construction actions (though not all powers can build the special units: mercenaries, cavalry, and corsairs). Be careful — you can only construct units in *home* spaces, not in any space you control. This rule makes it tough to reinforce places like northern Italy. The home space used for construction must be under your political control, can't be under siege, and can't be in unrest. You are also limited to those units available in the counter mix.

Buy mercenary (1 CP): Each time this action is taken, one mercenary is added to the selected space. Ottoman cannot raise mercenaries. Take this action multiple times to build a lot of mercenaries.

2 9 (1517) MANDATORY



Barbary Pirates†
Algiers space is now in play. Add an Ottoman square control marker, 2 Ottoman regulars, 2 corsairs, and Barbarossa to that space.
Ottomans may now build corsairs and initiate piracy.
Remove from deck after play.

Raise regular troop (2 CP): Builds one regular, as above.

Raise cavalry (1 CP): Ottoman builds one cavalry, as above.

Build naval squadron (2 CP): Builds one naval squadron; the home space must be a port.

Build corsair (1 CP): Ottoman builds one corsair; the home space must be a port. Corsairs are the only unit the Ottoman may build in Algiers.

Combat Actions

Assault/foreign war (1 CP): Resolves one foreign war card or a siege set up in a previous impulse (when a defending stack withdrew inside fortifications). If a fortified space has defending land units, the normal combat dice for the attacking land units are halved. Hits again are scored on a "5" or "6". If the defenders are eliminated, the assault succeeds, and political control of the space flips to the assaulting power. If not, the besieging forces remain in the space, unless they took such severe losses that they no longer outnumber the defenders inside the fortifications (in which case they must retreat).

Control unfortified space (1 CP): Allows a power to remove unrest or control an unfortified space if they have units in that space or adjacent to it.

Initiate piracy in sea zone (2 CP): The Ottoman may use corsairs in a sea zone to pillage ports adjacent to their current sea zone (even if not at war with the owner of the ports). The target power and powers at war with the Ottoman roll dice against the

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corsairs for nearby naval units and fortifications. Each hit of a "5" or "6" eliminates one corsair. Then the pirates roll from one to four dice (based on the number of corsairs, the number of target ports, and the Ottoman naval leader). Each hit of a "5" or "6" forces the target power to lose a naval unit, yield a card to the Ottoman, or let the Ottoman score a piracy VP.

New World Actions

New World actions are only available for England, France, and the Hapsburgs. Exploration earns VP; colonization can earn you bonus cards in future turns; successful conquests do both. Each allowed power can only undertake these actions once per turn.

Explore (2 CP): Place your "Exploration Underway" marker in the Crossing Atlantic box. A randomly selected explorer will sail for your power in the New World Phase.

Colonize (2 CP Hapsburg/3 CP English): A colony is built and may start producing cards at the beginning of the next turn.

Conquer (4 CP): The Hapsburgs place their "Conquest Underway" marker in the Crossing Atlantic box. A randomly selected conquistador will sail in the New World Phase. The English and French don't have named conquistadors; just place a generic "English/French" conquest marker.

Religious Actions

Translate scripture (1 CP): This Protestant action advances one of his scripture translation projects (the *New Testament* and *Bible* in each of three languages) by one box on his power card.

(Flying Colors – Continued from page 15)
will catch fire on a result of 7 – 9.

French Victory Points

1. The French player receives **10** victory points for each Transport Ship (*en flute*) that is not damaged (i.e., not flipped to its damaged side) and exits the eastern edge of mapboard "C".
2. The French player receives **5** points for each Transport Ship (*en flute*) that is damaged (flipped to its damaged side), but is not in danger of sinking and exits off the eastern edge of mapboard "C".
3. The French player receives **5** points for each Escort Vessel that is not damaged and exits off the eastern edge of mapboard "C".

British Victory Points

1. The British player receives **10** points for each French Transport (*en flute*) that strikes, is captured, catches fire, explodes, sinks or is in danger of sinking before it can exit off the eastern

Here I Stand – Wars of the Reformation

Card Driven Strategy Game (CDG)
Published: 2006 by GMT Games LLC
Game Design: Ed Beach
Art Director: Rodger B. MacGowan
Maps & Counters: Mark Simonitch



Contents: 110 Strategy cards; 4 Countersheets; One 22x34 inch Map; Rule & Scenario book; 10 dice; Player Aids; Bookcase Box
Time Scale: 4 years per turn (1517-1555)
Map Scale: Point-to-Point system
Complexity Level: Medium (6 of 9)
Players: 3-6



When a project is complete, the Protestant gets to take six Reformation attempts targeting that language zone (with each die result increased by one after a Bible is translated). Each Reformation attempt targets a single Catholic space adjacent to one already under Protestant religious influence. For each Protestant space, stack of Protestant land units, and reformer adjacent to the space, the Protestant rolls a die. The Papacy rolls a die for each adjacent Catholic space, Catholic land unit stack, or Jesuit university. The highest single die prevails (and gains or retains religious influence). Since the Protestant wins ties the targeted language zone, it is quickest to have the Protestant roll first. If any die comes up as a "6", the Protestant wins without the need for a Papal roll.

Publish treatise (2 CP Protestant/3 CP English): Allows the Protestant (or English if Cranmer is on the map) to take two Reformation attempts targeting a single language zone.

edge of mapboard "C".

2. The British player receives **5** points for each French Escort Ship that strikes, is captured, catches fire, explodes, sinks or is in danger of sinking before it can exit off the eastern edge of mapboard "C". French Frigates do count as Escort Ships.

Players Notes

This Victory Point system has been structured so that the commander of each fleet is forced to carry out his orders. The French must see that their Transport Ships get through at all costs. The primary target of the British is to stop the French Transport Ships from getting through.

Suggested Tactics

• **The French player** should use his escort ships to block the British from moving into range of the transport ships. This means running a tight line and keeping the *Limeys* from breaking your line. The transport ships should bend on every

Call theological debate (3 CP):

A debate is a one-on-one theological duel between a Catholic and Protestant debater. Debaters, kept off-map on the Religious Struggle card, become "committed" for the turn when used in debates and for the special bonuses listed on their counters. Only uncommitted debaters can initiate these attacks; they are also stronger in defense than committed debaters. Each side rolls dice looking for hits of "5"s and "6"s. The side scoring more hits gets to flip spaces (equal to the difference in the hit totals) to indicate their religious influence and may be eligible to burn/disgrace the defeated debater, scoring bonus VP.

Build Saint Peter's (1 CP): This Papal action advances his marker by 1 box on the St. Peter's track on his power card. Every 5 CP spent yields 1 VP.

Burn books (2 CP): Allows the Papacy to take two Counter Reformation attempts targeting a single language zone. Counter Reformation attempts are resolved like Reformation attempts in reverse; however, the Papacy never wins ties until Paul III becomes Pope.

Found Jesuit university (3 CP): If the Society of Jesus has been formed, the Papacy may add a Jesuit university to the map.

That's it – you're ready to play **Here I Stand**. Refer to the rules and Action Summary chart as needed, and more importantly...have fun!

For the latest details on this new game (including errata and FAQ) see the designer's web site:

<http://home.comcast.net/~ebeach/>



inch of canvas that they brought with them and run like hell for the east. Use your frigates' speed and maneuverability to harass the enemy and get between them and a transport being attacked. This is one time when the French penchant for shooting up the opposition's rigging to slow them down works for them.

• **The British player** has his work cut out for him and must first close the range and then attempt to slow down the transport ships of the French Fleet before attempting to destroy them. While the French have an almost totally defensive role; yours is both offensive and defensive. Keep the wind at your back. Sailors of the British Fleet: it is *you* who hold fast the "Oak Walls of England"!

I hope that you enjoy these scenarios. Your comments and questions are always welcome and may be addressed to me at:

al.bisasky@verizon.net